



DRAGON'S HOARD 3

A COMPILATION OF WAYYYYYYYY TOO MANY HOMEBREWS

ADVENTURES





MONKEYDM

ENDLESS REVERIE



5TH EDITION ADVENTURE

UNVEIL A CRUEL WEB OF LIES AND ILLUSIONS

THE ENDLESS REVERIE

THE ENDLESS REVERIE IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 4 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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PLOT HOOK:

The small community of Misaal is rarely heard about. It's a place where elves live off the land, mostly calm and unbothered. Recently, local government has tried to integrate the community within the infrastructure, hoping to one day even turn it into a full-on village or town. They originally agreed to giving some of their crafts and crop to the kingdom, but then they started complaining about it. Although they gave very little. Recently, the entire grain supply of the community has stopped. And nearby settlements are scared. Of course, they were a little tucked away and a little solitary in nature, always talking about how elves should live off the land. They might have turned the wheel around, becoming a full-on cult. You've been directed towards a dwarf who might have more information.

0. LIEUTENANT TYLIN BLACKBOOTS

As your party approach the dwarf he turns around to angrily greet them.

He is the person in charge of receiving the shipments, a dwarven lieutenant (**Veteran stats**) by the name of Tylin Blackboots, he will pay the party handsomely (200 gp per head) if they take care of the village, telling them the empire is not to be messed with.

TYLIN BLACKBOOTS

Information: Tylin is an angry old chap, with black leather boots with soles of pure iron and spikes at the tips, with which it is said he kicked people in the bits during combat. His hair is tied into a long and messy series of ginger-brown braids, which look filled with all sorts of beads and bobs. His beard is just the same in color and design.

1. THE COMMUNITY OF MISAAL

1.1. SINUOUS PATH

Read this:

'Going towards the community, the journey takes quite a good while. It's nestled away in between a vast canopy of large pines and oaks, so it is difficult to track.'

Choose an expedition leader, they must succeed a **DC 13 Wisdom (survival) check**, on a failure the party gets lost in the forest. This will lengthen the journey by a full day, requiring to sleep outside. If they do, roll 1d4, during the corresponding shift (1 on the die equals to 1st shift and so on) **1 Nightmare** will attack the party.

Read this:

'After a bit of messing about on the way there, the track becomes almost clearer due to the occasional marking on the trees in elvish. It's quite obvious that the community has tried its best to hide itself from the rest of the world. The pathway isn't the greatest.'

If they examine the surrounding nature with a either a **DC 18 Intelligence (Nature) or Intelligence (investigation) check**, they'll notice that some of the leaves look unnatural, almost illusory. All of these leaves happen to be out of reach. If the party does touch them, they are indeed illusions.

1.2. SLEEPY VILLAGE

After a bit more traveling, read this:

'Only when you reach the village, the reason for the hiding feels quite understandable. The entire common is incredibly beautiful, prosperous and well-built and although you can't say it looks opulent, it does look devoid of poverty. The only issue is that, for the most part, the village is deserted. There seems to be no one... Anywhere'

The village has beautiful wooden houses with moss rooves, small and large alike. Wherever players go, the doors seem to be open, but the homes look minimalist in design on the inside. In every house, seated on small tatami mats, there are elves, fast asleep in their trance. Shaking them, harming them or even healing them has no effect. They are in an endless trance.

Players who are proficient in can try to succeed **DC 15 Intelligence (investigation) check**. On a success, wherever the party looks, the entire village seems to be picked clean. There's no food, no findings, nothing. It's almost like everyone got up and left, and yet they are all entranced, not moving, not eating, in stasis.

Regardless of the outcome, after the party investigates a few houses and rattle about, making noise, they will hear shouting from a small house. A scraggy old man starts approaching them. He's smiling, and his eyes are white, quite obviously blind. This is Rajlin the Old. He looks shamanesque and does a bow when he sees the party. He will be kind to the party and answer any of their questions.

RALJIN THE OLD (DRUID)

Information: Rajlin seems to be unnaturally slim, even for an elf. His skin has darkened and grown old, with plenty of wrinkles and pockmarks. His hair is scraggy and thin, but goes all the way down to his ankles. He wears very few clothes, and a lot of his skin is marked by paint, looking half-way dried. His eyes give off a stifled intensity, although taken away by age, but he does have a sage-like aura. You reckon he's most likely been alive close to 700 years or so.

Read this:

'I KNEW I HEARD SOMEONE! Welcome, welcome... You see, in elvish, we say Ish-nu-ala!' Rajlin laughs. 'Of course, I understand not everyone speaks elvish... Some of our own didn't before they got here. They were estranged from their own kind you see. No matter, now. Everyone left me, I think. I can tell by your smell you are not of our own. You see, I'm the only one who hasn't ascended to the great dream.'

Rajlin explains that the community had lived beautifully, until the kingdom came and started taking food from them. (*Note: That kingdom can be re-flavoured to whatever you wish to*). At some point, distress started spreading. This all stopped when one of the villagers, an elven woman by the name of Latha, suggested they go to the lake of clarity, their main place of worship, to seek guidance. Guidance came to them in the form of elven spirits, which advised them to enter a trance deeper than ever before, by drinking the water of the lake and then entering their trance. They all did except him, because he felt something was off about Latha. He would hear her feet four times, because his hearing is so good. He also smelled her smell was different. He was the only one who didn't trust her.

If the players ask, he can take them to the lake of clarity.

2. THE LAKE OF CLARITY

Read this.

'Slowly but surely, using nothing but a large stick and his smell, Rajlin leads you towards the lake of clarity. It's quite beautiful, with a certain lair of mist around it.'

Once any player moves towards the lake or touches the water.

'You notice a few lights rise from the water, almost like little fireflies at first, but then they begin to grow a little. you see Rajlin begin to smile. He looks at the lights. "I can sense the spirits once more... Maybe they weren't Latha's lies after all." The spirits then begin to crackle with powerful lightning and you begin to feel a little unease. Then the spirits begin to approach.

The spirits are **2 Will-o'-Wisps**. They will begin to attack the party. After the first round of combat, noticing the spirits dislike the players, Rajlin will also attack them, fearing they are "corruptors come to take him away". He will then trip, fall head first in the water, drink some by accident, fall asleep and not wake up, afflicted like the other elves.

After the wisps are killed, the mist begins to dissipate. The lake is now examinable. If the players cast *Detect Magic* or succeed a **DC 15 Intelligence (arcana check)** or higher, they'll discover the lake seems to be in some way magical, Enchantment school of magic mainly, but a faint air of Conjunction can be sensed at the the bottom of it.

If they decide to drink the water, they will instantly feel compelled to go to sleep, or trance in case they are elves. This will bring them into the Dreamland (Chapter 3). If they instead choose to swim to the bottom, they will find a magical gateway, leading them to Chapter 4.

