

# Encounter Depot Magazine

Adventurer Edition

1  
October 23

Extras for your  
D&D or d20  
fantasy game.

**This issue:**

An Innkeeper and an Assassin  
Jewel of the Serpent Scenario  
An Alley Battlemat  
Cool Handouts  
and much much more...

D&D, d20,  
Fantasy Roleplaying Material.  
Ready to drop in your game.



# Contents

Editorial.....	3
How to use this magazine .....	4
The Apotechary .....	5
Embri Solrar, Innkeeper .....	6
Notes from the billboard.....	7
The Sword of Rust.....	10
Vir Izzaru, Assassin.....	11
The Adventurers Rest Inn .....	13
Goblin Wolfrider .....	14
Trap .....	15
Rolf Ninefinger, Bandit .....	16
The Alchemist .....	18
Battle City: An Alley.....	20
Jewel of the Serpent .....	21
Next issue .....	28
The Shop.....	28
The Patreon Tiers .....	29



**ENCOUNTER DEPOT**

Dungeoneering and Adventure Outfitters

## COPYRIGHT NOTICE

© 2023 Encounter Depot by Catapult

This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.





# Editorial

Welcome to the first edition of Encounter Depot Magazine. I'm Jesper, your editor, and I'll be your guide through the world I'm creating.

The material in the magazine and my website, [www.encounterdepot.com](http://www.encounterdepot.com), is created for you to drop into your existing campaign. However, it is also fleshing out my campaign world, so if you want to use that, you'll find that maps, characters, and so forth will go together over time and fit in a greater narrative.

I thought that for my first editorial, I'd tell a little about myself for those interested. I'm a graphic designer and have owned and run 3 magazines. The first one was an early attempt at an RPG magazine called Magus. We were way too young to make it then, though. Years later, I made a magazine for students in high schools and colleges in Denmark; we made 30,000 monthly copies. The third was a magazine about all that was happening in Copenhagen (where I'm from), theater, movies, etc., distributed to 130,000 households every month at its height. So, I have real-life experience with making magazines and a love for the media.

The important stuff, of course, is that I've been roleplaying for 42 years. I started with red box D&D and have been through all the editions. I have also had tons of fun with dozens of other RPGs, from totally niche to huge blockbusters. I've played Fantasy Warhammer, RoleMaster, James Bond,

Twilight 2000, Star Trek, Star Wars, Mage the Ascension, Shadowrun, and much more.

Underways, I started to make maps for the stories, then became a moderator, under the handle 'tilt,' on Cartographers Guild, a map-making forum with 20,000+ members, learning more about the hobby. Even made a map for a Danish roleplaying game along the way.

Lastly, I'm working on two books set in the same city. Both are fantasy, one of them Young Adult. And I'm currently finding my way into professional DM'ing, having taught D&D to many people over the years. I love the hobby and the great people I've met.

And, of course, I'm still having my monthly games with my old group, all the way back when I was a kid. Doesn't get better than that. <3

Working on this has been great fun, and I hope you enjoy it. :)

Jesper Fledelius-Gehrke  
*Editor*

# How to use this magazine

There are a few different ways to use the contents of this magazine. So here is a short guide or list of suggestions. You can, of course, do as you please :)

You can just keep the magazine digital, read it when you want, and look it up on your computer when you need something. It's the easiest thing in the world to do, especially with more games going purely online.

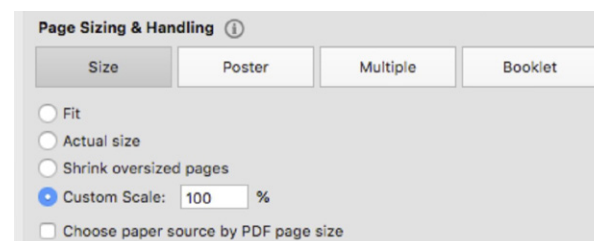
However, if you love the smell of paper or just like to be able to make small notes and doodles everywhere. The magazine is ready to print. You can print all of the magazine and staple it or put it in a binder. Or you can just print the pages you need.

The NPCs are made so you can print them and put them in a folder, along with extra game rules, like new backgrounds. That way, you can keep all your similar items together for easy reference.

Magic items are made for cutting out and using as player handouts. Throughout the issues, more material for handouts will be available. For instance, in this first issue, there is a menu for "Adventurer's Rest," an Inn you can use in your game.

Battlemaps are sometimes standalone; some will fit together in a larger setting. If you wanna use them on your gaming table, I suggest printing them out and cutting them to size. You can then tape them together to make larger maps.

Please note, especially with battlemaps you need to make sure that your printer settings are set to print at 100 % size - and NOT "fit to paper" as many printers have a default value.



If you don't make sure it's 100%, the hexes on the map won't be 1" x 1" (25 x 25 mm).

The magazine's format is in landscape to better fit a screen for reading. So, if you choose to print it out, you'll also use your binders in landscape. :)

I suggest printing handouts on thicker paper for a nicer feel when the players get them. For some handouts, you might also need to crumple the paper or tear the edges for added effect.



## Sharing is caring

It takes a lot of hours to make this magazine, and with a workforce of... me, this takes a lot out of my monthly work schedule. So, I will greatly appreciate any support you can give.

Best is of course supporting my [patreon](#), which will give me financial support to help make more magazines, the same goes for buying things in the shop on <https://encounterdepot.com/shop/>.

However, if you're not ready to join my patreon yet, and don't need a new t-shirt or poster, just sharing this free version of the magazine, linking to my page or following me on [facebook](#), and liking and sharing my post also helps get the word out.

The more interaction, likes, comments and shares a post gets, the more facebook shows it to other people. :)

I appreciate any help, kind words and whatnot. It lets me know that my work is appreciated and makes me work even harder on the next issue.

Thanks for reading :)



# The Apothecary

You are a member of the Guild of Apothecaries and Alchemists. You've spent your years working with elixirs, brews, and mysterious concoctions, with an unquenchable thirst for unlocking the hidden properties of herbs, minerals, and arcane ingredients. You have dedicated your life to the art of alchemy and medicine. From crafting potent potions that mend wounds to concocting mysterious elixirs that grant otherworldly abilities, you are a true marvel in the realm of apothecaries.

