
DnD Oneshot Ideas

Henry Weckermann

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The Giant's Terrarium

Setting:

- The party wakes up in a serene glen with a pond and fruit-bearing trees, surrounded by an impenetrable fog. They soon realize they're inside an enchanted terrarium, kept as pets by a giant.

Main Challenge:

- The party must escape the terrarium, navigate the giant's house, and avoid or confront various challenges, all while feeling minuscule in size.

Key Details:

- The party is without their weapons initially.
- Other "pets" in the glen seem oblivious, hinting at something amiss with the pond water and fruit.
- The terrarium's glass is breakable, but descending from the table is a significant challenge.
- The party's weapons are strategically placed in hard-to-reach spots, forcing them to navigate furniture.

Encounters:

- Battle with "dust bunnies" (reflavored as Shambling Mounds).
- Confrontation with the giant's "house cat" (reflavored as a CR 2 Saber-Toothed Tiger).
- Hilarious interaction with the giant, who sees the party as mere bugs.

Conclusion:

- The party must find a way to escape the giant's grasp and the confines of the house, all while dealing with the challenges of their reduced size.

Additional Material and Info

- Cze & Peku has an amazing kitchen counter encounter map

The Mimic-Infested Tavern

Setting:

- The party is hired to clear out a tavern that has been taken over by mimics.

Main Challenge:

- The party must eliminate all the mimics without causing too much damage to the tavern's property.

Key Details:

- For every object the party breaks, their total payout decreases.

Encounters:

- Various battles with mimics disguised as common tavern objects, from chairs to tankards.

Conclusion:

- The party must strategically deal with the mimics to ensure they receive the maximum payout while ensuring the tavern is mimic-free.

The Curse of Gipsy's Acre

Setting:

- Based on "Endless Night": The story unfolds in a newly built house named "The Towers" on a plot of land known as Gipsy's Acre, believed to be cursed.

Main Challenge:

- The party must investigate a series of mysterious events and a foreboding sense of doom surrounding the property.

Key Details:

- Locals warn of a gypsy curse on the land.
- A series of accidents and ominous events plague the residents of "The Towers."

Encounters:

- Interaction with a mysterious gypsy woman who foretells doom.
- Investigation of suspicious characters with hidden agendas.

Conclusion:

- The party must unravel the mystery behind the curse and determine if it's mere superstition or if there's a more sinister plot at play.

The Quest for the Unknown

Setting:

- Based on “Destination Unknown”: A world of international espionage during the Cold War era, where a scientist has disappeared, and the party is tasked with finding him.

Main Challenge:

- The party must navigate a web of spies, double agents, and secretive organizations to locate the missing scientist.

Key Details:

- The scientist’s disappearance is linked to several other missing intellectuals.
- The party is plunged into a world of covert operations and hidden agendas.

Encounters:

- Confrontations with secret agents and mysterious organizations.
- Deciphering coded messages and following a trail of clues.

Conclusion:

- The party must decide whom to trust as they uncover a global conspiracy and determine the fate of the missing scientist.

The Slaying of Lord Ackron

Setting:

- The town of Fernbridge, a peaceful settlement with a dark secret. The story unfolds primarily in Ackron Manor, a grand estate at the edge of town.

Main Challenge:

- Lord Ackron has been found dead, and the party is tasked with uncovering the murderer among a list of suspects.

Key Details:

- Lord Ackron was a wealthy and influential figure in Fernbridge.
- He was found dead in his study, a dagger by his side and a mysterious note hinting at a dark secret.
- The party is either hired to solve the murder or has a personal stake in the investigation.

NPCs:

1. **Eliza Ferrington:** Lord Ackron's niece, stands to inherit the estate.
2. **Dr. Jameson:** The town's healer and close friend of Lord Ackron.
3. **Hector Blunt:** A retired soldier and frequent visitor to the manor.
4. **Madame Shear:** A mysterious woman who claims to have information about the murder.
5. **Ralph Paton:** Lord Ackron's stepson, missing since the night of the murder.