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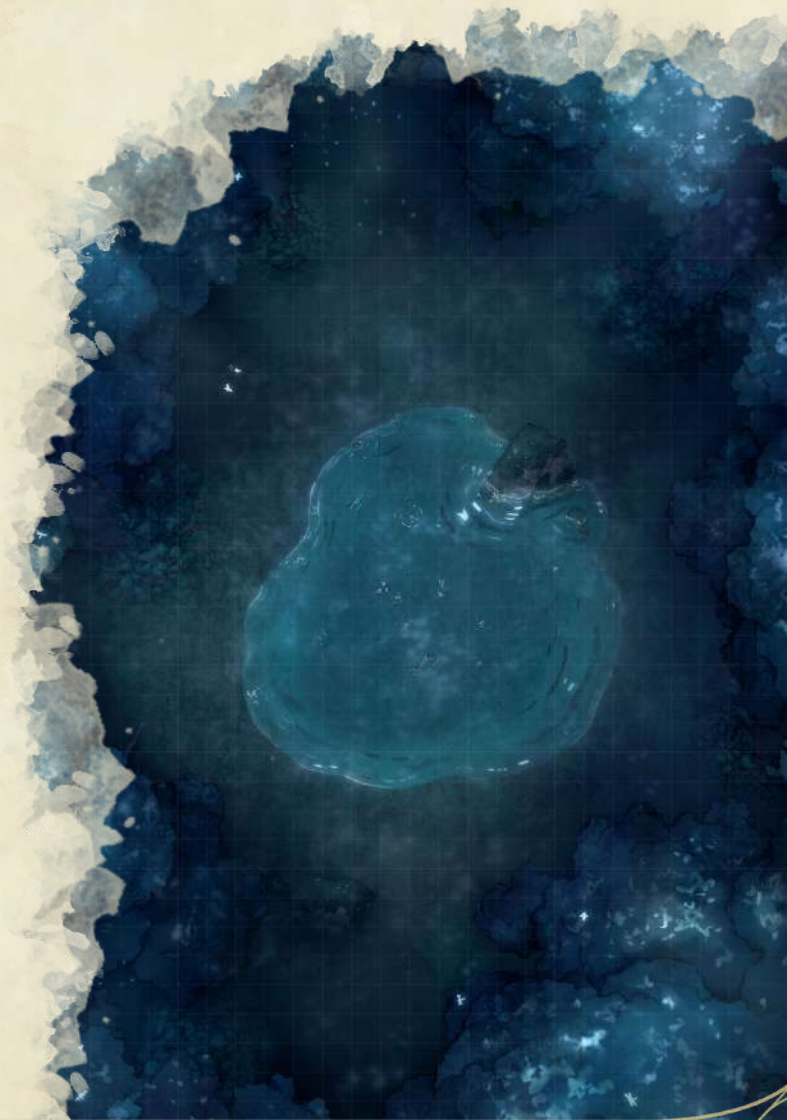
3. THE DREAMLAND

Read this.

'As you slowly drift off to sleep, you feel your body move at unnatural speeds. Your mind begins to quickly drift in between images at an unprecedented rate. You quickly shift and move, your eyes glance off rapidly and then, when you open them, you find yourself in a land of pure utopia. It's oversized, filled with all manner of unnatural beings and everyone around you is filled with joy. Happiness is abound and there is nothing else here. You feel that to be true.'

Right when entering the Dreamland, all players must make a **DC 13 Wisdom saving throw**. If they fail, they are under the effect of a *Geas* spell that says "You must be happy at all times while within the Dreamlands." If all players happen to fail, you can choose one to succeed, in order to keep the adventure going. Once here, players must break out.

MAP 1: THE LAKE OF CLARITY



All the people inside the Dreamland can make anything appear by wishing it. If they wish for gold, it suddenly appears out of the sky. They believe this is an utopian dream, but they are unaware they control it. The players must discover that they can wish anything into existence (for instance, water!), then turn the dream into a nightmare. If they turn the dream into a nightmare for the elves, they break out. There are **4d8 +5 elves** inside in total. If they manage to turn it into a nightmare for all of them, they will summon the wrath of Latha. What is nightmarish for the elves is determined by the DM. If you are uninspired, you can roll on this table:

d6	Dream
1	Spiders
2	Drowning
3	Fiends & Demons
4	Death of loved ones
5	Broccoli
6	One or more Tarrasques

MAP 2: DREAM LANDS

If they ignore the elves, they can only escape by turning it into a nightmare for THEMSELVES. This can also reveal great backstory elements! If a player feels scared of the Dreamland or a nightmare within it, they instantly wake up alone in Map 3.

If either the wrath is triggered or if they wake themselves all up, you can start chapter 4.

4. THE GARDEN OF ABUNDANCE

The players will find themselves in the hall of Latha, a Hypnosphinx who had charmed and profited of the Community. She has filled her lair, hidden away in a parallel dimension, not far off from the village, with all matters of riches and foods.

4.1 IF CHAPTER 3 WASN'T SKIPPED

Read this:

'As you all wake, you find yourself in what must have been a beautiful Zen Garden of sorts. Your body seems sleepy and sore, with your back feeling most of the damage, with your lungs feeling filled with water. You find yourself next to a beat-up, semi-conscious Rajlin.'

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Rajlin will explain he coughed up the water by chance, began to feel something wasn't right and saw you all fall asleep, so he dragged you to the lake to wake you up with water, unfortunately, he dropped you in and you went through the portal. Noticing there is a portal, he dragged you all in, one by one. Once he himself got through, he was assaulted by Latha. She then emerges out of the darkness.

Read this:

'You all see as from the large pagoda in the distance emerges a half-female body, with the lower half baring an almost lion-esque physique. This figure eyes you, angrily chuckling. "You all really thought you could outsmart me. You and your futile kingdoms... I was nice to you, really. I found a way to gather all the riches I would need, without ever bothering anyone outside that community, but then you all... No matter. Adventurers like you will keep coming. And I will keep tricking you and ripping you to shreds." Latha then, without wasting a second, lunges towards you, no moments spared. Roll for initiative.

MAP 3: LATHA'S LAIR



4.2 IF CHAPTER 3 WAS SKIPPED

Read this:

'As you all wake, you find yourself in what must have been a beautiful Zen Garden of sorts. The surroundings are almost unnaturally lush, with all manner of riches and gems everywhere. It looks a little too similar to the forest you were in previously, but it's got a magical tint to it. You all see as from the large pagoda in the distance emerges a half-female body, with the lower half baring an almost lion-esque physique. This figure eyes you angerily, before chuckling. "You all really thought you could outsmart me. You and your futile kingdoms... I was nice to you, really. I found a way to gather all the riches I would need, without ever bothering anyone outside that community, but then you all... No matter. Adventurers like you will keep coming. And I will keep tricking you and ripping you to shreds." Latha then, without wasting a second, lunges towards you, no moments spared.'

5. BOSS FIGHT

Latha is a hypnosphinx, meaning that she uses her illusions to fight, and that she fights dirty, sending her illusions to attack while she stays away, she might even try to use her pitiful flying speed to gain some form of advantage.

If you are running this adventure with 4 players or less, simply play her as written in the statblock.

If you are running this adventure with 5 players, she will start the fight while concentrating on a *major image* spell in the form of a **bulette**.

If you are running this adventure with 6 players, she will start the same as if you had 5 players but she gains this trait: **Cunning Illusionist**. Latha has advantage on concentration checks made to maintain concentration, in addition she can maintain concentration on two spells at once if at least one of these spells is from the illusion school of magic.

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HYPNOSPHERIX

Large monstrosity, lawful neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	14 (+2)	16 (+3)	19 (+4)

Saving Throws Con +6, Wis +6

Skills Arcana +5, Perception +6, Religion +8

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 16

Languages All

Challenge 5 (1,800 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Living Illusions. The illusions that the hypnosphinx creates are tangible. When it cast the spell *major illusion* to create a creature, if the creature created is that of a CR 3 or lower it becomes real. The illusion rolls its own initiative and can attack anyone of the sphinx's choosing. The living illusion however only has 1 hit point and its AC is equal to 14, but has all the other statistics of the creature its modelled after. It vanishes if the sphinx loses concentration.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame, minor illusion, thaumaturgy*

1st level (4 slots): *command, detect evil and good, detect magic*

2nd level (3 slots): *mirror image, zone of truth*

3rd level (3 slots): *dispel magic, hypnotic pattern, major image*

4th level (1 slot): *hallucinatory terrain*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Roar (2/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 14 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 14 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is stunned and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. CONCLUSION

After finishing the boss fight and defeating Latha, you exit the dreamrealm and the goods burst out in a pool at the lake's edge. The villagers are thankful and, due to your intervention, begin cooperating with the empire once more.

[Grab the maps by clicking here](#)



 **MONKEYDM**

RUTHLESS JUSTICE

5TH EDITION ADVENTURE

FIGHT FOR SURVIVAL AND SHINE A LIGHT ON TWISTED JUSTICE

RUTHLESS JUSTICE

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PLOT HOOK

On the path to your next quest, you stumbled into a small village known as Holth. On the sidewalk, you see a crying woman by the name of Sylda. She mentions that her daughter, Methila, was deemed a witch and was taken to her execution on the gallows on the other side of town. She says that her daughter is not human, but she is not at fault for the issues the town has and she can prove it. She asks you to save her and in return she shall give you access to her supply of salves and potions.

