

YOU WISHED FOR ADVENTURE!

A FIRST-LEVEL ADVENTURE FOR D&D 5E

SUMMARY: A two-hour adventure that helps players use and learn Encounter+.

This adventure lands the players smack dab in the middle of someone else's wish spell. It's scaled for 4-5 players at 1st level.

ADVENTURE DESIGNER:

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other credits here

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STARTING THE ADVENTURE

HOW TO USE THIS ADVENTURE GUIDE

This adventure is written for new and veteran players alike. It's purpose to help, quickly get you using Encounter+, our very favorite virtual tabletop app. Through out you will see marked off sections labeled as such:

LEARN HOW: to do a thing

These sections will guide you through different features of Encounter+ that are relevant to that section of the guide. Additionally, you'll see that there are several links within the adventure - **They Look Like this**. Tapping on these will take you to reference material within your compendium inside the app. *If you forgot to import the default compendium when you first turned open Encounter+ you can do so again from the Settings panel in the app*

WHERE ARE WE?

The adventure begins with the party slowly opening their eyes. They groggily begin to register their senses after this unexpected state of unconsciousness and find themselves in the middle of a small town they don't recognize. It is a relatively small town, although the homes seem affluent, large and well built. The main roadway through the town is paved in perfectly symmetrical cobblestones with an empty fountain in the center. As the players look around and get their bearings the silence is the most noticeable thing about this place. You would expect a place like this to be a bit more bustling at midday, but there is no sound. You would expect the residents of a place like this to be to-ing and fro-ing, but there are no people. The homes are unlit and empty. The chimneys are clean and smokeless.

As the Dungeon Master, you can determine if and how the players know each other. This opening instance is intended to accomplish two things: first, introduce the characters to each other (i.e., describing their characters' descriptions and a bit of their personalities); and second give your players space to acclimate to the setting.

LEARN HOW: to share images and handouts with Encounter+

Once they've gotten a feel for what they see you can have them explore the town a bit more. All of the homes are unlocked and empty. With the exception of the Mansion at the edge of the road, nothing of value is inside any of them. You may simply describe what the players see inside.

"The home is well furnished and immaculately clean. In fact, it's eerily spotless. There are no occupants and is just as devoid of life as the town outside."

After the players have explored an empty house or two, have them roll perception checks as they gather information on what to do next. Any player who successfully rolls the **DC 11 Perception check** needed for this, see a strange flicker. Just for an instant they see the well built homes they are surrounded by become ruined and collapsed. The cobblestone road they stand upon becomes a dirt strip

covered with weeds. Almost as soon as they see it, it reverts back to the luxurious space it was before. The only building that didn't change in this flicker is a large mansion at the far end of the road. Players who succeeded the earlier perception check can see this flicker continuing at routine intervals. The closer they get to this building the more constant the flickering seems.

The players can enter through the front door with ease as it is also unlocked. When they do they find what is likely the most opulent interior they've ever seen. The mansion is filled with expensive artwork, pottery, and tapestries. It is brightly lit by wall sconces, candelabras and chandeliers. The players can hear muffled voices coming from further inside the mansion although they aren't certain where. You may use your discretion to determine how (and when) they find the source of these voices. If the players attempt to pickup or take anything from the mansion all of them are immediately teleported to where they first awoke in the town. They once again awaken from unconscious – unharmed, but woozy. Eventually, as they explore the mansion they will enter a large dining area. As they enter this space they'll find the source of the voices are coming from a well dressed, well groomed man arguing with a large, red-skinned, heavily muscled creature with pointy teeth and short horns protruding from its bald head. Players can roll a **DC 15 Arcana or Religion check** (you may let them choose) to ascertain that this large being is in fact an **Efreeti**.

The man and Efreeti will finally notice that the players have entered. The man will be shocked and upset. The Efreeti will chuckle rather heartily.

He puts his hands wide and says, *"You see Barlow, you wanted the perfect town and the perfect town needs heroes, doesn't it?"*

He continues to laugh as the man, Barlow, angrily reprimands the Efreeti, *"You know this isn't what I meant, now get rid of these idiots like you did the rest."*

"Your wish is my command," the Efreeti ominously says while laughing manically.

LOST IN A CAVE

The mansion suddenly disappears around the party, including the floor. The entire group falls through complete blackness for a moment, but the feeling of weightlessness is suddenly met with oddly squishy ground below them and rocky cavern walls around them. Have everyone in the party roll a **DC 18 Dexterity Saving Throw**; any who fail are knocked prone. There is also no source of lighting in this space and only creatures who provide a light source or have Darkvision can see.

CAVE FEATURES

Ceilings. The ceilings of the caverns are irregular and naturally made. While there is some fluctuation, the height of the ceilings throughout the caverns are between 10 and 12 feet.