Encounters:

- **Interrogation:** Players can question each NPC, using Insight, Persuasion, or Intimidation to gather clues.
- **Exploration:** Searching the manor can reveal hidden letters, secret compartments, and other clues.
- **Ambush:** As the investigation deepens, the party may be ambushed by thugs hired to halt the investigation.

Clues:

- A torn letter hinting at blackmail.
- A mysterious potion found in Dr. Jameson's belongings.
- Eliza's diary detailing her financial troubles.
- Ralph's boot prints near the study window.

Conclusion:

- The party must gather all the clues, interrogate the suspects, and piece together the events of the night. The twist: Dr. Jameson, the trusted healer, is the murderer, having used his position to manipulate the evidence and frame others. His motive: a combination of financial gain and a personal vendetta against Lord Ackron.

DM Notes:

- Emphasize the atmosphere of suspicion and tension.
- Allow players to approach the investigation in multiple ways, rewarding creative problem-solving.
- The final confrontation with Dr. Jameson can lead to a battle or a tense negotiation, depending on the party's choices.

Background:

The town of Fernbridge is abuzz with rumors and whispers. Lord Ackron, a prominent figure, has been found dead in his manor. While many believe it's a clear case of murder, the local constabulary is overwhelmed. The party is either hired or personally involved, setting them on a path to uncover the truth.

Act 1: Arrival at Fernbridge

- **Scene 1:** Introduction to Fernbridge. The town is described as quaint but currently tense with the recent events.
- **Scene 2:** A public confrontation in the town square between Eliza Ferrington and Hector Blunt about the inheritance and rumors of a hidden will.
- **Combat Encounter:** A group of thugs tries to intimidate the party to leave town. They work for an unknown benefactor.

Act 2: Investigation at Ackron Manor

- **Scene 1:** The party is given access to the crime scene. Clues hint at multiple suspects.
- **Scene 2:** Interactions with the manor's staff reveal personal stories, alibis, and potential motives.
- **Combat Encounter:** While investigating the manor's grounds, the party is ambushed by animated statues, possibly set as a security measure or a trap for intruders.

Act 3: Unraveling the Mystery

- **Scene 1:** A secret meeting with Madame Shear, who reveals a vision of betrayal and a hidden chamber in the manor.
- **Scene 2:** Discovery of the hidden chamber, filled with Lord Ackron's private documents, a torn blackmail letter, and signs of dark rituals.
- **Combat Encounter:** In the chamber, the party faces a summoned shadowy entity, a result of the dark rituals.

Act 4: Confrontation and Resolution

- **Scene 1:** Confrontation with Dr. Jameson, leading to revelations about his motives and involvement.
- **Combat Encounter:** Dr. Jameson, having dabbled in forbidden magic, transforms into a dark sorcerer, summoning undead minions to defend him.
- **Scene 2:** The aftermath. Fernbridge is safe, but the shadow of Lord Ackron's dealings and the betrayal of Dr. Jameson linger.

Key NPCs:

- **Eliza Ferrington:** Potential heir, defensive and secretive.
- **Dr. Jameson:** Once trusted, now revealed as a dark sorcerer.
- **Hector Blunt:** Outspoken, former military, suspicious of everyone.
- **Madame Shear:** Mysterious seer with cryptic clues.
- **Ralph Paton:** Missing stepson, a red herring in the investigation.

Key Locations:

- **Fernbridge Town Square:** Central hub, gossip, and confrontations.
- **Ackron Manor:** Grand estate, multiple rooms to investigate.
- **Hidden Chamber:** Dark rituals, key clues, and combat challenges.

DM Notes:

- Adjust combat difficulty based on party level.
- Use Insight, Investigation, and Perception checks to uncover clues.
- Allow for multiple paths to solve the mystery, rewarding creativity.

Dawn of the Unseen Threat

Setting:

- The party finds themselves in a secluded village, known for its strict laws and superstitions. As night falls, they are offered shelter in the local inn.

Main Challenge:

- One of the PCs, chosen randomly, is revealed to be a vampire (or another suitable creature). The party must identify and confront this hidden threat before dawn, or the entire group will face execution by the village's fearful inhabitants.