1. THE GALLOWES

This section describes the rescue of an innocent girl from the hands of rightfully angry villagers.

1.1. ARRIVING THERE

Read this:

'As you go forward in your rush towards where Sylda had told you to go, you begin to hear a sound in the distance. From this far, it sounds like the song of angry voices, all seemingly booing. You quickly make your way over the hills, before finally noticing the source of these shouts. On the side of a crossroad, you notice gallows. By the gallows, you notice there seem to be 5 or so guards, and a mob of villagers, all angry and stirred. On the gallows, you see a fat human figure, who seems to be quite full of themselves, flanked by a large bodyguard with their face covered, who is holding the chains of a green-haired young lady (Methila), who is looking at the ground.'

MAYOR SARGAL DOORKNOB

Information: Sargal (Noble stats) is a fat and stocky man, short in stature, with quite opulent clothes for the size of the village. He is full of himself, walking with his belly forward and his head held high. His voice is rough and he tries his hand at shitty jokes. He doesn't really care if she's a witch, but he doesn't want the village to turn on him for lack of action.

LORRIS GRUN - THE BODYGUARD / EXECUTIONER

Information: A large goliath bodyguard, who doesn't really care that much for combat. If combat breaks out, he won't engage, but rather he'll move Sargal behind the gallows and hide, telling the guards to attack. He won't, however, let go of the girl.

Read this as Mayor Doorknob:

'Order, please! Order! Order! We have gathered here today, as you all know, to finally rid our good village of the devil that has been haunting it! As you all very well know, over the past months, we have had the displeasure of losing more and more of our citizens due to unknown means. They were unknown until recently, when, following this here witch into the woods, members of our community spotted her by the river, where she'd apparently turned all of our good fishermen to stone. And today she is sentenced for her crimes!'

1.2. SAVING THE GIRL

The party can now choose either to try and talk to them or to intervene. If asked for more proof, the mayor will say that:

- This girl and her mother always asked traveling merchants for Basilisk Oil, saying they needed it for potions, but it is clear they were turning people to stone.
- The mayor will also say some people have accused her of talking to animals, as she knew exactly when the animals they had were sick and the like.

In order to make them doubt themselves, the players will have to roll **2 subsequent DC 18 Charisma (Persuasion), Charisma (Intimidation) or Charisma (Deception)**. You adjust the DC accordingly if the argument they present are extremely convincing. If they succeed on these checks, the mayor will do one of the following:

- If the party succeeded through Persuasion, give up on killing the girl, give the party a chat with her, but will keep her in custody until the party finds the true culprit.
- If the party succeeded through some sort of Deception portraying themselves as some high rank officials, he will hand them the girl.
- If the party succeeded through Intimidation, he will sheepishly say he has other business, move away and then tell the crowd to attack them.

If the party chooses to not talk altogether and fights straight up, or fails the check, the stats are as follows: **5 Guards, 2 Angry Mobs**. For each player above 4, add 1 additional Angry Mob.

Note: If at any point the party severely injures or kills anyone, Methila will shout at them to please stop.

1.3. HAVING SAVED HER

Once the party defeats all enemies, the Mayor will tell his bodyguard to hand them the girl and then he'll run away towards the town. Now the party will talk to Methila.

ANGRY MOB

Huge swarm of Medium Humanoids (human), no alignment

Armor Class 10

Hit Points 75 (10d12 + 10)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	11 (+0)	8 (-1)	11 (+0)

Skills Perception +1

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Area Weakness. The mob takes double damage from area of effects spells.

Mob. The mob can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium Humanoid. The swarm can't regain hit points or gain temporary hit points.

Mob Mentality. Upon reaching half hit points (37), the mob becomes Frightened of its last attacker and attempts to flee to the nearest angry mob. Upon reaching the other angry mob, this mob is removed from play and the other mob gains hit points equal to this mob's remaining hit points. If no other angry mob is visible on the battlefield, the angry mob will attempt to flee and disperse.

Actions

Multiattack. The angry mob makes two attacks, which can be any of its attacks, but it cannot use the same attack twice on a turn.

Pitchforks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, or 7 (1d6+4) piercing damage if the mob has half of its hit points or fewer.

Stones. *Ranged Weapon Attack:* +4 to hit, reach 30/60 ft., one target. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the mob has half of its hit points or fewer.

Grab. The angry mob attempts to grab all creatures within 5 feet of it. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or become grappled by the mob.

Apprehend. The angry mob attempts to knock prone all creatures that it has grappled. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

METHILA

Information: Her hair is green and filled with leaves and twigs, while her figure is slim and unnaturally graceful. Her eyes emanate a certain energy, like there is something magical about her. She is strongly against attacking and harming humans, as they are responsible for her life. She'll try to heal any hurt humans.

She'll confess to the party that she is a Dryad and her mother is actually her adoptive mother, who took her into her house when her fey parents were killed by mercenaries. She confesses that she was indeed found amongst the statues, but that she was only trying to save them. She was just going to administer the cure when she was captured by the villagers. She says that she is sure the nearby river is inhabited by Basilisks who are turning the humans into stone.

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MAP 1: SAVING THE GIRL



2. THE STONE GRAVEYARD

The party encounters a very grim sight.

2.1. ARRIVAL

Once the party discusses with Methila, she'll point them towards where all the statues are present, telling them to try and see if the cure is usable.

Read this:

'You undertake on a short journey, no longer than two hours away from the edge of the village. Travelling through a young forest, you begin following the river at a safe distance, watching out for any basilisks.'

Ask one of your players to make a **DC 15 Wisdom (Perception) check**. If they succeed, tell them that through the water, one can see that there are almost no fish to speak of, almost like the entire river has been sucked dry.

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MAP 2: SUMMONING THE DEVIL



Read this:

'You eventually find yourself right below a cliff-side next to the river. In front of you, a monolithic giant of pure stone, a colossus seemingly built to defend this land. All around it, you can see is all manner of soldiers and men, frozen solid in stone, in varying positions, all more scared than the other. For the rest of it, the place seems to look in complete ruins. You begin to feel a certain degree of unease. As you look about, you also notice that directly in front of the colossus, over the river and on a larger out-cropping, connected by a bridge of sorts, is a small platform, surrounded by 7 small basins.'

2.2. INVESTIGATION

The party must now find out how the fishermen managed to summon the creature that petrified them. The party will notice that the colossus has some writing on it. If the players choose to look in closer detail, ask them to make a **DC 14 Intelligence (Investigation) check**. This will reveal the following writings: *'If one wishes to never be hungry again, he should only go on the platform nearby and place a fish in each of the seven bowls.'*

The party must now gather some fish. They can do this with **DC 15 Wisdom (Survival) checks**, or by using spells or other fun and creative means! Once they have placed a fish in each bowl, well see the next part !

2.3. SUMMONING THE DEVIL

Read this:

'With a fish placed in every bowl, you notice as a small glow begins to arise from the basin. Slowly thereafter, you begin to here a low rumble. This rumble goes on for a good while, and then the colossus' mouth opens, out of it pouring a reasonable amount of water. Then, slithering from the same mouth like a scaled tongue, you see a half-snake figure, a Medusa, but with gills and fish-like features, its hair made of eels rather than your usual snakes. The slither it would usually emit is instead replaced by the strong sound of static, as the eels begin to build up lightning charge. Then, with a short incantation, you notice as the fish begin to dry and decay, with small, soul-like globules moving into the nearby statues. The statues then begin to move with small cracks, like the stone was given life once more. Roll initiative.'

2.4. ORYTHEA, THE GUARDIAN OF THE RIVER

The players will now fight against **Orythea, the Guardian of the River**. Along with her, they will fight her **possessed statues**. These have **Skeleton stats**. For 4 players, use 5 statues. For 5, use 7. For 6 or more, use 9.

During the first round of combat, read this:

'No longer will your greedy fishermen torture my brothers! NO LONGER! I shall bring the pain back upon you! For the Queen of the Naga! For the Empire of the Depths!'