Light. No areas of the cavern, excluding the cistern are lit. Players will either need Darkvision or their own source of light to be able to see.

Tunnels. The separate caverns are connected by narrow tunnels. The walls of these tunnels are irregular but typically force players to walk single-file through them.

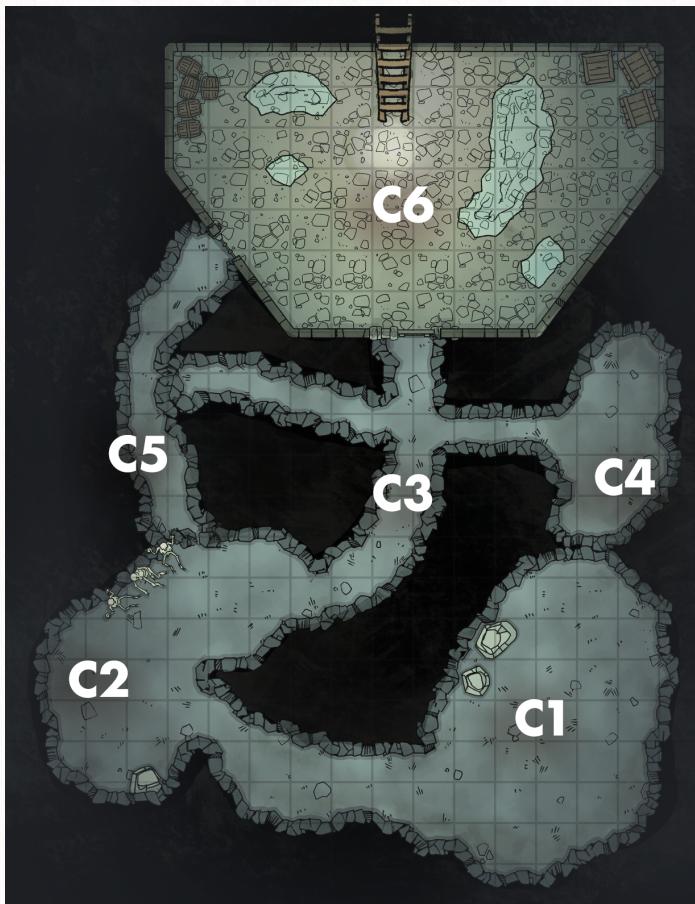
Note: Now would be a good time to load up the map of the Underground cave

LEARN HOW: to share the map with your players

THE TOWN'S UNDERGROUND - LOCATIONS DESCRIPTION

How do I see the locations?

To the right of the page, there is a collapseable arrow. Tap it, and it will expand to show you all the locations. In EncounterPlus, you can next anything under, well, anything! Maps, encounters and pages can all be nested this way, so you can organized your adventure however you want.



Load the Map

THE FOLLOWING IS A LIST OF THE LOCATIONS
INSIDE THE CAVERN.

- C1. Snake Pit
- C2. Dead Villagers
- C3. Cavern Junction

- C4. Imprisoned Survivors
- C5. Secret Tunnel and Dead End
- C6. The Cistern

C1. SNAKE PIT - STARTING AREA

Unfortunately, the unstable ground they landed on turns out to be a pit of snakes and insects.

As soon as the party lands in this space read the following aloud:

The area is completely dark, there is no clear indication of where the party is and the sudden landing is very disorienting. As you squirm on this strangley unstable floor you suddenly hear a violent hiss as something lunges from the darkness. For those with darkvision or a light source you see you are in a dark cavern about 25 feet wide with a 10 foot ceiling. Below you, you can see the slithering bodies of dozens and dozens of snakes.