**Skill Proficiencies:** Arcana, Medicine

**Tool Proficiencies:** Alchemist's Supplies, Herbalism Kit

**Languages:** One of your choice

**Equipment:** A set of alchemist's supplies, a herbalism kit, a set of common clothes, a pouch containing 10 gp, a vial of a mysterious potion, and a journal filled with notes on various concoctions and experiments.

## Feature: Master of Potions

Your extensive knowledge of alchemical brews and herbal remedies grants you a unique insight into their effects. You can identify the properties of potions and other alchemical substances by studying them for 1 minute. This feature also allows you to brew simple potions during a short rest, given access to appropriate ingredients and equipment.

Additionally, you can create antitoxins and herbal remedies that provide advantage on saving throws against poison or diseases, as long as you have access to a herbalism kit and sufficient ingredients.

## Suggested Characteristics:

### Personality Traits:

- I'm always eager to try new mixtures and concoctions, even if they end up with unexpected results.
- I'm meticulous and precise in my work, measuring ingredients down to the tiniest grain.

### Ideals:

- I believe that the secrets of the natural world can be unlocked through careful experimentation and study.
- My goal is to uncover the mysteries of alchemy and share my discoveries with the world.

### Bonds:

- I owe a debt to my mentor, who taught me alchemy and guided me in my studies.
- I feel a strong connection to the natural world and strive to preserve its balance.

### Flaws:

- My obsession with experimentation sometimes leads me to overlook potential dangers.
- I can be a bit absent-minded and forgetful, especially when engrossed in my work.

*Feel free to add other characteristics or borrow from other backgrounds.*

## Background Variants:

**Herbalist Healer:** You specialize in using herbs and natural ingredients to create potent healing concoctions. Your *Master of Potions* feature allows you to brew healing potions twice as fast, and you gain proficiency in the Medicine skill.

**Toxicologist:** You have a fascination with poisonous substances and their effects. You are adept at creating deadly toxins and use venoms, for both offense and defense. Your *Master of Potions* feature allows you to create poisons and toxins that deal 1d4 damage or impose similar negative effects.





# Embra Solarar, Innkeeper

The Adventurer's Rest" Inn & Tavern!

## Embra Solarar

*Medium human, Innkeeper (1), True Neutral*

**Armor Class** 10 (Clothes)

**Hip Points** 47 (1d10+ 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	10 (+0)	15 (+2)

**Saving Throws** STR +6, CON +5

**Skills** Persuasion, Insight, Perception

**Senses** Passive Perception 10

**Languages** Common

**Challenge** 1/2 (100 XP)

## Actions

**Club** Melee weapon attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

**Light Crossbow** Ranged weapon attack: +2 to hit, range 80 ft./320 ft., one target. Hit: 4 (1d8+0) piercing damage.

## Appearance

Embra Solarar is a stout, square human standing at 5 feet 11 inches. His head boasts a big beard and curly hair, a burning orange red.

He has a friendly demeanor, which has made his Inn "The Adventurers Rest" rise to a high popularity both among the local citizens, and travellers passing through the area. Everyone feels at ease in his presence.

He is a practical man and quick to find solutions, and prefer to solve arguments in his establishment with words, rather than violence.

The Inn has been in his family for generations, and its reputation is very important to Embra.

## Adventure Hook

As the party enters The Adventurers Rest, they're immediately drawn to a boisterous crowd gathered around a makeshift arena. Two patrons, both clearly inebriated, are engaged in a comically exaggerated duel using non-lethal weapons like baguettes, feather dusters, and inflated pig bladders. The crowd is cheering them on. However, the situation could escalate. Do they choose to watch and enjoy the spectacle, join in the absurd duel, or perhaps try to defuse the situation before it gets out of hand?



## Potential Outcomes:

If the party participates, they might gain favor with the crowd or win a small prize.

If the party tries to defuse the situation, they could earn the gratitude of the innkeeper and other patrons.

If things escalate, a brawl might break out, leading to a chaotic but entertaining encounter.

If the outcome of the party's interference is positive, they may have caught the eye of someone with an adventure propersition.



# Notes from the billboard





*If you have some nice paper to print the notes on, here is a black and white version for you, to print and cut out as handouts to your players.*

*Lost Key:  
Lost my iron key  
somewhere near  
the market.  
If found, please return  
it to the red-roofed cot-  
tage by the river.*

*Missing: Beloved  
tabby familiar named  
Whiskers. Last  
seen near the En-  
chanted Market-  
place. Reward for  
safe return.*

*Fishing Contest  
Annual fishing contest  
at Crystal Lake this Sunday!  
Bring your rods and reels, and  
compete for the title of  
'Master Angler'.*

Singing competition at  
the Gilded Goblet Inn  
this Saturday night.  
Enchant us with your  
vocal magic!

Looking for a brave  
party to retrieve a  
lost amulet from the  
cursed Forest of  
Shadows. Hand-  
some reward awaits!

### *Help Needed*

*Seeking Adventurers  
for a challenging job.*

*Talk to the Innkeeper  
to sign up.*

*Sword Repair  
In need of a skilled  
blacksmith to repair a  
chipped sword.  
Payment in gold or  
trade. Find me at the  
Rusty Anvil Smithy.*



## Beverages:

Dwarven Ale: . . . . . 2sp

*A hearty ale with a hint of caramel and a strong malty flavor.*

Elven Wine: . . . . . 3 gp:

*A delicate and elegant wine with floral undertones, perfect for sipping.*

Halfling's Chai: . . . . . 1 sp

*A spiced tea with cinnamon, cloves, and a touch of honey.*

## Specialty Drinks:

Potion of Healing: . . . . . 3 sp

*A non-alcoholic blend of fruit juices and herbal extracts to revitalize you after a long day's journey.*

Fireball Elixir: . . . . . 4 sp

*A fiery concoction of spiced rum, cinnamon, and a hint of chili for those who seek a thrill.*



Welcome to  
**The Adventurer's Rest**  
Inn & Tavern!