ORYTHEA, THE MEDUSA GUARDIAN OF THE RIVER

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks - one with its eel hair and two with its shortsword - or two ranged attacks with its longbow.

Eel Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) lightning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) lightning damage.

3. THE CONCLUSION

With her last breath, Orythea will let out a shout of anger. Then, in the exact instance, all statues still unharmed will return to their human form, as the stone slowly cracks away. Then, she'll die.

Back in town, Sylva and Methila will leave, now that their secret is hidden, but not before rewarding the players quite handsomely! Award 2 uncommon magic items and 3000 gp.

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The background image is a dark, atmospheric scene of an industrial or volcanic facility. In the foreground, a character in a dark, hooded outfit with glowing blue accents is crouching on a dark ledge, looking towards the viewer. In the middle ground, another character in a dark suit with glowing blue accents stands on a raised platform, holding two long, thin weapons. The background is filled with a massive, bright orange and yellow lava flow that cascades down a steep, rocky slope. The lava is surrounded by dark, skeletal metal structures, including scaffolding, walkways, and railings. The overall lighting is dominated by the intense orange and red of the lava, creating a sense of heat and danger. The sky is a dark, overcast grey.

 **MONKEYDM**

UNLEASH THE PAIN

5TH EDITION ADVENTURE

TRY YOUR BEST TO SURVIVE A RUTHLESS UNDERGROUND FIGHTING PIT

UNLEASH THE PAIN

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HOOK:

The gangs in Rimaron are rowdy nowadays. So rowdy that they are hiring mercenaries and bodyguards to help them. Your group was personally invited to The Broken Nose tavern by a fellow named Books. Their only catchphrase is: "I need to read a novel!"

Give one of your players a note with the catchphrase.

CITY OF RIMARON

The city of Rimaron is a coastal city full of gangs and corruption ruled with an iron fist by the military, everyone is part of the underworld, one way or another, from the innocent baker that pays for protection to the guard captain that personally knows all mob bosses. No one is out of reach when it comes to the violence and grime of life in Rimaron. While some try to live honest lives, they are still paddling in muddy waters infested with crocodiles.

MAP 1: THE BROKEN NOSE TAVERN

1. BROKEN NOSE TAVERN

The Broken Nose, known around Rimaron as the place where people of shady undertakings meet, runned and owned by a stout dwarf named Dunaran, Dun as the regulars call him. The name of the inn is after the fact that Dun had his nose broken in a tavern fight when he first opened up.

Characters with an urban or criminal background know that this inn is used by **Books** and his gang as a base of operation. The guards that usually get in the tavern, greet Dun and if the table in the corner is in use, the older man sitting there before leaving without doing a proper inspection, the guards being on the payroll.

DUNARAN THE INNKEEPER

Dunaran is a middle aged dwarf that runs the inn with an iron fist. Some people say that he and Books once got into a fight when the tavern first opened and Dun had his nose broken and healed in a crooked way. He is hearty and pretty cheerful, nobody in the tavern ever questions him or makes him angry. Some say that Books keeps everyone in check, some say that Dunaran can hold his own and there is no need for him to be helped.

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The players will interact with Dunaran first, he will dispense information before meeting Books.

“What can I getcha, grasshoppers? Ale? Some moonshine? Made it myself! Or maybe some food for ya bellies? A game of cards or a game of drinking?” - **Dunaran the Barkeep**

ENCOUNTER 1:

A short card game or drinking game.

- If the players choose the card game, they can play it out with two DC 14 Dexterity (Sleight of Hand) checks.
- If the players choose a drinking game, they need to make three DC 16 Constitution Saving Throw.

On two successful checks they win the game and Dunaran lets them drink for free. Upon failing they'll have to pay up 2gp.

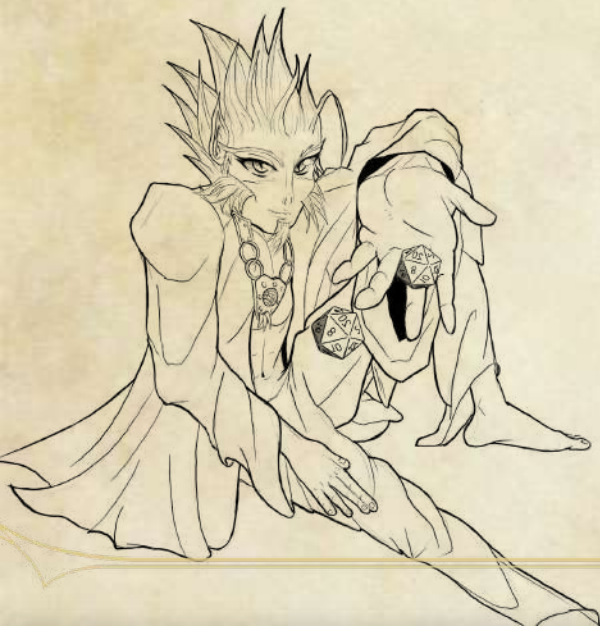
Dunaran can be easily persuaded during conversations with either coins or favors, sharing to the players all kinds of information. The only questions that he will dodge or flat out ignore are the ones about his crooked nose and about Books, unless he the catchphrase is said to him. If the catchphrase is said, Dunaran will point them to Books.

BOOKS, GANG LEADER

Books is a middle aged man, one eye missing, an eye patch on his missing eye, dressed in a beautiful black attire that is surrounded by books with no one around him, he is smoking hand rolled cigarettes. He is stylish, cold and calculated, talks slowly and deliberately.

As the players approach, he points to the chair at the table.

“Sit, please, I was expecting you! I hope old Dunaran there was not giving you a hard time, he is one of the more cautious players in the game.” - **Books**



Books talks to the players about the books around him, art books, economy, politics, until he changes the subject slowly towards a protege of him, Snake, a half orc enforcer that is currently trying to secure the square near the pier of Rimaron from a rival gang, saying that he needs to be protected and helped.

Books offers the player a substantial reward in gold and a favor that would be owed to each of them.

ENCOUNTER 2:

A tavern brawl

After a short chat, a brawl breaks out and Books points out that he needs this to stop.

“Now, I would highly appreciate to see what you are capable of, Snake is going in to be attacked from all sides and I need him alive and well. Prove your mettle, deal with this for me and then let's talk business!” - **Books**

The players have to incapacitate or defeat **3 to 5 scoundrels** in order to prove to Books that they are capable of fulfilling the mission. Incapacitate, not kill. Roll Initiative.

After the fight, they are offered a room to sit tight for a couple of hours before going to see Snake and help him deal with this issue.

2. FAIR OF RIMARON

As they exit The Broken Nose tavern, they are greeted by 4 figures, one of which stands out a little more. A gruff looking half-orc with tusks covered in a shimmering brass sheen smoking a cigarette extends a hand in the cold night air. He is decently clothed, but has a violent aura about him, he is wild and roaring, willing to do anything for the gang.

“The name's Brass Tusks, but people 'round here call me Snake, I heard you are the muscle Books hired to help me, here's the mission. Make sure my arse is safe and I come back alive, we need to gain control of this street before the sun comes up. I will be looking for Joss, keep up or get trampled. We are going towards the center of the fair, Joss is around waiting for us.” - **Snake**

The players move with Brass towards the center of the fair, fighting along the way with **3 groups consisting of 2-3 veterans**. Roll Initiative.

2.1. STREET BRAWL

Near the middle of the fair, they find Joss, an elf with slicked back, blond-greyish hair, is shooting his crossbow into the crowds fighting on the streets as the players see Snake taking his jacket off and rushing into the fight.

The players need to move towards the Rival gang leader with Brass, protecting him.

DM Note: Joss, the enemy gang leader, controls a group of 3 to 4 veterans that listen to his commands. Use the veterans as meat shields while shooting from afar with Joss.