Key Details:

- The transformation of the PC into a vampire might be recent, and they might be unaware of their new nature.
- The village has a history of supernatural occurrences, making the villagers highly suspicious and fearful.
- There are signs and symptoms that can help identify the vampire, but they can be subtle.

Encounters:

- **Investigation:** Players can gather information, look for clues, and question villagers or each other.
- **Confrontation:** As suspicions rise, PCs might confront each other, leading to potential conflicts.
- **Combat Encounter:** If the vampire PC is discovered, it might lead to a combat situation. Alternatively, other supernatural threats in the village could pose challenges.

Conclusion:

- The party must make a decision based on their findings. If they correctly identify and deal with the vampire, they save themselves from execution. If not, they face the wrath of the villagers as dawn breaks.

DM Notes:

- The challenge here is more psychological than combat-focused. Play on the tension and mistrust among the PCs.
- Provide subtle hints and red herrings to keep the players guessing.
- The vampire PC can have moments of clarity, struggling with their new nature, adding depth to the character.

Escape from Chef's Delight

Setting:

- Inside "Chef's Delight," a bustling tavern renowned for its delicious dishes. Unbeknownst to the patrons, some of the food items have magically gained sentience and are desperate to escape their impending doom.

Main Challenge:

- As sentient food items, the party must navigate the dangers of the tavern, avoid being eaten, and find a way to escape to freedom.

Key Details:

- The magic that granted sentience is mysterious, possibly a spell gone awry or the side effect of a magical ingredient.
- The tavern is filled with hungry patrons, oblivious staff, and various kitchen hazards.
- Each PC, being a different food item, has unique abilities. For example, a spaghetti character might have extended reach, while a chili pepper might have a spicy attack.

Encounters:

- **Stealth:** Sneaking past patrons and avoiding the ever-watchful eyes of the tavern's chef.
- **Puzzles:** Navigating kitchen obstacles, like hot grills or slippery countertops.
- **Combat Encounter:** Facing off against pests in the pantry or a magical kitchen appliance gone rogue.

Conclusion:

- The party must reach the safety of the outside world. Their escape could involve sneaking out through a window, hitching a ride on a delivery cart, or even confronting the chef to break the spell.

DM Notes:

- Emphasize the whimsical and comedic nature of the scenario.

- Encourage creative problem-solving using the unique abilities of each food character.
- The chef could be a sympathetic character, unaware of the magic affecting his ingredients, or a more sinister figure with a dark secret.

Additional Info

“You all meet in a tavern” “Oh real original DM. We have already met each other, why are we doing this?”
“Not that kind of ‘meet’ ”

Momma Murph Defends her Turf

Mama Murph has an extended family of adventurers (the party), and she's asked them to visit her farm. The local sheriff has ignored her illegal potion still for years, but an official from the capitol has come to town to run his performance review. Sadly, this means he's got to shut her operation down. Mama Murph's grandkids aren't going to let that happen. Make a cool map with multiple outbuildings around a central farmhouse. Give the players time to set traps, then let loose waves of fantasy cops. Start with a posse of townsfolk and escalate from there. Snatch teams with rogues, animated ballistae to start fires, etc. You run Mama Murph, and you toss the party random potions throughout the fight. Use a random table to see what kind of buff/debuff each potion provides.

The Loop of Lornbridge

Setting:

- The town of Lornbridge, a picturesque settlement that the party finds themselves unable to leave due to a mysterious time loop.

Main Challenge:

- The party must navigate the repeating day, uncover the cause of the time loop, and meet the “escape criteria” to break free.

Timeline of Events:

1. **8:00 AM:** The town crier shouts, “A beautiful day in Lornbridge! All hail the festival of the sun!”
2. **9:00 AM:** A cart loses a wheel in the town square, causing a ruckus.
3. **10:30 AM:** The mayor’s daughter sings a haunting melody at the town’s center.
4. **12:00 PM:** A local tavern serves a special dish that everyone raves about.
5. **2:00 PM:** A dog steals a pie from a windowsill, leading to a comedic chase.
6. **4:00 PM:** A mysterious cloaked figure enters the town, heading straight for the ancient clock tower.
7. **6:00 PM:** The blacksmith’s forge catches fire, endangering his workshop.
8. **8:00 PM:** The town gathers for the festival’s dance and celebration.
9. **10:00 PM:** A sudden storm drenches the town, ending the festivities early.
10. **12:00 AM:** As the clock tower chimes midnight, the day resets.