Weary travelers, brave adventurers, and all those seeking refuge from the perils of the realm, step into our warm and inviting inn. Our staff is ready to provide you with a delightful experience, complete with hearty meals and refreshing drinks. Here is our menu:

### Breakfast Options:

- Hearty Morning Stew: . . . . . 1 sp  
*A rich and filling stew with tender chunks of beef, root vegetables, and a poached egg on top.*
- Farmer's Omelette: . . . . . 2 sp  
*Fluffy omelette filled with mushrooms, cheese, tomatoes, and herbs, served with a side of crispy bacon.*
- Warm Porridge: . . . . . 5 cp  
*A comforting bowl of oat porridge topped with honey, dried fruits, and nuts.*

### Lunch Delights:

- Traveler's Platter: . . . . . 2 sp  
*An assortment of cured meats, artisan cheeses, olives, pickles, and freshly baked bread.*
- Vegetable Quiche: . . . . . 3 sp  
*A delicious quiche filled with seasonal vegetables and a blend of cheeses, served with a side salad.*
- Fisherman's Catch: . . . . . 4 sp  
*Catch of the day, grilled and seasoned to perfection, served with steamed greens and lemon wedges.*

### Dinner Feasts:

- Knight's Roast: . . . . . 1 gp  
*Succulent roasted chicken with herb-infused gravy, accompanied by roasted potatoes and glazed carrots.*
- Elven Wild Rice: . . . . . 4 sp  
*Fragrant wild rice mixed with sautéed vegetables, herbs, and toasted almonds.*
- Stuffed Portobello: . . . . . 5 sp  
*A large portobello mushroom cap filled with a savory mixture of breadcrumbs, herbs, and melted cheese, served with a side of garlic butter pasta.*

### Desserts & Sweets:

- Mage's Berry Tart: . . . . . 3 sp  
*A flaky tart filled with a mix of fresh berries and a scoop of vanilla bean ice cream.*
- Dragon's Breath Crème Brûlée: . . . . . 4 sp  
*Creamy vanilla custard with a caramelized sugar crust, served with dragonfruit slices.*
- Gnomish Chocolate Cake: . . . . . 2 sp  
*Decadent chocolate cake layered with rich ganache and topped with whipped cream.*



# Magic Item and Poison



## The Sword of Rust

*Weapon (Sword), rare*

+1 magic longsword

The sword has 1d4 charges when found. On a successful hit, you can choose to make a rust-attack. It gives a permanent and cumulative -1 penalty to AC for a non-magic metal shield or armor worn. Hitting the shield first until its bonus is reduced to 0, thus destroying it. An armor is destroyed when it reaches AC 10. Every sunrise it recharges 1d4 charges, to a maximum of 4.

You can also use this power out of combat by touching the sword to any metal object. Check with your GM for effect.



## Nightshade Venom:

**Appearance:** Nightshade Venom is a dark, viscous liquid with a deep purple hue.

**Effect:** When applied to a weapon or ingested, it induces drowsiness and weakness in the victim. Within 1d4 turns, they become sluggish and disoriented, making it challenging to move or fight effectively. They are **poisoned**. In addition to the normal effect of poisoned, they also move at half speed,

**Saving Throw:** Make a DC 15 constitution save to resist this poison.

**Duration:** The effects of Nightshade Venom last for an hour per number the victim failed their saving throw. (ie. a roll of 13 means they are poisoned for 2 hours)

**Cure:** The effect wears off again by itself (see duration).

**Side Effects:** If you are poisoned again with Nightshade Venom, within a week of your last poisoning, you're overdosing. The DC goes up with 2 per extra dose you've received, and the duration doubles. If you hit 24 hours you are unconsciousness till the poison is out of your system.



# Vir Izzaru, Assassin

## Vir Izzaru

*Small Gnome, Rogue (8), True Neutral*

**Armor Class** 16 (Leather)

**Hip Points** 43 (8d8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	20 (+5)	11 (+0)	18 (+4)	13 (+1)	14 (+2)

**Saving Throws** DEX +8, INT +7

**Skills** Acrobatics, Deception, Insight, Perception, Sleight of Hand, Stealth

**Senses** Passive Perception 17

**Languages** Common, Gnomish, Thieves' Cant

**Challenge** 6 (2300 XP)

**Sneak Attack** Vir do 4d6 extra damage, with the rapier og short bow, if they have advantage on the attack, or an ally is within 5 feet of the target.

### Bonus Actions:

**Cunning Action** You can take a bonus action on each of your turns to take the Dash, Disengage, or Hide action.

**Steady Aim** Advantage on your next attack in the current turn. No Movement.

### Reactions:

**Fade Away** After taking damage you turn invisible. (Normal rules apply). Vir can use that once per short rest.

**Uncanny Dodge** Take half damage from an attack wher you can see the attacker

## Actions

**Rapier+1** Melee weapon attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) piercing damage.

**Shortbow** Ranged weapon attack: +8 to hit, range 80 ft./320 ft., one target. Hit: 8 (1d6+5) piercing damage.

## Appearance

Vir Izzaru is a small and nimble person. They stand 3'4" with a slim and athletic build. They have long silvery hair, cascading past their pointy ears, framing their androgynous face. They have an uncanny ability to blend in, and disappear in any crowd. And their size belie the deadliness of their profession.

They are able to disguise themselves as a male or female as needed.



## Treasure

A purse in their belt holds, 25 cp, 16 sp, 53 gp, and a several gems and jewels worth 1200 gp.

Their rapier is +1 magic (already calculated in his attack and damage)

They have 2 potions of healing, Alchemist supplies, a disguise kit, poisoner's kit, and thieves' tools.

## Background

In the bustling city of Havenbrook, nestled amidst the towering spires and winding alleys, Vir's story begins. Born to a humble family of skilled artisans, Vir's early years were marked by the vibrancy and diversity of urban life. Their parents, Elara and Thoren, were renowned for their craftsmanship, specializing in crafting intricate clockwork mechanisms and magical trinkets. They came to an early end at the hands of a nobleman, who were feeling slighted at a clock showing the wrong time. It made him miss an appointment with the Duke, and he got rebuked for his tardiness in front of the court. Humiliated he later killed Vir's parents in their shop, burning it down to cover his deed.