MAP 2: FAIR OF RIMARON

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2.2. BRAWL MECHANICS

- On initiative count 20 (losing initiative ties), Joss can command the veterans to protect him and they will do everything they can to move enemies away from Joss. All veterans on the field take the Shove or Grapple Action using their reaction.
- If the veterans start dying, Joss will do everything in his power to run away into a darker alley in order to escape. When a character gets within 5 feet of him, he can use his reaction to move up to his movement speed without triggering attacks of opportunity.
- In the alleyway located behind the right guard tower Joss will enter a basement.

3. BASEMENT AMBUSH

Joss enters a musty basement with the players following him. They are greeted by a sulfurous smelling mist that seems to seep into their skin, as Joss approaches two cages and releases two darkened, red-eyed hounds that snarl and growl.

“Now that we are away from the little scuffles outside, let’s have our own fun, shall we?” - **Joss**

As he takes a vial of blackened liquid and drinks it.

“Look at... this... Snake... This is what... you were... pro-promised. What you gave up! The power!” - **Joss**

As the elf starts transforming into a creature that seems more devil than elf, with red and blistered skin peeling off what was once Joss, leaving the scarified appearance of a devil with chains attached to him. Eyes crimson and focused, mouth foaming, bones cracking and muscles twitching with anticipation.

A faint voice of what was once Joss can be heard through out the room.

“Feast, my hounds, feast on their flesh!”- **Joss, Chain Devil**

The party sees in front of the a **Chain Devil** and two **Death Dogs**. Roll Initiative.

LAIR ACTION:

- **Corrupted Mist:** On initiative count 20 (losing initiative ties), the Chain Devil controls the mist and focuses it on one target and moves it in their space. The target must make a DC 14 Wisdom Saving Throw or become frightened of Joss and take 7 (2d6) psychic damage at the start of each of their turn, as their worst fears are shown to them. An affected target can repeat the saving throw at the end of each of its turn, ending the effect on a Success. On a successful save the target becomes immune to the mist for 24 hours.

ENDING:

After finishing this fight you can either give your players a letter that will give them more information about something happening in your campaign. Alternatively, you can choose to continue into the second part of this adventure if you desire, the choice is your.

If you want to run the following adventure, then after defeating Joss, the players find a letter saying that a new mage has arrived in town giving off power to those who need it and he can be found at the Silk Curtain inn in the nobles quarter.



MAP 3: BASEMENT AMBUSH

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BURNING HATRED



5TH EDITION ADVENTURE

PREVENT EVERYTHING YOU LOVE FROM BEING ENGULFED IN FLAMES AND DEATH

BURNING HATRED

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PLOT HOOK

Not long after your latest adventurers, as you were resting in a tavern, you received a letter by way of raven. The letter is noted as being from one Waylon Dothy. He asks you to urgently meet him in the Crow's Nest Apothecary, within the city of Stonestep, as he has troubling news and is in need of help. You've never heard of Dothy.

1. IT'S HEATING UP

In this chapter, players will arrive in Stonestep, interact briefly with the populace, meet up with Waylon Dothy, discover his past and find out about the goings on within Stonestep.

1.1. ARRIVAL IN STONESTEP

STONESTEP

Information: Stonestep is a large city, partway dug inside of a large mountain. Its population is mainly dwarven, who use an elaborate network of tunnels to travel from one side of the mountain to the other, thus speeding up transport of produce to other regions and gaining trade route dominance.

As the players arrive near the city, read this:

'Even to the least perceptive, Stonestep is quite easily noticed. The city has a grandure of sorts, brought about by the simplicity of its craft. Large and broad towers of stone, bastion-like in make, line the outside portion of it, while a majestic gate of silver, with old dwarvish writing on it, makes for a great entrance into the inside portion of town.'

The player with the highest passive Perception must make a **DC 14 Wisdom (Perception) check**. If they succeed, they notice a large number of the civilians they see throughout town all seem to have bright red hair, ranging from ginger to blood red.

1.2. CITY-STYLE CON.

After a brief while, read this:

'It does not take long before you realise your arrival has been noticed. The many dwarves and humans take glancing looks at you with a certain air of confusion.'

A player with a passive perception of 15 or higher must make a **DC 18 Wisdom (Perception) check**. If he succeeds, they notice they've been followed by a figure for a good bit. They seem to be trailing at a good distance and they are keeping a close eye on you.

They can choose to wait for the figure or even call it out. At any sign he is caught, Thorlun The Half-Breed will approach. He will ask if he can guide them anywhere. If the party mentions they are heading for Dothy, he'll say he can guide them for 5 gold pieces, trying to extort them. He can be persuaded to do so for less with a **DC 15 Charisma (Persuasion) or Charisma (Intimidation) check**.

THORLUN THE HALF-BREED

Information: Although taller than the average dwarf, Thorlun boasts the same brawny nature, with thick arms and the start of quite a majestic chin-beard and mutton chops. Aside from that, his clothing looks quite filthy. Hiss voice is on the verge of breaking, but not there quite yet, so he sounds a tidbit child-like.

If the party agrees to be guided by him, he will take them to Dothy and mention the forges have been getting hotter and hotter, almost unworkable. He doesn't know exactly why, but he knows that Stonestep used to be the Forge of Fire Giants. If the party doesn't go with him, they will still arrive at Dothy's, but won't get this information.

1.3. THE CROW'S NEST

Read this:

'The Crow's Nest Apothecary rests within the Underground District of Stonestep and it is quite the odd building. Within a plethora of stone structures, the small dug-out hole into the granite wall is patched together with planks of wood and bits of thatch, giving it a salem-witch aesthetic to it. There's a small sign, in old gothic font, which reads "The Crow's Nest", and you make your way inside. There, the smells are overbearing and all around you see all manner of salves and the like. At the counter, you see a middle-aged female figure, frail and fragile by its look, who seems to be making another potion of sorts. Her hair is dark like a crow's feather.'

ABIGAIL FLOWERS

Information: Abigail is the owner of the apothecary and a good ol' healer. She eyes the party up and down suspiciously at first, but quickly realises they have come for Waylon. She will then lead them into a back room.

In the back room of the apothecary, the players will finally meet Waylon Dothy.

WAYLON DOTHY

Information: What you see in front of you seems to be the husk of what once was quite the beautiful man. The body is still strong, the muscles tense and built, with an attire similar to that of Thorlun. Instead, the face seems to have strong, singed burns on it, covered by some salves of sorts.

Waylon will mention to the party he is a cleric of the forge. He noticed the singing heat that had come upon the and forges below. Noticing it is too much for his workers to use, he went down below, into the heart of the forge, only to find a mysterious figure speaking to the flames, casting something. He tried to attack the figure, but the it used a spell of fire so strong it was too much even for Waylon to suffer. Now the forge is getting hotter and hotter and Waylon scrambled to find adventurers who could help. In return, *he will gift them the best built weapons and armor he has ever made.* He will also mention that right before finally attacking this figure, he heard from the flames a voice that said "I will finally be reborn". He suspects it might be a spirit of the flames.

2. TRACKS GONE WARM

In this chapter, players will investigate the Stonestep Forge in search of clues and discover the truth about the on-goings.

2.1. GETTING IN

Although Waylon must still recover, he will advise the party to make their way towards the Great Forge of Stonestep. The only issue being that people who are not blacksmiths or clergymen of the forge cannot make their way past the front order desk, as it is seen as ritualistic grounds.

The party, can, nevertheless, go towards the great forge.



Once they get in front, read this:

'You arrive at the front of The Great Forge, with rests at the deepest circle of Stonestep. It is flanked by large brass pillars and a great brass door. Once you get past this door, you find the insides to be minimalist, yet majestic. All around, on the walls, masterfully crafted swords, shields and armors adorn stands. At the front counter, a female dwarven figure, with a ornately braided beard and hairdo, eyes you with a reticent, tired glare. In this chamber, the temperature is noticeably a lot higher. There's only one door you can see, which is next to the back of the counter.'

Anyone proficient can make a **DC 18 Intelligence (Arcana) check**, which, if succeeded, will remind them of the Plane of Fire, where the City of Flames resides.

MIRGODA LONGBEARD

Information: Mirgoda is in chare of orders and safe-keeping of the Great Forge. She uses the veteran statblock, and has a sword underneath the counter. She will also deny the party passage unless they have a forge cleric or a player who is proficient in smith's tools.