Escape Criteria:

1. **Primary:** Discover the cloaked figure’s identity and purpose. Convince him to reverse the spell he cast on the clock tower.
2. **Red Herrings:**
 - Save everyone from the day’s mishaps, aiming for a “perfect” day.
 - Gather and present offerings at the town’s ancient shrine.
 - Convince the mayor’s daughter to sing a different song.

Key Details:

- The party always wakes up in the same inn, with the town crier's shout as their alarm.
- NPCs have set reactions and greetings. For example, the innkeeper always says, "A hearty morning to you!" when they see the party.
- The cloaked figure is a time mage, seeking to fix a personal mistake by freezing the day.

DM Notes:

- Emphasize the repetitiveness of the loop, using the exact phrasing for events and NPC interactions.
- Allow players to experiment with different actions, noting how slight changes can lead to varied outcomes.
- The comedic aspect of trying to achieve a "perfect" day can be a highlight, especially as players juggle multiple events.

Timeloop 2

The last time I used this, it became a jumping off point for a Ravenloft game. The players didn't know they were in Ravenloft. PCs had grown up in this isolated town together and were looking to sneak away and become adventurers. Found the perfect opportunity to do so only to encounter this weird wall of mist in the forest surrounding the town. If they went in, it spit them right back out. They camped out by it but woke up back in their beds repeating the day. The horror on their faces was priceless when later on they realized the mist has only made them AWARE of the loop and in reality they'd been repeating the same day like all the other NPCs for an unknown amount of time. They remembered life before this day, but have no clue how long the loop has been going on. The loop was the domain lord's curse, and now they had to find a way to escape before he noticed he had "company" in his misery.

The Chaotic Child of Fate

Setting:

- The party's headquarters, a grand and secure stronghold nestled in the heart of the mystical Elandrial Forest.

Introduction:

- After a night of rest following a challenging quest, the party awakens to the sound of a baby's laughter. At the doorstep, they find a seemingly ordinary infant wrapped in a shimmering cloak, with a cryptic emblem embroidered on it.

Main Challenge:

- The party must care for this unpredictable magical baby, decipher its origins, and protect it from those who seek to harness its power.

Timeline of Events:

1. **7:00 AM:** The party's lookout spots a basket at the doorstep and alerts the group.
2. **7:30 AM:** Upon discovering the baby, it giggles and accidentally levitates objects in the room.
3. **9:00 AM:** The baby gets hungry, leading to a mini-quest to find or conjure suitable food while avoiding spontaneous magical outbursts.
4. **11:00 AM:** A local merchant arrives, claiming to have seen a hooded figure leaving the baby. Offers a clue in exchange for a favor.
5. **1:00 PM:** The baby's crying summons a protective elemental that the party must calm or subdue.
6. **3:00 PM:** A mysterious note is found in the baby's basket, hinting at a secret society interested in the child.
7. **5:00 PM:** The baby playfully opens a portal to another realm, releasing curious creatures that the party must deal with.
8. **7:00 PM:** A group of cloaked figures approaches the headquarters, demanding the return of the "Chosen Child."
9. **9:00 PM:** The party faces a moral dilemma: return the baby to the mysterious

Key Details:

- The baby, reminiscent of Jack Jack from The Incredibles, possesses chaotic and potent magical abilities that activate at the slightest whim or emotion.
- The emblem on the cloak points to an ancient prophecy about a child with boundless magic who could either save or doom the realm.
- The baby's laughter can heal wounds, its tears can summon rain, and its tantrums can cause minor earthquakes or even open portals to other dimensions.