Thus orphaned at a young age, Vir was taken under the wing of a cunning and enigmatic mentor named Kaelin. Kaelin was a veteran rogue and assassin who had navigated the criminal underworld of Havenbrook for decades. Recognizing Vir's potential, Kaelin began training them in the deadly arts of the rogue.

Vir's training was rigorous and unforgiving. They learned to move silently through the darkness, scale walls with ease, and become a master of disguise. Under Kaelin's guidance, Vir honed their skills in lock picking, trap disarming, and acrobatics, becoming a true rogue in every sense of the word.



But it was in the clandestine art of poisoncraft that Vir truly excelled. Kaelin taught them the secrets of concocting and using poisons to deadly effect. Vir became a master poisoner, skilled in the creation of toxins that could incapacitate or kill with a single touch or sip. These deadly brews became their signature weapon.

As the years passed, Vir took on contracts as an assassin, eliminating targets

with ruthless efficiency. They navigated the intricate web of Havenbrook's criminal guilds and became a sought-after name among those in need of discreet and deadly solutions to their problems.

## Adventure Hooks

### Ally Hook: The Black Lotus

In the city of Havenbrook, a powerful and ruthless crime syndicate known as the "Black Lotus" holds sway over the criminal underworld. Havenbrook's law enforcement agencies are overwhelmed, and the city's citizens live in constant fear.

Your party has a reputation for being skilled adventurers and problem solvers. One day, an unexpected ally contacts you through a discreet message. It's Vir, a rogue operative within the Black Lotus who seeks to bring down the syndicate from within.

Vir explains that they've grown disillusioned with the Black Lotus' cruelty and criminal activities. They've been gathering intelligence on the syndicate's leadership, operations, and illicit dealings for months. However, they need a team of skilled individuals like your party to help them dismantle the Black Lotus once and for all.

Together, you'll embark on a dangerous mission to expose the Black Lotus' crimes and weaken their grip on Havenbrook. Vir's inside knowledge of the syndicate's operations will prove invaluable as you infiltrate their hidden strongholds, gather evidence, and thwart their criminal schemes.

The stakes are high, and the Black Lotus won't hesitate to use any means necessary to protect their interests. Along the way, you'll face off against cunning enforcers, navigate treacherous alliances, and make choices that will shape the destiny of Havenbrook.

Vir, with their unique blend of espionage skills and insider knowledge, becomes a trusted ally

and informant, providing vital information and support. Together, you'll strive to bring justice to a city plagued by crime and corruption, all while keeping your true intentions hidden from the very syndicate you seek to dismantle.

### Villain Hook: The Amaranthine Crown

In Havenbrook, a prominent merchant named Lord Cedric has come into possession of a valuable and enigmatic artifact known as the "Amaranthine Crown." This ancient crown, said to bestow incredible power upon its wearer, has attracted the attention of various factions and individuals seeking its power.

Word has spread that the notorious assassin Vir has been hired by an unknown and malevolent force to acquire the Amaranthine Crown at any cost. Lord Cedric, aware of the impending danger, seeks to protect the artifact and himself from Vir's deadly intent.

Your party finds themselves in Havenbrook when a desperate plea for help reaches their ears. Lord Cedric's envoy approaches you, requesting your assistance in safeguarding both the merchant and the crown from Vir's relentless pursuit.

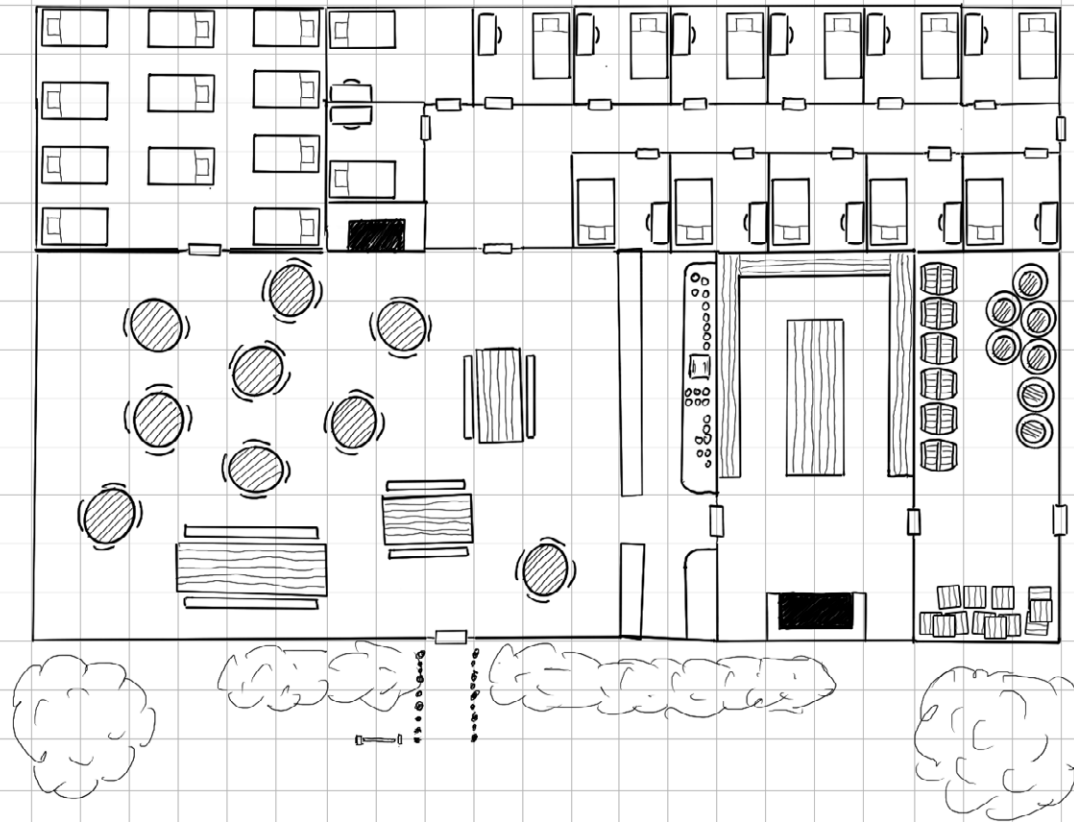
As you delve into the intrigue of Havenbrook's high society and navigate its winding alleys, you'll uncover a web of secrets and conspiracies. You must anticipate Vir's cunning methods and outmaneuver the assassin's relentless pursuit. Along the way, you'll gather allies, gather clues, and face off against hired assassins and mercenaries sent by Vir's mysterious employer.

