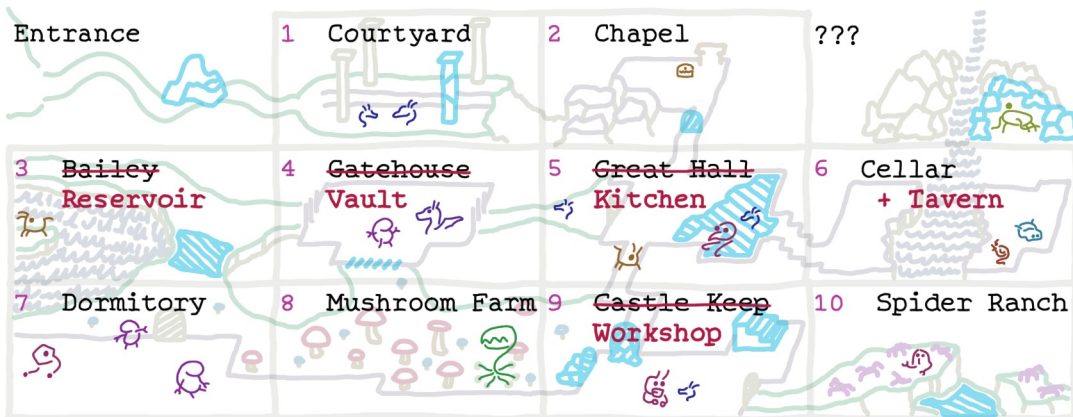


Hand over Hand

Jacob Cordeiro

Twenty monsters live in a lightless ruin in a cove by the sea. Below them, an ancient siege tunnel is still full of explosives. Suddenly the explosives ignite. The cove collapses and floods. The adventurers have little time to delve into the monsters' lair and save them.

Every hour, a room collapses (roll 1d10 on the table below), destroying everything marked in blue. Crossing a collapsed room is a challenge. If the same room collapses twice, it floods.



Climbing out of the cove is difficult and some monsters need more help than others. Up to 6 of them are injured and can't act (roll 6d20 on the table to the right). Others stay behind as long as their morale holds, lending their abilities and powers.

👉 The **kobolds** are small humanoids with some acid-based skills.

👉 The **cave creatures** (of various species) are very strong but can only see in the dark. They're addressed by lots of different names — they seem to recognize the cadence, not the words.

👉 **Ettercaps** can spin resilient spiderwebs, but can't talk.

👉 **Xorns** are earthy gnarls who sense treasure and warp stone, but the cove walls are too crumbly to swim through. They can't jump, climb, or swim, and it would take ten humans to lift one.

👉 A **cockatrice's** petrifying bite can stabilize mortal wounds.

👉 A **mimic** can turn into (a cheap plastic imitation of) any object, but Russet has trouble understanding requests. If someone asks him to "turn into a (noun)," he has a 1 in 4 chance to get the idea. The asker has to keep trying different words to fill in the blank, and probably won't get the exact item they need.

👉 A **wereboar** is strong for their size and can porcify at will.

👉 The giant **carnivorous plant** can't escape until uprooted. Their roots are anchored in six hidden places around the lair.

👉 An **otyugh** can survive in flooded rooms. Bletch can ferry drowning creatures to safety, if someone finds a way to free her.

👉 A **black dragon** can command water, insects, and even light inside their lair, but Gert is still young and doesn't know how.

Monsters 1-10				Monsters 11-20			
Health	Morale	Languages		Health	Morale	Languages	
1 Andova	👉	👉	👉	11 Hex	👉	👉	👉
The scared Blackguard and the local expert. Stays by the injured.				Sticks by anyone with treasure, hoping to be led to safety. Doting.			
2 A'Sprag	👉	👉	👉	12 Jumper	👉	👉	👉
A creative builder. Sometimes she gets too artsy. Wields a hook.				Clumsy at making webs, but he's perceptive and can calm others.			
3 Birdeater	👉	👉	👉	13 Lep Zea	👉	👉	👉
Meticulous, stubborn, mostly a warrior. One of few who can swim.				Escapes the cove as soon as he can. Hides from his old friends.			
4 Bletch	👉	👉	👉	14 Plex	👉	👉	👉
Uses her telepathy to send images. Needs to know what's going on.				Shies away from things that might collapse. Quakes and yammers.			
5 Borgavve	👉	👉	👉	15 Russet	👉	👉	👉
Wants to stay behind and help, but seems weak and vulnerable.				Climbs onto shoulders to escape water. His mind is elsewhere.			
6 Deadvalley Broom	👉	👉	👉	16 Zelgo	👉	👉	👉
Vaguely intelligent. Follows their "nose." Retient to leave.				Saves himself, but has a change of heart. Might be a sorcerer.			
7 Duam	👉	👉	👉	17 - - -	👉	👉	👉
Good at building traps and other mechanisms. Helps however she can.				Navigates by tapping the walls. Disoriented by collapsing rooms.			
8 Edgar	👉	👉	👉	18 - - -	👉	👉	👉
Turns into a boar when stressed. Always at least 50% boar. Tired.				Regenerates over time. Flees light, terrified of fire, unreasonable.			
9 Gallant	👉	👉	👉	19 - - -	👉	👉	👉
An ornery chickenlike animal, dangerous to carry. Likes Hex.				A silent dungeoneer. Shows the heroes how to build things.			
10 Gertrude	👉	👉	👉	20 - - -	👉	👉	👉
Gathering her hoard. Promises to spend the gold on resurrections.				Looking for something. He keeps jumping back into danger. Arcane.			

GM tip: Let monsters demonstrate their abilities by clearing small hazards. Let players find creative uses for those abilities to defeat bigger obstacles.