Encounters:

1. **Protective Care:** The party must devise ways to feed, entertain, and comfort the baby, all while managing unexpected magical outbursts.
2. **Mystical Investigation:** Researching the emblem and prophecy, perhaps in a grand library or by consulting a wise oracle, to understand the baby's significance.
3. **Defensive Measures:** The stronghold is besieged by various factions - some wanting to protect the child, others to exploit its power. This includes rival adventuring groups, cultists, and even celestial beings.
4. **Realm Exploration:** Due to the baby's unpredictable magic, the party might find themselves temporarily transported to different realms or facing creatures from other dimensions.
5. **Moral Dilemmas:** As the party uncovers the prophecy, they face decisions about the child's fate. Should they raise it? Return it to its rightful place? Or keep its existence a secret?

Conclusion:

- The party's actions and decisions lead to various outcomes. They could form a protective bond with the child, ensuring its safety and upbringing. Alternatively, they might decide to entrust the baby to a magical academy or a group of celestial guardians. The child's future and the realm's fate intertwine with the choices the adventurers make.

DM Notes:

- Emphasize the whimsical and unpredictable nature of the baby's magic, allowing for comedic and unexpected moments.
- Encourage players to think creatively when handling the baby's outbursts and the challenges they present.

- The story can be expanded into multiple sessions, with the baby's magic and the prophecy unveiling deeper mysteries and adventures.

Magical Abilities

- **Pyroclasm:** The ability to conjure and control fire, creating anything from small flames to massive firestorms.
- **Aquaform:** Manipulate and shape water, even drawing moisture from the air or desiccating objects.
- **Terrashift:** Control over earth and stone, allowing the user to create barriers, weapons, or even reshape terrain.
- **Zephyr Dance:** Mastery over air currents, granting flight, creating whirlwinds, or even manipulating sound.
- **Chrono Touch:** Limited control over time, such as pausing brief moments or rewinding a few seconds.
- **Lunar Lure:** Draw power from the moon to heal, illuminate dark areas, or even control tides.
- **Solar Flare:** Harness the sun's energy to create blinding light, emit heat, or even focus it into destructive beams.
- **Shadowmeld:** Become one with the shadows, granting invisibility in darkness and the ability to traverse through them.
- **Mindweave:** Read thoughts, project emotions, or even implant suggestions into others' minds.
- **Soulchain:** Bind one's life force with another, sharing health, emotions, or even abilities.
- **Beastbond:** Communicate with and control animals, even adopting some of their traits temporarily.
- **Phantom Phase:** Become intangible, allowing the user to pass through solid objects or avoid attacks.
- **Arcane Echo:** Copy the last spell or magical effect seen, replicating its effects.
- **Nature's Nexus:** Control plants, making them grow rapidly, move, or even respond to one's will.
- **Eldritch Gaze:** See into other realms, detect magic, or even glimpse brief visions of the future.
- **Celestial Call:** Summon and command celestial beings for a short duration.
- **Abyssal Grasp:** Draw power from the void, creating areas of darkness, gravity wells, or even summoning abyssal creatures.
- **Mystic Forge:** Transmute materials, repair objects, or even craft magical items temporarily.
- **Etherstride:** Teleport short distances or create portals to known locations.
- **Harmonic Resonance:** Manipulate sound waves to shatter objects, create sonic booms, or even soothe emotions.