The clock is ticking, and the party must protect Lord Cedric and the Amaranthine Crown at all costs. Will you succeed in thwarting Vir's deadly mission and ensuring the artifact's safety, or will the assassin's relentless pursuit lead to a cataclysmic showdown with unimaginable consequences for Havenbrook and the world beyond? And who, among the many people you meet - is Vir?



Map

# The Adventurers Rest



# Goblin Wolfrider

## Goblin Wolfrider

*Small humanoid (goblinoid)*

**Armor Class** 15 (Leather armor, shield)

**Hit Points** 11 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6, Riding Wolf + 6

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP) Wolf calculated seperately.

### Bonus Actions:

**Nimble Escape** The Goblin Wolfrider can take the Disengage or Hide action as a bonus action.

**Ride:** The Goblin Wolfrider can mount and dismount the wolf, as a part of its movement without penalty.

## Actions

**Javelin Melee weapon attack:** +4 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) piercing damage.

**Javelin Ranged weapon attack:** +4 to hit, range 30 ft./120 ft., one target. Hit: 6 (1d6+2) piercing damage.

## Wolfriding

The Goblin Wolfriders ride **wolves** into combat. They can control the wolf to attack whomever within range as a free action. You can make it a harder challenge for the players by making them ride **Worgs** instead.





# Rolf Ninefinger, Bandit

## Rolf Ninefinger

*Medium human, Fighter (5), True Neutral*

**Armor Class** 14 (Leather)

**Hip Points** 47 (5d10+ 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	12 (+1)	10 (+0)	10 (+0)

**Saving Throws** STR +6, CON +5

**Skills** Athletics, Insight, Intimidation, Perception, Stealth

**Senses** Passive Perception 13

**Languages** Common, Goblin

**Challenge** 5 (1800 XP)

**Grabbling Pin** Rolf developed the skills necessary to hold his own in close-quarters grappling. He gains the following benefits:

Rolf has advantage on attack rolls against a creature he is grappling.

Rolf can use his action to try to pin a creature grappled by him. To do so, make another grapple check. If he succeeds, he and the creature are both restrained until the grapple ends.

**Dueling** When Rolf is wielding a melee weapon

in one hand and no other weapons, he gains a +2 bonus to damage rolls with that weapon (Added in the stats).

**Second Wind** Once per short rest, Rolf can use a bonus action to regain 1d10 + 5 HP.

**Action Surge** Rolf can take one additional action on your turn. This can be used 1 times per short rest.

**Improved Critical** Rolf's weapon attacks score a critical hit on a roll of 19 or 20.

## Actions

**Multiattack** Rolf makes two melee attacks or two ranged attacks.

**Longsword +1** Melee weapon attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) slashing damage.

**Light Crossbow** Ranged weapon attack: +4 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8+1) piercing damage.

## Appearance

Rolf Ninefinger is a rugged and imposing figure, standing at 6 feet 4 inches tall with a muscular build. He bears the hard features of his northern heritage, with a tangle of unkempt dark hair and a prominent, jutting jawline. His gray-green eyes glimmer with a combination of cunning and



mischief. Ninefinger has several distinctive tattoos adorning his arms and torso, each marking a different successful heist or daring escape.

## Treasure

A purse in his belt holds, 5 cp, 7 sp, 23 gp, and a piece of Amber worth 100 gp.

His longsword is +1 magic (already calculated in his attack and damage)

In his belt he has a potion of healing

At his base, he has a large treasure gathered from his many heists.



## Background

Born into a harsh and unforgiving world, Ninefinger grew up on the streets of Northgate, a sprawling city known for its criminal underbelly. His father was in the army, and was killed when he was only 3. His mother abandoned him a few years later, leaving him to fend for himself in a world that showed little mercy. He quickly learned that the key to survival was to be swift, agile, and ruthless.

Ninefinger found solace and mentorship among a group of seasoned thieves and cutthroats who took him under their wing. They taught him the art of thievery, honing his natural dexterity and stealth. It was on one of his first burglaries that he got his nickname. A simple lock on a chest, easy to pick, only it was trapped. A small poisoned needle pricked his ring finger on his right hand, and it started to turn black immediately. Gawen, his Master in thievery, recognized the poison and acted quickly, ramming his knife into Rolf's hand and cutting the finger off at the root before the poison could spread. Saving Rolf's life, and earning him his nickname - ninefinger.

As the years passed, Ninefinger rose through the ranks of the criminal underworld, becoming a notorious bandit and leader of his own crew. Operating from the shadows, he orchestrated heists on wealthy nobles, caravans laden with valuable cargo, and even infiltrated heavily guarded vaults. His reputation for meticulous planning, lightning-fast reflexes, and audacious escapes grew, making him both revered and feared by his peers.

Despite his criminal inclinations, Ninefinger possesses a certain code of honor. He never targets the impoverished or defenseless, preferring to challenge himself by targeting those who believe themselves untouchable by the law. The thrill of outwitting the rich and powerful is what drives him, along with a desire for wealth, freedom, and

the occasional extravagant indulgence.

Now, as Ninefinger embarks on new adventures, he finds himself drawn to the life of a wandering adventurer. The promise of new challenges, ancient treasures, and the chance to prove his skills against formidable opponents is irresistible to him. Armed with his wits, nimble fingers, and a hidden blade, Ninefinger sets out to make a name for himself in a world filled with danger, intrigue, and endless opportunities for mischief.

