

Challenge Accepted

You're standing in the entry of a Dark Cavern. Gold and jewels lay scattered on the floor. Small, nasty creatures scurry through the shadows.

As you creep into the gloom, a pair of large, glowing eyes open wide and trap you in their gaze. The cold fog begins to clear. On top of a massive pile of gold and bones you see an enormous Emerald Dragon.

"Be not afraid, brave travelers. It is my brother, the Red Dragon, who has betrayed Dragonkind and turned to a life of Evil and Destruction. Our world will end if he is allowed to achieve his ambitions.

He bides his time across the Great Sea, preparing his assault. But the to path to him lies hidden behind riddles.

I need your help. My time has passed. I am trapped here by frailty and age. I cannot fly to meet him in battle. But you can.

Should you accept this quest, I will grant each of you magical powers to help defeat him—and the many foes you will meet along the way.

Step forward to receive your gifts."



Out of the cave into the bright
Past trees that shake with fright
With colliding oceans and tropical beasts
Twin tigers ready for feasts.

Through the Origin of Human past
Stones and bones soon reveal
The glittering treasure a tomb conceals
Gather twelve gems but stay hidden from sight
Then find the twelve tall ones that stare down
from great height.

Retread your path to the sacred room
Heads bowed in reverence to avoid one's doom
A dozen for the dozen to honor their might
Make your way down the hall, your reward is
in sight.

High up above in columns that coil
Be prepared for battle where guardians roil
Floating in the air but built for the seas
Your needed escape. Get ready to flee.

Undead Ambush

As you move carefully down the hall, your footsteps echo across the chamber, drawing the attention of four undead guardians watching over the tomb.

They attack without warning.

Defend yourselves!

SKELETONS

Medium undead, lawful evil

Armor Class: 13

Approximate Hit Points: 25

STR: 0 **DEX:** +1 **INT:** -2

ATTACKS: 1

Shortsword. +1 to hit, 1d6 damage



Very quietly, find the gem you want to steal.

Gather around its display case.

Do NOT attract attention from the other guests.

1

Designate the thief. (Take turns.)

The thief stands by the gem.

The others serve as lookouts.

2

When no one is watching, the lookouts signal the thief to try steal the gem.

Hint:
Use your spell. Each attempt is one turn.

3

The thief rolls 1d20, adding their DEX bonus.

Subtract 2 for each person who notices what you're doing.

No cheating! There is honor among thieves.

4

If your total is greater than 15, you've succeeded. Visit the GM to collect your token.

If you miss, move to the other side of the room and try again.

5

How to Steal Gems



Spirits Awake

The moment you touch the boat a cold chill runs down your spine.

Something is wrong. Twelve gems weren't enough.

High above, with deadly calm, two evil spirits descend at full speed and attack.