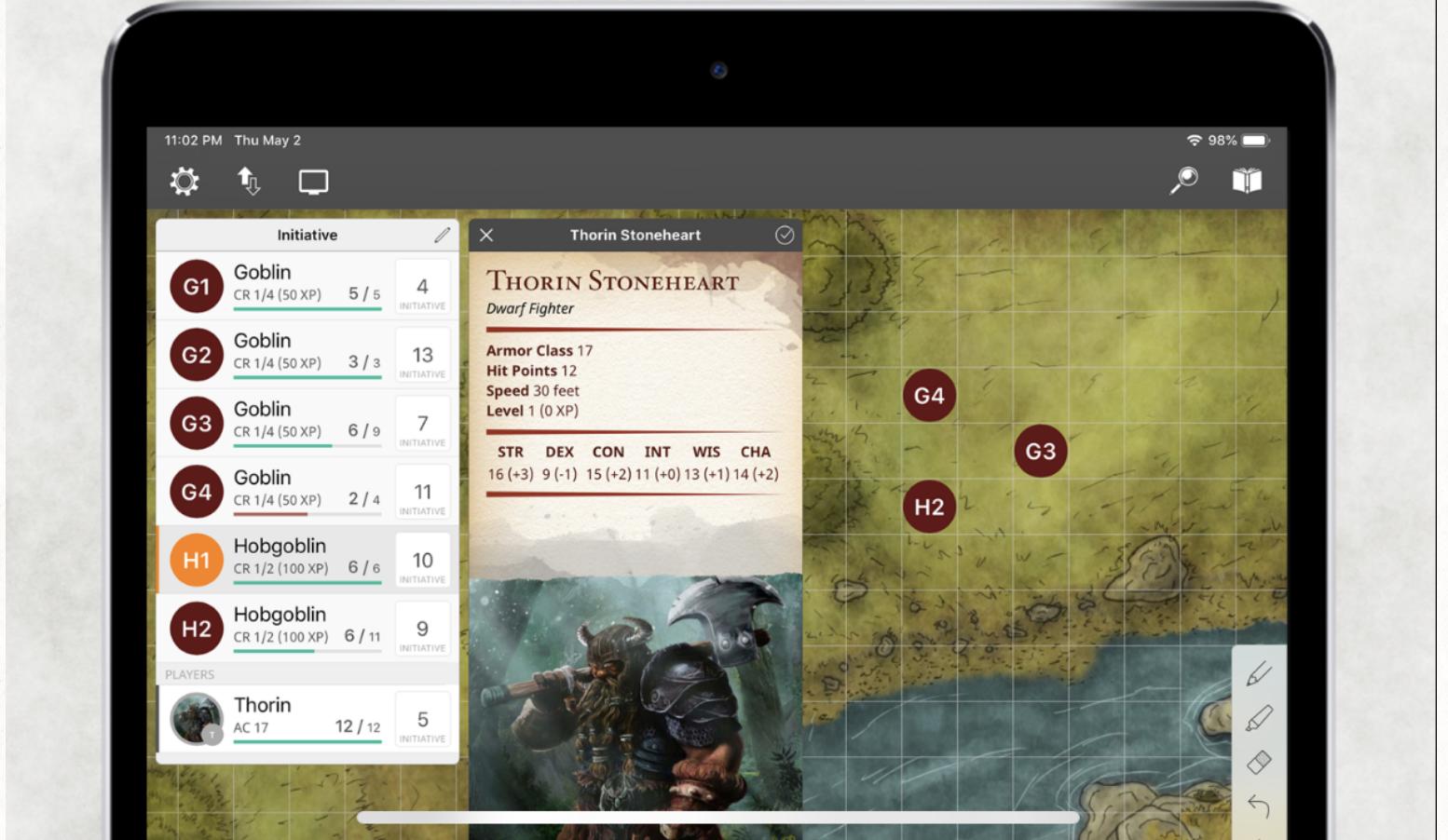
After reading this the party enters combat with one **Giant Poisonous Snake** and two **Poisonous Snakes**. Remember that any who failed the earlier save must begin combat in the prone position.

LEARN HOW: to run combat in
Encounter+

There are dozens more snakes and insects in this space, but thankfully only these creatures attacked the players. You can use the remaining critters as a means to goad the players forward. While there is nothing of value in this area, the cavern is filled with decaying corpses and littered with dismembered limbs. There appears to be only one way in or out of this cavern.

C2. DEAD VILLAGERS

An uneven tunnel connects this space with the cavern in area C1. In this cavern the players find three dead villagers shackled to the rock wall. The players can choose to search these bodies. A DC 12 Investigation Check will turn up



ENCOUNTER+ TUTORIAL

This tutorial for Encounter+ is meant to help you get accilmated and familiar with the virutal tabletop software. To begin this will not be a comprehensive guide on how to use every feature in this app. However, it should have enough information to get you started. It is also meant to be used along side the included module: ***You Wished for Adventure!*** For more detailed information and instructions on Encounter+ please join our community on [Discord](#).

GETTING STARTED

To begin, there are several buttons on the screen. Each one has its own purpose and functions. If ever you get lost or need a little help, start by going to the **Help Center**. You can find it in the **Settings Panel**



LOADING MAPS FROM MODULES

Loading maps included in modules is a straightforward process. ***The use of Maps can be unlocked via the in-app purchase in the Settings or via the in-app Subscription.***

- Find the map you'd like to use in your Library (it's the button that looks like a book)



- In the top right corner of the this page you'll see the load button. Tap on it.



- Share the map with your players.

- How you share you map differs on which platform you are using
- macOS**
 - Click on the **External Screen** Button found in the upper left corner - *it looks like an blank monitor.*



- Click on **Open Window**