## Adventure Hooks

### Ally Hook: The Lost Heist

Rumors swirl of an ancient artifact known as the "Jewel of the Serpent," a priceless gem with the power to grant unimaginable wealth and influence to its possessor. Legends tell of its last known location, deep within the treacherous Forbidden Jungle, guarded by a cunning and deadly tribe of serpentfolk. The allure of such a valuable prize is too enticing for Ninefinger to resist. He seeks out a group of brave adventurers to aid him in this quest. Together, they must navigate through the perilous jungle, overcome the serpentfolk's traps and guardians, and outwit the cunning defenses protecting the Jewel. Will the group's skills and resourcefulness be enough to claim the treasure, or will the Jewel be too big a challenge for the team?

### Villain Hook: Shadows of Retribution

Ninefinger has long been a thorn in the side of local authorities and influential individuals. His audacious heists and daring escapes have made him a legend among the criminal underworld. Tired of being pursued, Ninefinger decides to strike back at those who have hounded him. He begins targeting the homes, businesses, and treasuries of prominent city officials and wealthy elites, leaving a signature calling card at each crime scene—a severed finger. The authorities are desperate to put an end to Ninefinger's reign of terror, and they hire a group of adventurers to track him down, bring him to justice, and recover the stolen treasures. Can the adventurers outwit the cunning rogue and put an end to his spree of revenge, or will they fall victim to his trap-laden lair?





# The Alchemist

*A small encounter suitable for any level. Adjust the strength of Elyndor to fit the parties level, as well as the monsters and challenges they face along the way.*

Travelling a forest your party finds a wounded old man sitting up against a tree, he is barely breathing. The man is an alchemist called Elyndor, a human in his late 60s. He is passed out, but stable

at 2 hit points and is showing signs of having been in a fight.

At the time they find Elyndor he will have exhausted all his spell slots, only having cantrips at his disposal. Should they chose to help him, he will go to his home to take a long rest, thus regaining his HP and spell slots. As a GM, you can make sure that the party's journey takes at least 4 hours to get there, so Elyndor will be rested when they return.

## Elyndor

*Medium human, Wizard (9), Chaotic Neutral*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 38 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	14 (+2)

**Saving Throws** INT+6, WIS +4

**Skills** Arcana +6, Medicine +3, Deception +4

**Senses** Passive Perception 11

**Languages** Common, Elvish, Dwarvish, Orcish

**Challenge** 6 (2300 XP) **Proficiency Bonus:** +3

**Spellcasting:** Elyndor is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

**Cantrips (at will):** Acid Splash, Light, Mage Hand, Prestidigitation

**1st level (4 slots):** Fog Cloud, Mage Armor, Magic Missile, Shield

**2nd level (3 slots):** Misty Step, Suggestion

**3rd level (3 slots):** Counterspell, Fireball, Fly

**4th level (3 slots):** Greater Invisibility, Ice Storm

**5th level (1 slot):** Cloud Kill

## Actions

**Dagger** Melee or ranged weapon attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.



## Objective:

The party discovers an alchemist who seeks their help to retrieve a rare and dangerous ingredient for an elixir. However, they soon realize that the alchemist's true intentions might not be as they seem.





## Overview:

When they wake him up, and perhaps heal him, Elyndor appears to be frantic and explains that he is close to completing an elixir that could cure a deadly plague, but he requires a rare and powerful ingredient known as the “Moonfire Orchid.” Elyndor has tracked the orchid to a dangerous part of the forest and pleads for the party’s assistance in obtaining it.

## Challenges:

**Wilderness Exploration:** The party must navigate through the treacherous forest, encountering obstacles like quicksand, dangerous plants, and animals. Depending on the party’s strength/level you can set them more or fewer challenges.

**Guardian Creatures:** Upon reaching the Moonfire Orchid’s location, the party encounters guardians that protect the orchid. These could be enchanted creatures like fae spirits or animated plant constructs. Find a fitting challenge for your party’s level.

**Moral Dilemma:** As the party retrieves the Moonfire Orchid, they stumble upon a journal of his, revealing that Elyndor’s elixir isn’t intended to cure the plague but to enhance his own power. The party must decide whether to confront Elyndor or deliver the orchid as originally intended.

## Resolution:

The party can choose one of several outcomes:

**Confrontation:** The party confronts Elyndor, leading to a battle against the alchemist and his alchemical creations.

**Assist and Confront Later:** The party assists Elyndor in completing the elixir but later faces the consequences when the enhanced alchemist’s ambitions spiral out of control, leading to a more significant threat.

## Rewards:

If the party assists Elyndor, they might receive potent alchemical concoctions or access to unique enchantments. Tailor the rewards to the party’s level, but make them



## Quicksand:

The quicksand covers a 10 feet diameter area, the players can detect it on a DC 15 perception roll. If they are walking at a distance, a DC 5 perception roll will show the rest of the party that the front runner is sinking into the ground.

First round the victim will sink 1d4 feet into the sand, restraining them. Every round thereafter they will sink another foot into the sand. It takes a DC 10 + 1 per foot in the sand, to get out by yourself, if you’re stuck in the sand. 3 failed attempts will give you a level of exhaustion, thus making it harder to get out. A character will never sink further down than their head is above the sand, so they can not drown, but can be stuck.

large enough that the “moral dilemma” is relevant.

If the party exposes Elyndor’s true intentions, they could earn the favor of the forest guardians or healers, leading to potential allies or resources in the future.

## Potions:

Elyndor is a brilliant alchemist, and he has a row of small potions in his belt ready to drink or throw at the party. Feel free to make up any effects you think would fit the story. Here are a few examples.

**Antigravity:** DC 15 Dex save to avoid. If the character is hit, they float slightly of the ground and can’t move unless pushed. Missile fire will have half range, the effect pushing them back 10 feet if they fire or throw a missile.

**Shrink:** DC 15 Dex to avoid. As the reduce spell.

**Polymorph**

**Healing**

**Entangle**

**Conjure Minor Elementals**



Map

# Battle City: An Alley





Scenario

# Jewel of the Serpent

In the bustling city of Ophidian Reach, known for its vibrant markets and rich cultural heritage, an enigmatic artifact has captured the attention of both scholars and adventurers alike – the Jewel of the Serpent. This gem is said to possess the power to commune with serpentine creatures and control their actions. Legends speak of it being hidden within the depths of the Forbidden Jungle, a lush and dangerous expanse that has kept its secrets for centuries.