The beginning of the end of the world

I DM'd a game where they were at the end of the world and thought they were there to stop it, when in reality they were tasked with creating the next. : "When I was a boy, I would often read the endings of books first before I read them proper. So that's where we'll start. Not at the beginning but the end... of the World" The Party arrives at the last settlement "Haven" as this world is already dying and these are the last 24 hours. But, when the party arrives at the Last Minute Saloon they're told by an NPC there may be a way of surviving and reversing fate. Outside of Town there's a tribe of Nomads their philosophy being "Eternal return, time is a flat circle etc..." and a tall black obelisk. Upon arriving at the Obelisk a Sphinx will give them all riddles with the answers being keys to various puzzles inside. Each Puzzle and challenge is based off of The Story of Creation. Let there be light- A pitch black room houses an altar that needs a special gem placed on it. (I literally just had them pull pieces of paper with effects on them from a blind bag to simulate stumbling around in the dark and setting off traps until they pulled altar. Sky was created- with the room now having a source of light somewhere in the dark a creature lurks attacking their shadows. So the party positions mirrors to isolate the shadow creature causing it to explode and create the stars. The land and sea- A figure zooms into the room excitedly commenting on the party on their progress and that they are the next challenge. They're a speedster and he challenges them to a foot race. (There is no way they can win fairly) but with one of the answer keys (a blank scroll) they can draw geographic features Mountains, Natural Wonders, oceans, cities, deserts etc... to distract him long enough for them to reach the finish line before him. Animals-They next meet an artist and have a competition to create varieties of life to overcome challenges he makes. How would you design something to love, to kill, to populate etc... just give them an environmental niche to fill and see what they come up with. Intelligent life- Then they go to a forge to craft golems to rule over the animals they created. Well they have to figure out how to animate them and manage them since golems can only follow a single command. I forget a bit but the gist is they need to use divine magics to impart a part of their skill sets, traits, features etc... into this new species to give them a soul. Finally they get into a room filled with notches carved into the walls. Standing in the middle of the room is an empty throne. That's when the NPC that's been with them since the saloon turns on them revealing that only one may sit on the throne to survive and become god of the new world. Battle ensues and in the end all that matters is someone has to sit on that throne after 6 rounds. If bad guy wins the world goes on, players win their characters ascend to godhood as deities of that new world, if no ones on it well that's an interesting premise for the beginning of a new world. My players all dog piled on to the throne and it was too funny to not let happen and they all claimed domains in their name.

Shadows of Deceit

Setting:

- The opulent mansion of Lord Maltrin, a known noble with dubious connections, located atop a secluded hill overlooking the city of Thievesreach.

Introduction:

- Each member of the party, renowned in the criminal underworld, receives a mysterious letter with a golden emblem, offering a substantial reward for a heist on the night of the crescent moon. The target: a priceless artifact known as the “Eye of Elandrial,” rumored to be showcased during a secret society meeting at Lord Maltrin’s mansion.

Main Challenge:

- While the primary goal is the heist, each party member has a personal, hidden agenda for being at the mansion, intertwining their fates and complicating their mission.

Key Details:

- The mansion is heavily guarded, with magical barriers, traps, and elite sentinels.
- The secret society consists of influential figures: nobles, merchants, and mages, all wearing masks depicting different mythical creatures.
- The “Eye of Elandrial” is believed to grant immense power, but it’s also a key that unlocks a sealed chamber within the mansion.

Personal Agendas:

1. **Revenge:** One PC seeks vengeance against a society member who wronged them in the past.
2. **Rescue:** Another PC aims to free a loved one held captive in the mansion’s dungeons.
3. **Redemption:** A PC, formerly a member of the society, seeks evidence to expose its corrupt activities.
4. **Rivalry:** One PC wants to outdo a rival thief rumored to be attending the meeting.
5. **Revelation:** A PC believes the society has information about their lost heritage or origins.

Encounters:

1. **Stealth and Infiltration:** Navigating the mansion without raising alarms, using skills like Acrobatics, Sleight of Hand, and Stealth.
2. **Social Interaction:** Blending in with the guests, gathering information, and manipulating events to their advantage.
3. **Combat:** Confrontations with guards, rival thieves, or even summoned creatures protecting the artifact.
4. **Puzzles:** Deciphering the mansion's secrets, disabling traps, or finding alternative routes.

Conclusion:

- As the night unfolds, the party's personal agendas clash, leading to unexpected alliances, betrayals, and revelations. The climax could involve securing the artifact, confronting the society's leader, or even deciding the artifact's fate.
- The story can end with the party escaping the mansion, leaving behind a trail of chaos, or perhaps deciding to confront the society head-on in future adventures.

DM Notes:

- Emphasize the tension of a heist, where every decision can lead to success or disaster.
- Allow players to use their unique skills and backgrounds to influence the story.
- The personal agendas should be intertwined with the main plot, revealing deeper layers of the narrative as the adventure progresses.

Sands of Deception

Setting:

- The desert town of Sandspire, a sun-baked settlement known for its tales and legends, with a mysterious mountain looming in the distance.

