

Trapped In The Jungle

Narration: You are heading as the [insert party name here] to the town of NeverWinter the town where the group of Adventurers called the psychotic rainbows once lived. You need to go to the airport

So the party starts walking to the airport.

narration: As you are riding the airplane you hear a buzz from the radios.

Pilot: Everyone Don't panic there seem to be some strong winds that are shaking the plane nothing major.

Narration: Suddenly the engine makes make a BOOOOMMM!
And the plane just falls

Roll a d20 to see if you make it to the parachutes in time
If a player rolls under 10 the take 1D12 damage

Narration: as you are falling you see the plane crash into the jungle and blow up revealing some weird compass and the arrow is spinning
(maybe ask your player if they would like to investigate)
Next step after this roll is past the zombie stat block

Once your players land

Narration: you see a clock on the wall
(every time one minute passes summon a zombie)

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life

but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the 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 zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

Undead zombies move with a jerky, uneven gait. They are clad in the moldering apparel they wore when put to rest, and carry the stench of decay.

Okay so when your players roll to investigate if they roll above 10 tell them it seems to slow down when it hits north which points to a wall with 9 buttons labeled 1 2 3 4 5 6 7 8 9

If they go any other direction west east south summon a swarm of spiders

Swarm of Spiders

Challenge 1/2 (100 XP), Medium swarm of Tiny beasts , unaligned

HP 22 (5d8) AC 12 SPD 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses

Blindsight 10 ft., passive perception 8

Languages

None

Damage Resistances

bludgeoning, piercing, slashing

Condition Immunities

charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Swarm

The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect.

The swarm can't regain hit points or gain temporary hit points.

Spider Climb

The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense

While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker

The swarm ignores movement restrictions caused by webbing.

Actions

Bites

Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Spiders from 5e SRD

If they hit 1234 a door slides open revealing a long tunnel and a sign saying

[enter the tunnel if you dare for you will find the tide ripper the ultimate item to get over sea to NeverWinter]

The tunnel leads to a room and the second they enter an earthquake starts roll a dexterity save if they roll under 13 they fall

After that an evil Merfolk who did not want people getting to the tide ripper in the little pool.

MERFOLK

Medium humanoid (merfolk), neutral

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.



Merfolk in common:YOU WHAT ARE YOU DOING HERE!!!!!!

Roll initiative

After one round if the merfolk is still alive

Merfolk in common:You have 30 seconds to leave or i will unleash a Tarrasque on you!

Once the players have killed the Merfolk

A door appears

When it is opened

It reveals a long hallway

As the players walk down the hallway suddenly they hear a boulder start rolling everyone roll a D20 any one who rolls below 10 takes one D8 damage

In the next room there is a pool and from the pool the players see blood rise

If the players enter the pool they roll initiative against a bull shark

BULL SHARK					
<i>Medium beast, unaligned</i>					
Armor Class 12 (natural armor)					
Hit Points 32 (5d8 + 10)					
Speed 0 ft., swim 40 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	4 (-3)
Skills Perception +2					
Senses passive Perception 12, blindsight 30 ft.					
Languages -					
Challenge 1/2 (100 XP)					
Charge. If the shark moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. If the target is stunned, the shark can make one bite attack against it as a bonus action. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.					
Water Breathing. The shark can breathe only underwater.					
ACTIONS					
Ram. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 4 (1d4+2) bludgeoning damage.					
Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8+2) piercing damage.					

There is an exit on the east but the shark is blocking it

If they players go away from the exit they find a treasure chest with a

When the players have exited that room they end up in a hallway leading to a room with a statue in the middle.

Dagger Of Venom

melee weapon (simple, dagger)

Category: Items

Damage: 1d4

Damage Type: Piercing

Item Rarity: Rare

Modifiers: Weapon Attacks +1, Weapon Damage +1

Properties: Finesse, Light, Range, Thrown

Range: 20/60

Save: Constitution

Secondary Damage: 2d10

Weight: 1

When the players break the statue it reveals a staircase leading to the room with the tide ripper but there's an npc there he looks old and beaten up and ask for help

Old man:help I've been down here for 25 years feeding off of the sharks scraps the bike is broken and missing a part it in that room but I can't open the door

The door is locked when the players unlock it and fix the bike they can hop on and ride to NeverWinter.

While they are riding the bike over sea too NeverWinter the npc grabs a flute and starts playing it

Suddenly Yorbluck appears

And the npc starts transforming as though it was disguised and becomes a Succubus and flies away. The two ships each with three goblins wielding shortbows appear on each side of the players ship.

GOBLIN					
<i>Small humanoid (goblinoid), neutral evil</i>					
Armor Class 15 (Leather Armor, Shield)					
Hit Points 7 (2d6)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)
Skills Stealth +6					
Senses Darkvision 60 Ft., passive Perception 9					
Languages Common, Goblin					
Challenge 1/4 (50 XP)					
Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.					
ACTIONS					
Scimitar. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d6 + 2) slashing damage.					
Shortbow. <i>Ranged Weapon Attack:</i> +4 to hit, reach 80/320 ft., one target. <i>Hit:</i> (1d6 + 2) piercing damage.					

Yorbluck,the squid

Gargantuan, Squid

Str dex con wis int cha

19 17 14 6 9 12

Ac hp speed

14 120 100ft

Actions

Grab

If he succeeds his roll against the target players ac he can grab them and they can't move
he can hold up to 4 players at once reach 100ft

Squeeze

All players in his tentacles take 1d8 damage

Killer aura

For 1 minute Yorbluck has +5 on all rolls

Can only be used 1 before needing to be recharged from a short or long rest

Legendary actions

Tentacle whip

Whoever or whatever is hit by this take 1d12 damage reach 100ft

Lair Action

SQUEET

He can pick up and throw anything within 100ft of him 1d20 squares

Languages

Common, squid, Aquit,

If they kill Yorbluck he blows up in 400gp

Once they beat the squid describe how they ride off into the sunset
towards NeverWinter and the journey ends

by:Alex Peters

FOR 1ST WARFIELD CUBS!!

But you may use it for your own games