## Hook:

---

*If you're using Rolf Ninefinger, read the adventure hook on his page.*

The party receives an urgent letter from an old acquaintance, Professor Elara Thorne, a renowned archaeologist and serpentology expert. She requests their assistance in retrieving the Jewel of the Serpent before a dangerous cult, the Cult of the Coiled Shadow, lays hands on it. The cult seeks to use the gem's power to unleash chaos by controlling the jungle's serpent population.

## Objectives:

---

**Find the Ancient Map:** Professor Thorne possesses an ancient map that leads to the location of the Forbidden Jungle and the hidden temple where the Jewel of the Serpent is believed to be located. The party must study the map and gather any information they can to navigate the treacherous jungle.

**Navigate the Forbidden Jungle:** The jungle is a living labyrinth of flora, fauna, and ancient traps. The party will need to contend with quicksand pits, carnivorous plants, territorial serpents, and even guardian spirits. Along the way, they might encounter a local guide or even make allies among the jungle's indigenous inhabitants.

**Overcome the Cult of the Coiled Shadow:** The party eventually discovers the hidden temple, but it is guarded by the Cult of the Coiled Shadow. The cultists are led by a powerful sorcerer who seeks to claim the Jewel of the Serpent for their nefarious purposes. The party must infiltrate the temple, defeat the cultists, and prevent the sorcerer from obtaining the gem.

**Uncover the Truth:** As the party delves deeper into the temple's chambers, they come across inscriptions and murals that hint at a deeper truth – the Jewel of the Serpent was never meant to be controlled by mortals. Instead, it used to belong on the head of a high priest of The Coiled Shadow, and it can be an important part of a ritual to release the God. The party must decide whether to keep the crown, either for themselves or to give it to Professor Thorne and her University, or destroy the gem to prevent the cult to ever get it's hands on it.

## Conclusion:

---

Depending on the choices made throughout the adventure, the party might secure the Jewel of the Serpent, destroy it, or utilize its power. Their actions will have long-lasting consequences for Ophidian Reach, the jungle, and potentially the world at large. Their journey will be a test of their wits, teamwork, and moral compass.

## Ophidian Reach

---

Professor Thorne has found a map to the temple, and have deciphered it and drawn out a guide to the players. The players need to stock up on supplies they might need for the trip.

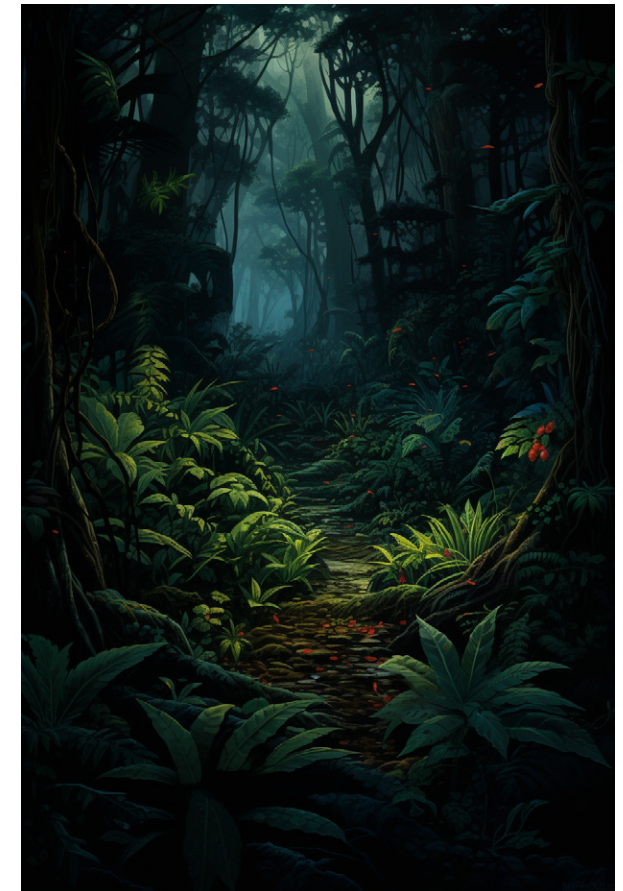
You can have the players seek out information about the jungle before the expedition, making them use their skills to gain knowledge that might help them later. For example, it could be to bring rope, antidotes, etc. Whatever your version of the scenario will bring. They can also search out more information about the cult to get an impression of what they are facing.

If you want to expand the story, you can make it so that the professor only has half or a fragment of the map, the other piece(s) needed to be acquired before the misison can begin.