Introduction:

- Flyers and rumors circulate about a bard named Lyrion seeking adventurers for a quest of unparalleled danger and reward. The party, each driven by their own desperation, gathers at the “Golden Lute” tavern to hear Lyrion’s tale.

Main Challenge:

- Guided by a cryptic children’s rhyme, the party must navigate the treacherous mountain dungeon, confront the deceptive Djinn, and face moral dilemmas that challenge their very essence.

Key Details:

- Lyrion, the bard, is more interested in a gripping tale than the party’s well-being.
- The mountain’s exterior shows signs of a hasty mining operation, abandoned equipment, and eerie silence.
- The dungeon’s deeper layers transition from mine shafts to prison-like chambers, with inscriptions hinting at a great power sealed within.

Encounters:

1. **Desert Hazards:** Sandstorms, mirages, and desert creatures challenge the party as they approach the mountain.
2. **Dungeon Traps:** Ancient mechanisms and magical barriers guard the inner sanctum.
3. **Prison’s Echoes:** Ghostly apparitions of former prisoners, providing clues or attempting to mislead the adventurers.
4. **The Deceptive Djinn:** Upon reaching the sarcophagus and awakening the Djinn-possessed miner, the party faces a moral and strategic challenge. The Djinn’s offer is tempting, but insight reveals inconsistencies in its story.

Conclusion:

- The party must decide who, if anyone, will make the wish. The Djinn's treachery becomes evident when the wish twists into a dark outcome, sacrificing the wisher and reviving the miner.
- As sand floods the chamber, the party races against time to escape. Reaching the exit, they confront Lyrion's betrayal. With the anti-magic barrier in place, they must use wit, strength, and teamwork to force the door open or find an alternative way out.

DM Notes:

- Lyrion's character can be expanded upon, perhaps hinting at past betrayals or his own reasons for seeking the Djinn.
- The children's rhyme can be a recurring theme, with verses providing clues or foreshadowing events.
- The dungeon's design should balance combat, exploration, and puzzle-solving, keeping the party engaged throughout.
- The climax should emphasize the urgency of escape and the emotional weight of the party's decisions.

OG Storyboard

A bard has left advertisements for the quest of a lifetime. One that only the most desperate must attempt. The players are all the most desperate in some way. Upon meeting at the agreed upon time and place, he explains that he believes to have found the location spoken of in a children's rhyme, one that promises a wish. He wishes to write a story about the party's escapades. Past this desert town, the party makes their way to a mountain where a recent mining operation seems to be deserted. There is also a large door with a large lever required to open it. With the party's help, they enter, but the bard stays behind in order to keep the door open for when they return. The party ventures into the dungeon. Overtime, it begins to resemble a prison. By the time they make it to the end, they open a sarcophagus to reveal a dwarf's body with his pick axe and helmet: one of the miners that dug to the door outside. It wakes up and claims to be a Djinn inhabiting the body of the miner, and that he offers one wish for freeing him. There are obvious flaws in logic, which an insight check will reveal that the Djinn is lying. The party must decide which of them will get the one wish. By making the wish, it comes to pass in a devilish way, sacrificing the body of the character to the sarcophagus and freeing the miner. The room also begins to fill with sand. The party makes their way to the door for the bard to open, but upon seeing the events taking place, refuses to open it, claiming a story with a sad ending sells better. The door would also be an anti magic barrier, so no teleporting out or summoning aid outside.

Shadows Beneath Stonehaven

Setting:

- The bustling town of Stonehaven, known for its rich history and towering mountain backdrop, now overshadowed by the looming threat of the undead.

Introduction:

- The party is summoned by Magistrate Elara of Stonehaven, who shares reports of increasing undead sightings near the town's borders. While they haven't attacked, their mere presence is causing panic among the townsfolk.

Main Challenge:

- Investigate the source of the undead, navigate the treacherous mountain paths, and confront the newly-emerged Alhoon threatening the town's very existence.

Key Details:

- Rumors speak of an old church that once stood in Stonehaven but was swallowed by a sinkhole, taking with it sacred artifacts.
- The Alhoon, although newly created, possesses formidable psychic and necromantic powers, drawing the undead to its lair.
- The mountain's entrance leading to the Alhoon's lair is a closely guarded secret, known only to a reclusive priest.