If the players wish to talk her into letting them in, the **DC for any Charisma check, whether it be Deception, Persuasion or Intimidation is 25**. She is one tough gal. Gold does not aid in their checks, no matter how much. Magic armor or weapons gifted lower the DC by 5 for each permanent gift. The mention of Waylon won't make her budge.

If the players persuade her into letting them in, read this as Mirgoda:

'Alright, but if the other visitor, the inspector, sees you, tell him you're lookin' for a friend and nothing else.'

The door in the back of the room is locked, requiring a **DC 18 Dexterity (Thieves' Tools) check**. Alternatively, the key can be found on Mirgoda.

The players can also try to sneak their way past her, but the only door is to the side of her counter, making it exceptionally hard. A **DC 25 Dexterity (Stealth) check** is required, but it is lowered by 7 if she is mid-conversation.

Once at least one player has made their way past Mirgoda, proceed to 2.2.

2.2. THE GREAT FORGE

Read this:

'The moment you get past the door, you find yourself in what seems to be an anti-chamber of sorts, almost like a dressing room, filled with all manner of cupboards and the like. It is shaped akin to a large corridor and, on the other side, you can easily notice a door. From behind it, you here the sounds of many a pickaxe and a forge working at full capacity.'

Once the players go through said door, they will end up within the great forge, where the sound of coursing lava and forging will overpower their ears. The heat is also hard to bear. All players will take 2d6 fire damage from the heat. Each subsequent 30 minutes they spend within will deal an additional 2d6. A creature with resistance to fire ignores this effect.

Read this:

'The Great Forge is just like you imagined it. A large, underground opening, filled with chains and all manner of forge equipment. With but two exceptions. You'd expect the blacksmiths to be working to match the sound of craft. Instead, it is a sound echoing from nowhere. A good 20 or so workers are in various positions, but none of them working. Some look partly singed, others passed out from the heat, others struggling burnt quite badly. They look as if they were all ambushed. And the second, even more jarring and scary, the fires... seem to be extinguished. Almost as if all the fuel has been trained. The sound you heard from the other chamber, but an illusion.'

The players can attempt to heal workers or explore around. Healing workers without healing spells or potions requires a **DC 18 Wisdom (Medicine) check**. If they happen to heal them, they will just mutter out "inspector" completely stunned. The players can also attempt to look around with a **DC 15 Wisdom (Perception) Check**. If they do so, they'll notice that the largest of the forges, in the back of the room, is burning with an immense, unsafe flame.

The party can make their way through the great forge, where rivers of underground magma course to power great forges and produce immense heat. Once they arrive at this unsafe flame, they'll notice a short flight of stairs, leading below, to a fuel chamber of sorts.

2.3. THE HEART OF THE FORGE

Once they walk down the stairs, read this:

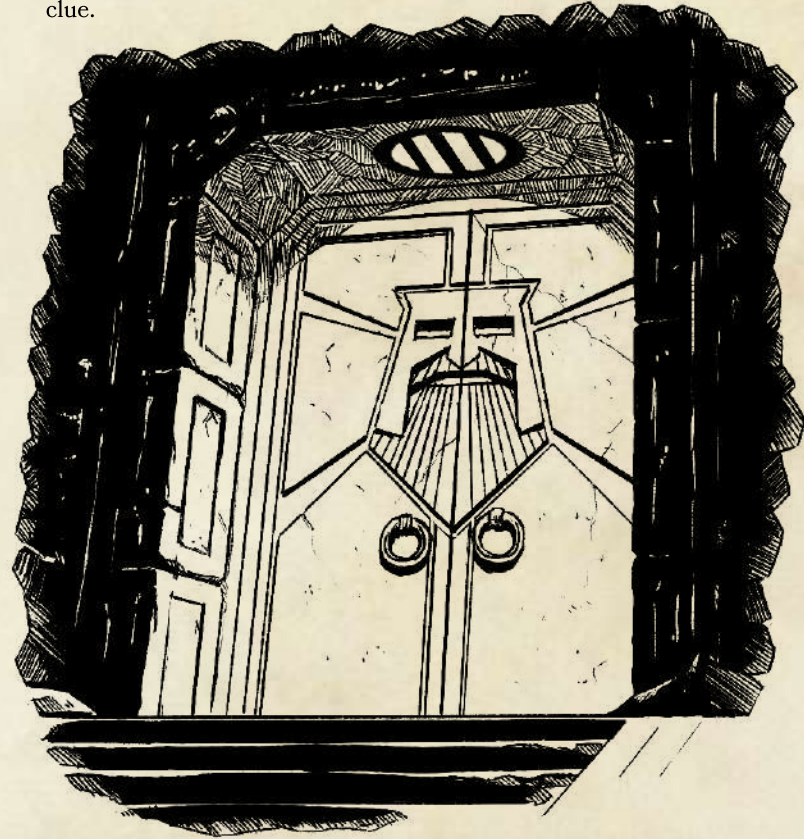
'You approach at the bottom of stairs and you finally end up in a small circular room, no larger than 20 foot in radius. In the middle, where you presume would be right underneath the forge, a large steel cylindrical structure, where there seems to be room for a large gem. No gem can be found however.'

In this room, the heat is too much for even the bravest of adventurers. All players within this room have disadvantage on ability checks and take 6d6 fire damage upon their entry.

Players can make a **DC 18 Intelligence (Investigation) check**, which will point them towards a plaque on the steel cylinder that is now emptied, but where the fire rages. Underneath a thick layer of soot there are the following words:

'Here lies the heart of that which was once fire and brimstone, the heart of that which was king amongst flames. The heart of a fire giant. Heart apart from body. The heart to stoke the fires, and the body to bring about its strength. A steel body, found only where iron can be birthed.'

Plays must solve this riddle, which will guide them to the **cities' mines**. If they seem to be struggling, ask for a **DC 14 Intelligence (Religion) checks**, each success granting a clue.



CLUES

- **Clue 1:** 'From what it reads, it seems the body and heart are in different places, maybe used for different means, but both regarding metal.'
- **Clue 2:** 'The phrase "where iron can be birthed" could maybe point you towards the undergrounds.'
- **Clue 3:** 'It does occur to you that back in the historic times, Fire Giants were known to rule over slavours who they'd ask to mine for them.'

3. THE EMBERHEART

In this part players find out what it is that disappeared, where it could lead and fight a fiery behemoth.

3.1. AND AROUND!

The players will now loop back around and meet up with Mirgoda, telling her about the goings on. She'll mention that a visitor came by in the past few days, calling himself an inspector. Come to think of it, the day he came was the day Waylon got hurt. She hasn't seen him come out.

She'll go tend to the burned, but before that, she'll mention that within the forge was the source of its energy, the Emberheart, the heart of a fire giant whose power could rival lesser gods. If stolen and restored to the bones of the fire giant, it could rebirth it and it would mean destruction. She doesn't know where the bones are. No one does.

3.2. THEY ARE HERE!

The players can now make their way towards the mines, not far away from town.

Read this:

'As you get closer and closer to Stonestep's mines, the rising temperature does become gravely apparent. Not just that, but you see what used to be the large wooden doors that lead to the courtyard, broken and battered, partly burned away. In the courtyard, guarding the entrance further into the mines, you can just about make out what seem to be a 6 odd dwarves, looking to be either knocked out or asleep.'

Although it cannot be seen from that far, the dwarves are actually **Azers**. If the players don't approach and try to get in stealthily, they'll start a combat against **6 azers and 3 fire elementals**. Roll for initiative.

After the combat is over, the players move within the mine.

