





# Dungeons and Dragons: Checkpoint final


 where do we go have lunch today , here in the town


 As the Dungeon Master, I'll let you decide where to go for lunch. You can choose from the various options available in the district. Here's a list of the buildings you've seen so far:

- Upscale food (3)
- Average food (7)
- Exotic food (2)
- Upscale trades (3)
- Average trades (10)
- Upscale services (10)
- Average services (20)
- Upscale residences (10)
- Average residences (20)

Please respond with the number of the building where you'd like to go for lunch.

 should we go for exotic food , is that good



 You've decided to try the exotic food! As you make your way to the exotic food establishment, you notice that the building is a bit more rundown than the others in the district. The sign above the door reads "Taste of the Wandering Lands" in a language you don't recognize.

As you enter the establishment, you're immediately hit with a cacophony of smells and sounds. The air is thick with the aroma of spices and exotic herbs, and the sounds of sizzling meats and clinking utensils fill the air.


The proprietor, a gruff-looking man with a thick beard, greets you warmly. "Welcome, travelers! Come, sit, and taste the wonders of the world. What will you have?"

He presents you with a menu that reads like a travelogue of distant lands. You see dishes named after far-off cities, mythical creatures, and ancient deities. The options are endless, and your stomach growls in anticipation.

Roll a Wisdom (Perception) check to see if you can decipher the menu and make a decision.

 ok roll 8

 You roll a Wisdom (Perception) check and get an 8.

With the proprietor's help, you manage to decipher the menu and decide on a dish that sounds intriguing. You order the "Dragon's Breath Chili" and the proprietor nods enthusiastically. "Ah, a brave choice! That's a spicy one, but I think you'll find it...enlightening."

As you wait for your food to arrive, you take a moment to look around the establishment. The walls are adorned with colorful tapestries and strange artifacts, and the air is thick with the scent of spices and herbs. You notice a few patrons who seem to be enjoying their meals, but there's

also a sense of unease in the air. The proprietor seems friendly, but there's something about him that makes you feel like he's hiding something.

Your food arrives, and the proprietor presents you with a steaming bowl of chili. The aroma is intense, and you can feel the heat emanating from the dish. You take a tentative spoonful, and the flavors explode on your tongue. It's spicy, but not overwhelmingly so. You take another bite, and suddenly, you're hit with a vision of a distant land, a land of fire and ash.

Roll a Constitution check to see how well you handle the effects of the chili.



14 !!



You roll a Constitution check and get a 14.

You take another bite of the chili, and the vision becomes clearer. You see a city of burning spires and towers, a city that seems to be made of fire itself. You feel a sense of wonder and awe, but also a sense of unease. The vision fades, and you're left feeling a bit disoriented.

The proprietor notices your reaction and smiles knowingly. "Ah, you've experienced the true power of the Dragon's Breath Chili," he says. "It's a taste of the Elemental Plane of Fire, and it's said to grant the consumer temporary resistance to fire and heat."

As you finish your meal, you notice that the proprietor is watching you intently. You sense that he's waiting for something, but you're not sure what.

As you prepare to leave, you notice a group of shady-looking individuals gathered in the corner of the establishment. They seem to be discussing something in hushed tones, and they glance at you suspiciously as you leave.

You're not sure what's going on, but you have a feeling that your meal has just become a lot more complicated.

You're back in the streets of the city, with the sun beginning to set. You have a few options:

1. Head back to the inn to gather your thoughts and plan your next move.
2. Investigate the group of shady individuals and try to eavesdrop on their conversation.
3. Visit the local market to gather information and supplies for your journey.

What would you like to do?



oh, i will go look for my new scabbard



You decide to visit the local market to look for a new scabbard. As you make your way through the stalls, you're greeted by the sights and smells of exotic goods and spices. You see vendors selling everything from rare herbs to intricately crafted jewelry.

After a few minutes of browsing, you come across a stall that catches your eye. The vendor, an old man with a kind face, is displaying a selection of fine leather goods, including several scabbards. You approach him and ask if he has any scabbards that might fit your needs.

The old man's eyes light up as he examines his wares. "Ah, yes! I have just the thing for you," he says, pulling out a beautifully crafted scabbard made of supple leather. "This one is made from the finest materials and is designed to fit any sword. It's a rare find, but I think it would suit you well."

He hands you the scabbard, and you can't help but be impressed by its craftsmanship. You ask him how much it costs, and he tells you that it's a fair price for such a fine piece of work.

As you're about to leave, you notice a small, intricately carved wooden box on the vendor's table. The box is adorned with strange symbols and markings that seem to shimmer in the light. The vendor notices your interest and leans in close.

"Ah, yes. That's a special box," he says. "It's said to contain a powerful artifact, one that can grant the wielder great power and protection. But be warned, the box is said to be cursed, and many have lost their lives trying to open it."

He looks around nervously, as if afraid of being overheard. "I've had it for years, but I've never been able to open it myself. I've tried everything, but it seems to be locked tight. If you're feeling brave, you might want to try your hand at opening it. But be warned, the consequences could be dire."

Do you:

1. Try to open the box and investigate its contents.
2. Leave the box alone and purchase the scabbard.
3. Ask the vendor more questions about the box and its curse.

What will you do?



what about the box , i try to opne it



You decide to try to open the box. The vendor looks at you with a mixture of curiosity and concern, but he doesn't stop you. You examine the box carefully, searching for any hidden mechanisms or clues that might help you open it.

After a few minutes of searching, you notice a small, almost imperceptible seam on the side of the box. You press on it, and the box opens with a soft click. Inside, you find a small, ornate key and a piece of parchment with a cryptic message scrawled on it:

"The key to unlocking the secrets of the box lies not in the box itself, but in the heart of the one who seeks to open it."

You look up at the vendor, who is watching you with an intense gaze. "What does it mean?" you ask him.

The vendor leans in close, his voice barely above a whisper. "I've been searching for the answer to that question for years. Some say it's a riddle, others say it's a curse. But I think it's something more. I think it's a test."

He pauses, his eyes glinting with a hint of mischief. "You see, the box is said to contain a powerful artifact, one that can grant the wielder great power and protection. But the cost of unlocking it is steep. Are you willing to pay the price?"

Do you:

1. Accept the challenge and try to unlock the box.
2. Refuse the challenge and leave the box alone.
3. Ask the vendor more questions about the box and its secrets.

What will you do?



Say something