Encounters:

1. **Town Investigation:** Gather information from townsfolk, leading to the discovery of the old priest and the monastery.
2. **Monastery Revelations:** Convince the old priest to share the mountain entrance's location, perhaps by helping him retrieve a lost artifact or proving the party's intentions.
3. **Mountain Perils:** Navigate challenges like rockslides, mountain predators, and undead patrols as the party approaches the entrance.
4. **Lair of the Alhoon:** Traverse the underground chambers, facing undead minions and deciphering ancient puzzles guarding the Alhoon's sanctum.

5. **Confrontation with the Alhoon:** Engage in a climactic battle against the Alhoon, using strategy to counter its psychic attacks and necromantic abilities.

Conclusion:

- With the Alhoon defeated, the undead's influence wanes, and Stonehaven is saved. The party can decide the fate of the ancient artifacts and the sunken church's remnants.
- Magistrate Elara rewards the party for their bravery, and the tale of their heroics becomes a new chapter in Stonehaven's history.

DM Notes:

- Emphasize the contrast between Stonehaven's vibrant daily life and the eerie nights haunted by the undead.
- The old priest can provide lore about the sunken church, hinting at its significance and the artifacts' powers.
- The Alhoon's motivations can be expanded upon, perhaps seeking a specific artifact or aiming to transform Stonehaven into an undead haven.
- Adjust the Alhoon's power level to match the party's capabilities, ensuring a challenging but fair final encounter.

Echoes of Legends Past / The unlucky Lich

Setting:

- The quaint town of Willowbrook, seemingly ordinary but home to five legendary adventurers who have chosen to live in anonymity after faking their own demises.

Introduction:

- The peace of Willowbrook is shattered when dark omens hint at the presence of a Lich seeking to expand his dominion. The retired adventurers, each with their own reasons to stay hidden, must now defend their home.

Main Challenge:

- Protect Willowbrook from the Lich's onslaught without revealing their true identities and powers, both to each other and to the townsfolk.

Key Details:

- The Lich, named Morvandus, is unaware of the legends residing in Willowbrook and sees it as an easy first conquest.
- Each adventurer has a distinct past, with old foes and tales that they wish to keep buried.
- The townsfolk respect and appreciate the adventurers for their current personas, oblivious to their legendary pasts.

Encounters:

1. **Dark Omens:** Unnatural events like crops withering, animals acting erratically, and ghostly apparitions herald the Lich's approach.
2. **Subtle Defense:** The adventurers must devise ways to fortify the town, repel undead scouts, and gather information without drawing attention to their skills.
3. **Hidden Conversations:** Covert meetings between the adventurers, where they strategize without fully revealing their capabilities or pasts.
4. **Lich's Assault:** Waves of undead and dark magic assail Willowbrook. The adventurers must use guile, strategy, and limited displays of power to repel them.
5. **Morvandus' Confrontation:** A climactic encounter with the Lich, where the adventurers must balance their desire to protect Willowbrook with the need to maintain their anonymity.

Conclusion:

- With the Lich defeated or repelled, Willowbrook returns to peace. The adventurers, their secrets still safe, continue their lives, knowing they've once again made a difference.
- Optional twists: One of the adventurers gets a mysterious message from an old foe, hinting they might have been recognized, setting the stage for future adventures.

DM Notes:

- Emphasize the tension between the adventurers' desire to act and the need to stay hidden.
- Allow players to come up with creative solutions that don't directly involve combat or magic.
- The Lich can have his own motivations, perhaps seeking an artifact rumored to be in Willowbrook or wanting to test his powers against the legends of old.
- The optional level determination adds an element of unpredictability, ensuring each playthrough is unique.
- You can either let them be high level. Or my personal favourite, let all the players roll 2d20s, and the highest role +2 is their level. Let chaos begin

Links

- https://drive.google.com/drive/folders/1_le4sgoQUkOqxdYYbA-dnZGdHT0YqP0N?usp=sharing
- <https://winghornpress.com/adventures/a-wild-sheep-chase/>
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