3.3. THE FLAMING BEHEMOTH

Read this:

'Even though you feel the heat impale your bones, you are driven to head further and further into the mines. At this point, the temperature makes it so fumes are rising and air is difficult to breath. It is quite clear that this mine, by way of the person that caused all of this, is turning more and more into the elemental plane. Nevertheless, you rush forward deeper into the cave, until you come across a large chamber, rectangular. It is there you see it. The large, lifeless skull of what you reckon could be nothing else but a giant, that is how large it is. Next to it, uttering incantations the full meaning of which you cannot fully comprehend. For a second, you think you have arrived in time, but that illusion quickly fades, as the bones that once rested on the ground form into a skeletal figure, whose structure rattles and quickly turns ablaze. The skeleton of this fire giant seems to have been awoken. The mage next to it turns his head towards you with a bright smile. "I'm afraid you've come too late,"

The players now fight an archmage called the **Herald of Flames** and the **Soul of the Forge**.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Soul of the Forge takes a lair action to cause one of the following effects; the Soul of the Forge can't use the same effect two rounds in a row:

- The Soul beckons forth his servants, summoning 1d8 magma mephits that target spell casters.
- The Soul creates an eruption of flame and magma at a point it can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 12 (3d6) fire damage on a failed save, or half as much damage on a successful one.
- The Soul heightens the temperature in the chamber, making it unbearable for adventurers. Each creature except it and the archmage must make a DC 15 Constitution saving throw or take 1 point of exhaustion. Creatures with resistance to fire damage may ignore this effect.

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MAP 1: THEY ARE HERE !



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ARCHMAGE, HERALD OF FLAMES

Medium humanoid (human), Lawful Evil

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages Common, Draconic, Giant, Ignan, Infernal, Primal

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *detect magic, identify, mage armor*, magic missile*

2nd level (3 slots): *flaming sphere, heat metal, mirror image, misty step*

3rd level (3 slots): *counterspell, fly, fireball*

4th level (3 slots): *banishment, fire shield, wall of fire**

5th level (3 slots): *scrying, telekinesis, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *incendiary cloud*

9th level (1 slot): *true resurrection*

- The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

In addition, the archmage has already cast his seventh spell and his ninth level, so he is missing both. He used teleport to get out with the heart and resurrection to try and resurrect the soul of the forge, which he only partly succeeded in.

THE SOUL OF THE FORGE

Huge undead (previously giant), lawful evil

Armor Class 15 (Armor Scraps)

Hit Points 270 (20d12 + 140)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	25 (+7)	8 (-1)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +12, Cha +6

Skills Athletics +12, Perception +7

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Giant

Challenge 16 (15,000 XP)

Fiery Body. A creature that touches the soul of the forge or hits it with a melee attack while within 5 feet of it takes 10 (2d10) fire damage.

Magic Resistance. The The Soul of the Forge has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Fire Breath (Recharge 5-6). The soul of the forge exhales fire in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 40 (10d6) fire damage on a failed save, or half as much damage on a successful one.

[GET ALL THE MAPS BY CLICKING HERE](#)

4. CONCLUSION

After defeating the giant and the archmage, the temperature drops and all is well again. Its heart is brought once more as the source of the forge and the players are handsomely rewarded. Waylon mentions that he now loathes fire, but desires to never let necromancy of such scale to persist. He will now change his ways and become a grave cleric, always at the party's aid as a councilor. + Armor and weapon rewards (3 Rare and 1 very rare).

THE FROZEN CURSE

THE FROZEN CURSE IS AN ADVENTURE DESIGNED FOR 4-5 LEVEL 5 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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INTRODUCTION

You are mercenaries, adventurers that traverse the frozen wastes of the northern part of the continent in order to make a living, working for food, money and fame. Now, you are to go to the village of Iih (*If you're playing an officially published 5e adventure that takes place in the frozen north, you can use this town instead of one of the ten cities, or add it as a secret 11th town*). People missing, trails of blood leading to a place where no one seems to know or is willing to enter. The villager elder wants you to help them and stop this phenomenon.

1. THE VILLAGE OF IIH.

The village of Iih is a remote village in the northern Frostwing Plateau, with a few resilient villagers, their numbers not dwindling despite the conditions. It seems that people are kidnapped during the night and dragged somewhere through the tundra. Your players are traveling there from a village of your choice.

1.1. GLACIAL JOURNEY

Their travel time is of 2h with a dog sleigh, 4h with winter gear or 6h without winter gear. Every hour a designated party member must succeed a **DC 11 (wisdom) survival check** or face a random encounter and not make progress. If they fail the roll by 5 or more they have the encounter and their progress is set back by 1 hour.

RANDOM ENCOUNTER TABLE

d4	Encounter
1	Winter Wolf x 2
2	Frost Giant x 1
3	Air elemental x 1
4	Nothing

MECHANIC: FROSTBITE

Travelling through the Frostwing Plateau takes its toll. For every 2 hours of travel, players need to make a DC 12 Constitution saving throw or take one frostbite point. Accumulating frostbite has various effects. Player Characters that have cold resistance always succeed this roll.

- **Mild Frostbite** - 1 Frost Bite point - The weather takes its toll, exposed skin becomes frost nipped. The skin becomes reddish and numb.
- **Intermediate Frostbite** - 2 Frostbite points - The previously exposed skin become white and painful, blisters now forming. The player takes 5 (2d4) damage upon getting
- **Severe Frostbite** - 3 Frostbite points - The pain becomes unbearable, skin is now dead and gangrened and cannot be saved, you take 7 (2d6) cold damage. In addition you have disadvantage on all attack rolls until you cure this condition.

Read this:

The village elder sees you approaching and comes to greet you, as the winds blow harshly and continuously. You see an elderly woman, braided, gray hair, wrapped in animal skins patched together helped by a young man. Near the entrance in the village she says loudly: "COME IN, COME IN! NO USE TALKING HERE!" As she points to a bigger igloo in the center of the village!"

TARRAH, VILLAGE ELDER

Inside they are greeted by a slew of villagers all cuddled together around a small fire. The cold seems to subside inside but nonetheless, the weather takes its toll on the people so far north. Scarcely furnished, only two wooden chairs are present as all other "furniture" is made of ice and covered with pelts so they can provide some sort of comfort. On the floor, a mishmash of pelts and blankets create a communal sleeping place. It seems that everyone is sleeping here during the night.

The gray haired elderly human woman looks like she has seen her fair share of troubles in her life. Her wrinkled face showing a warm, but cautious smile to everyone she encounters. Her clothes are patched together and her pelts come from various animals, most likely gifts from the villagers or maybe thank you presents for her guidance and wisdom. Old as she may be, her eyes are vibrant and her voice still loud. Leadership suits her well.

"Welcome, welcome. I wish you could have found us in better times. But sit, drink, eat, it's not much but at least it will keep you warm"

The players can now rest and remove all their frostbite points. Severe Frostbite can only be reversed by a short rest in conjunction with a healing spell using a 2nd level spell slot or higher on the PC.

The village elder tells the party that villagers have started to disappear during the night, while most villagers stay inside during night time, sometimes hunters or fishermen need to go out and start preparing for the day. There is always a trail of blood leading further north, but every time someone wants to follow it they always seem to get lost and start circling around leading nowhere. Some of the villagers believe that dark magic is at hand, some villagers believe that the dragons in the ice are to blame. But they can certainly say that people are missing.

1.2. THE FROZEN HARVEST

The players need to wait until night falls, allowing them to prepare for another missing person.

The players can become bait themselves or use a villager as bait.

If the players will become bait, they are attacked and taken away by **ice mephits** (8-12 ice mephits)

If they use a villager as bait, the villager is taken away by ice mephits and the players need to succeed a **DC 14 Wisdom (Perception)** check to see where the ice mephits are going. On a success they follow the mephits to the next map. On a failure, they still manage to follow it, but lose themselves to the magic, they must each roll for frostbite once, as they try to keep following the trail. If they fail the roll by 5 or more they completely lose track of the mephits, and come back to the village empty handed. The next day the villagers will refuse to cooperate and one of the characters has to offer themselves as bait, or succeed a DC 18 Charisma (persuasion or intimidation) check to convince another of the villagers.

2. THE RITUAL STONES

Read this.

The frigid air now envelops you with the metallic scent of blood, you see bodies hanged on the stone formation arranged in a circle dangling and swaying in what seems to be a breeze brought by Death itself. One figure stand hunched over a table mumbling and growling while moving her hands while arcane energy swirls around it.