Wendigo

Medium fey, chaotic evil

Armor Class: 15

Approximate Hit Points: 50

STR: +2 **DEX:** +1 **INT:** +1

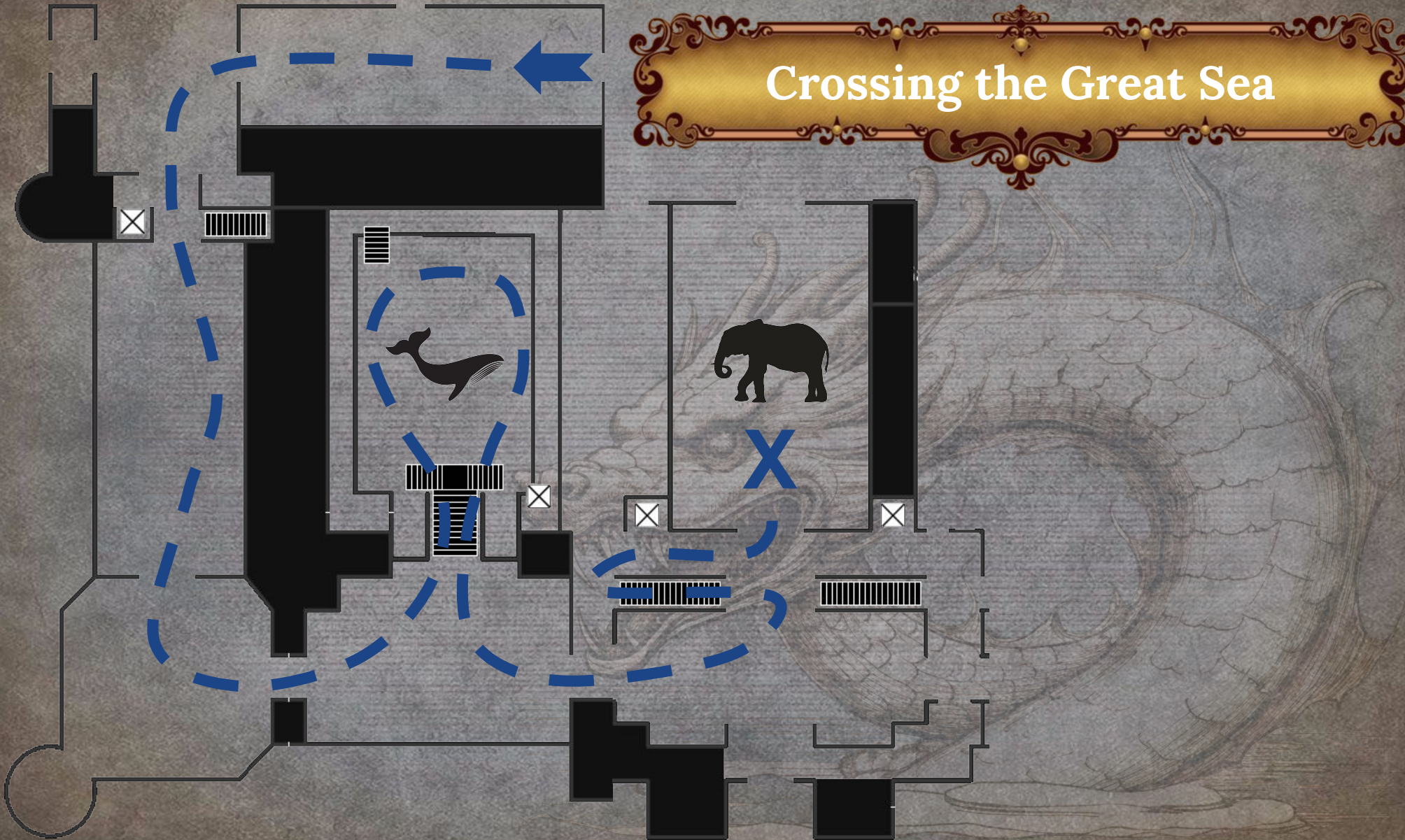
ATTACKS: 2

Bite. +1 to hit, 1d8 damage

Claws. +2 to hit, 1d6 damage



Crossing the Great Sea





From the Depths

The first sign of trouble? Bubbles on the surface. The second? A thump on the hull. Third? The largest thing you've ever seen leaping from the water to sink your ship.

Can you swim for hundreds of miles through shark infested waters? If not, it's time to fight for your life.

Giant Whale

Gargantuan beast, chaotic neutral

Armor Class: 14

Approximate Hit Points: 70

STR: +2 **DEX:** 0 **INT:** 0

ATTACKS: 2

Bite. +2 to hit, 1d10 damage

Tail. +2 to hit, 1d8 damage

A Rescue at Sea

Just as the whale breaks the surface, you hear a cry for help from behind the boat.

A glowing sea turtle is fleeing for its life from two bloodthirsty sharks.

“Help me!”

Wait... since when can turtles talk?

Or glow?



Sharks

Huge beast, chaotic evil

Armor Class: 15

Approximate Hit Points: 30

STR: +1 **DEX:** 0 **INT:** -1

ATTACKS: 1

Bite. +1 to hit, 1d8 damage



The Rest of the Way

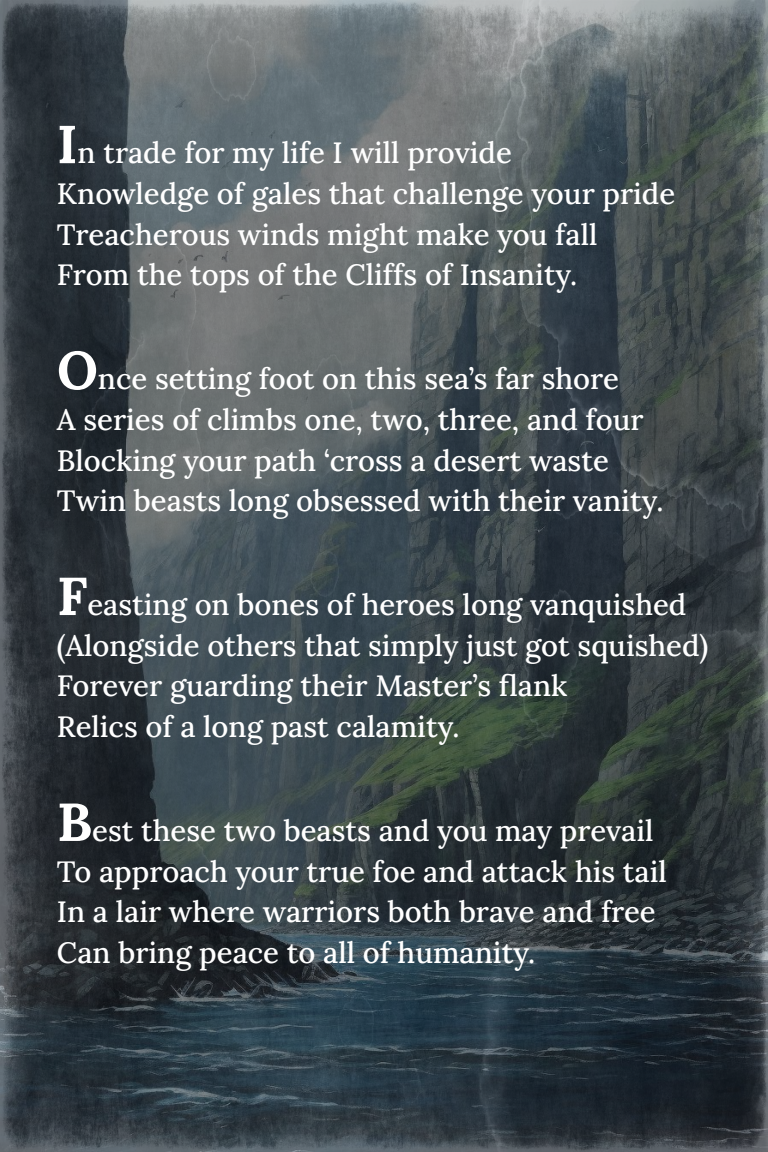
Before your eyes, the turtle transforms into a beautiful Sea Spirit.