The circle of rocks stand tall in the eye of the storm, bodies swaying in the breeze, their blood falling to the frozen ground forming icicles. Suspended you see what seems to be hunters and fishermen from the village flayed, some of them seemingly here for a long time, some of them just freshly flayed.

In the middle of the circle they see an *Ice Hag* chanting a ritual, as the corpses animate and move towards the players, they hear the following:

"And I shall give the blood of many, the blood of strong to bring the prison to a stop. And so our lord shall rise again and brings his wrath upon the world. Frozen blood and frozen thought, winds heed my call and answer now, break the ice and make the bow. I Harrah, command you now, free the lord and free him now"

HARRAH THE ICE HAG

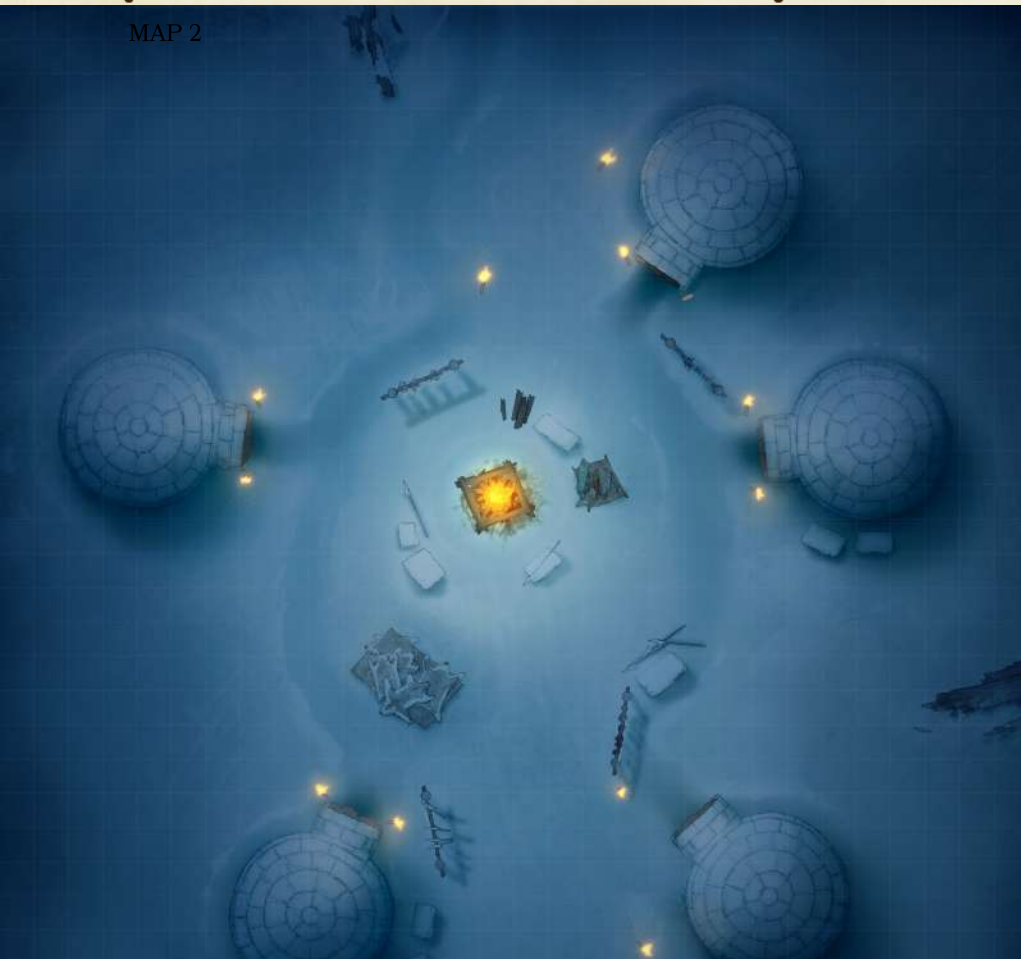
2.1 A FRIGID GROUP

Roll for initiative. The encounter consist of **8 Frozen Zombies**, if the encounter goes further than 5 rounds, at initiative order 20 every players makes a frost bite saving throw at the start of every round.

At the beginning of the battle the hag teleports and leaves towards a towering monument like structure and leaves the party to deal with the zombies.

Moving towards the monument-like structure takes time, once the battle is over. The players realize that the only way is forward, as a blizzard has lifted behind them, making traveling back near impossible without putting themselves in grave danger. They make a frostbite roll.

MAP 2



FROZEN ZOMBIE

Medium humanoid (undead), neutral evil

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	7 (-2)	15 (+2)	3 (-4)	7 (-2)	5 (-3)

Skills Athletics +4, Survival +2

Senses passive Perception 8

Languages Draconic

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the frozen zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the frozen zombie drops to 1 hit point instead.

Frozen Curse. If the frozen zombie kills a humanoid, it raises as a frozen zombie 1d4 minutes later.

Actions

Multiattack. The frozen zombie makes two melee attacks one with its bite and one with its claw

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must succeed a DC 12 or have their speed slowed by 10 feet for one minute as ice encases them. If the targets speed reaches 0, they are fully enveloped by ice and are considered petrified but can still be damaged by the frozen zombie. Exposing the creature to a source of heat (campfire, chimney,...) for 1 minute frees them from this condition.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

3. SUMMONING THE END

The cold here seems to hit harder than usual. Two frozen dragons statues are imposing, sculpted as if their battle was taking place, two gigantic ice sculptures, light passing through and hitting the shining white scales of the dragons. The freezing cold swirling around them.

The players now can see, that these are in fact not statues, but two adult white dragons firing their breath weapons frozen in ice and time, the hag chanting at their feet.



3.1 BREAKING THE ICE

Read this:

“And now the ice shall break and we shall see what we do to break and break and break. Come forth, my lords, come forth and let them see what you are and what we are meant to be!”

HARRAT THE ICE HAG

A blood orb is now forming in the hands of the hag, this being the central piece to break the ice. As it forms you can tell your players that the ice covering the dragons is starting to crack as tendrils of blood extrude from the orb, and start breaking the ice. You can now roll for initiative.

MAP 2



3.2 BOSS FIGHT: HARRAH THE ICE HAG

HARRAH, THE ICE HAG

Medium fey, chaotic evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	17 (+3)

Saving Throws Wis +5

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Damage Immunities cold

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant, Sylvan

Challenge 7 (2,900 XP)

Ice Walk. Harrah can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person*, *ray of frost*

3/day each: *cone of cold*, *ice storm*, *wall of ice*

1/day each: *control weather*

Actions

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8+1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Appearance. The hag reveals her true form. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Appearance for the next 24 hours.

LAIR ACTIONS

When fighting surrounded by ice, Harrah can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the hag can take one lair action to cause one of the following effects, Harrah can't use the same effect two rounds in a row:

- **Draconic Presence.** Each creature that is within 120 ft. of the Dragons and aware of it must succeed on a **DC 14 Wisdom saving throw** or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.
- **Blood syphon.** The Hag uses the orb to fill it up by siphoning blood from the players. They must succeed a **DC 14 Constitution saving throw** to resist the siphon. Characters with frost bites have disadvantage on the roll. On a failed save, the blood orb deal 3 (1d6) cold damage to the players. And the blood orb starts to grow stronger. Every time the blood orb siphons a player its damage increase by 1d6 to a maximum of 5d6 damage.

When the blood orb is at maximum damage and a player is siphoned by it, they then are trapped inside the orb. A **DC 16 Strength saving throw** can be made as an action in order to escape the Orb Prison. The orb has AC 21, 30HP, and is immune to all damage from spells or magical effects, and can only be targeted from the outside.

4. CONCLUSION

If all players are captured in the Ice Prison the hag manages to free the dragons which continue their battle and bring destruction in the north. The village of Iih being the first one hit by the violent and rage fueled combat.

If the players manage to kill the hag before the blood orb captures all players, they manage to stop the release of the dragons. The village of Iih grows stronger and manages to survive with a story of the ones that stopped the hag.

MAP 3



THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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