“Thank you, brave warriors, for coming to my rescue! Those sharks would have been my end.

They were in thrall to the Red Dragon, who continues to gather power across the sea. I’ve received word from the Green Dragon that she has set a group of adventurers on a path to bring him down. Am I to believe you are that group?

This riddle might help you find your way once you’ve set foot on the distant shore.

Be brave, good travelers. Do not fear what is ahead, but keep your wits about you and make decisions wisely.”

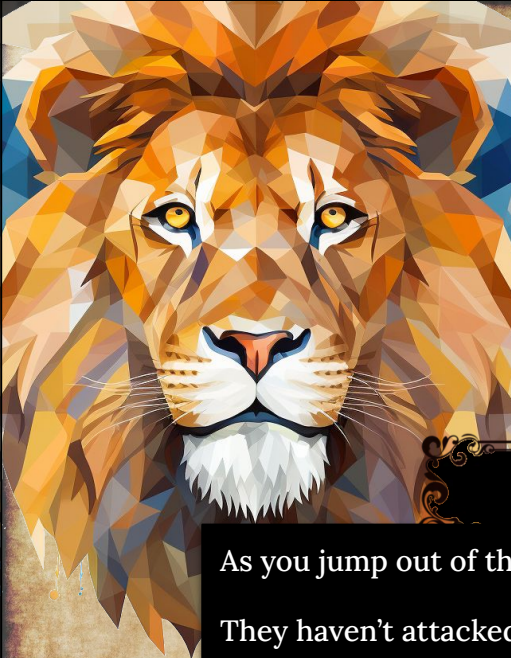


In trade for my life I will provide
Knowledge of gales that challenge your pride
Treachurous winds might make you fall
From the tops of the Cliffs of Insanity.

Once setting foot on this sea's far shore
A series of climbs one, two, three, and four
Blocking your path 'cross a desert waste
Twin beasts long obsessed with their vanity.

Feasting on bones of heroes long vanquished
(Alongside others that simply just got squished)
Forever guarding their Master's flank
Relics of a long past calamity.

Best these two beasts and you may prevail
To approach your true foe and attack his tail
In a lair where warriors both brave and free
Can bring peace to all of humanity.



Repel the Invaders

As you jump out of the boat, three large animals inch towards you with menace.

They haven't attacked. Yet. But they clearly don't like that you're here.

Lion

Huge beast, neutral good

Armor Class: 15

Approximate Hit Points: 30

STR: +1 **DEX:** +1 **INT:** 0

ATTACKS: 1

Bite. +2 to hit, 1d8 damage

Elephant

Giant beast, neutral good

Armor Class: 13

Approximate Hit Points: 65

STR: +2 **DEX:** 0 **INT:** +1

ATTACKS: 2

Gore. +2 to hit, 1d10 damage

Gorilla

Huge beast, neutral good

Armor Class: 14

Approximate Hit Points: 30

STR: +2 **DEX:** 0 **INT:** 0

ATTACKS: 1

Bash. +2 to hit, 1d8 damage



Guardians at the Gate

As you reach the top of the cliff, a vast, rocky expanse lays before you. The bones of fallen adventurers and beasts litter the wasteland.

Two Tyrannosaurus Rex stand guard.

Catching your scent on the wind, they snap to attention but haven't seen you. Yet.

T-Rexes

Giant beast, chaotic evil

Armor Class: 13
Approximate Hit Points: 65

STR: +2
DEX: 0
INT: -1

ATTACKS: 2
Bite. +2 to hit, 1d12 damage
Tail. +1 to hit, 1d8 damage