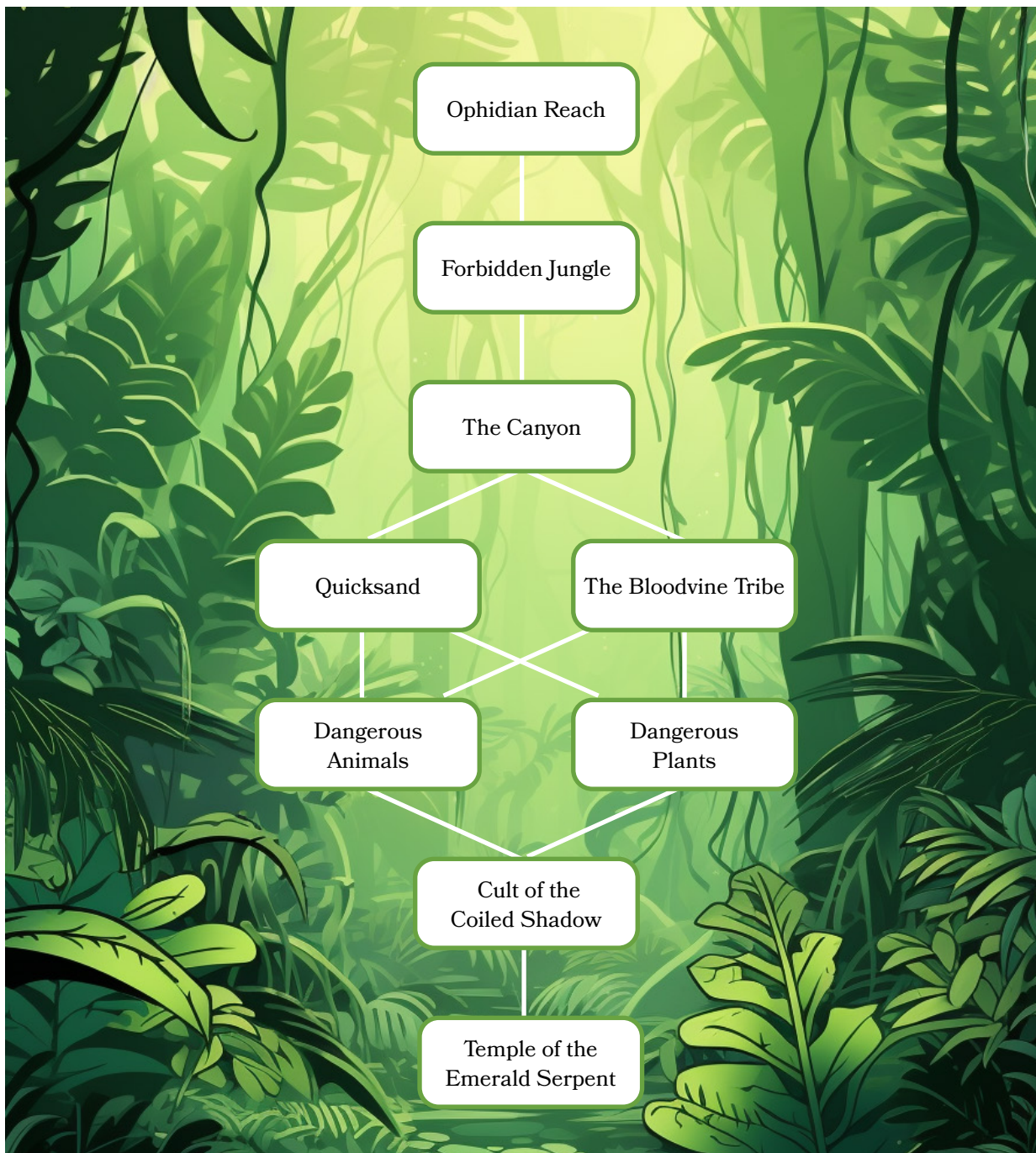
## The Forbidden Jungle

---

A few days ride from Ophidian Reach, the players reach The Forbidden Jungle. They will have to leave their horses (if they have horses) to enter the jungle.







## Entering the jungle

The forbidden jungle is a lush and untamed wilderness that seems to defy intrusion. The canopy stretches high above, creating a natural ceiling of emerald leaves that filters the sunlight into dappled, ethereal patterns.

Gigantic trees, their trunks gnarled with age, rise like ancient sentinels, their bark covered in moss and creeping vines. Colorful birds that dart through the foliage, their calls echoing in the distance.

The air is heavy with humidity, causing beads of sweat to form on your brow as you move forward. The ground beneath your feet is a patchwork of gnarled roots, fallen leaves, and the occasional thorny underbrush that tugs at your clothes. Vines dangle from above, providing tempting handholds or treacherous snares.

The jungle is hot and damp, and filled with hazards. In addition to animal- and plantlife that might be in a combat, there is also the heat and moisture of the place that can exhaust the players.

You can have the players roll a Constitution saving throw every 2-4 hours (depending on difficulty) if they don't have access to drinking water. Giving them a level of exhaustion if they don't make it. Characters in heavy armor have disadvantage on this roll. Have them make a survival roll to find sources of fresh water.

A heavy rain is also common in the jungle, this obscures their vision, and makes moving around more difficult.

In the jungle even the plants can be dangerous, you can for instance have them encounter a **razorvine** on their way through the jungle, or some poisonous plants.

### Quicksand:

The quicksand covers a 10 feet diameter area, the players can detect it on a DC 15 perception roll. If they are walking at a distance, a DC 5 perception roll will show the rest of the party that the front runner is sinking into the ground.

First round the victim will sink 1d4 feet into the sand, restraining them. Every round thereafter they will sink another foot into the sand. It takes a DC 10 + 1 per foot in the sand, to get out by yourself, if you're stuck in the sand. 3 failed attempts will give you a level of exhaustion, thus making it harder to get out. A character will never sink further down than their head is above the sand, so they can not drown, but can be stuck.



## Serpent's Cleft Canyon

As your party continues its journey through the dense jungle, the landscape begins to change dramatically. The vibrant greenery gives way to a vast, imposing canyon that suddenly stretches out before you, creating a natural barrier that must be crossed to continue your quest.

The Serpent's Cleft Canyon is a breathtaking testament to the power of nature. Its towering walls rise hundreds of feet into the air, their surfaces filled with vines and bushes almost hiding every trace of the canyon walls. The canyon's edges are jagged and uneven, casting dramatic shadows that play across the deep drop.

Looking down into the canyon, you see a small river winds its way through the terrain, carving deeper into the earth with each passing year. The river's meandering having created small pools in places.

**Challenges:** The Canyon is 150' wide and 100' deep. To traverse this imposing natural barrier, your party will need to choose between two options.

1. A suspended bridge made from woven vines and old logs may be your first choice, but they sway with each step, testing your balance and nerve. An DC 10 investigation (Int) will find the bridge reasonable sturdy, however it sways dangerously in the air when walked upon due to the winds in the canyon.

Crossing the bridge: Crossing it at half speed is a DC 8 Acrobatics (Dex), at normal walking speed a DC 12, and at a run a DC16. Should the player fail, the fall from the bridge, or perhaps a board cracks under their feet, sending them plunging towards the canyon floor, 100 feet below.

If you play this as a scenario for lower level characters with few hitpoints, an option to make it easier on them would be to allow them a Dex saving throw to grab the bridge, or to let them hit water when they reach the bottom of the canyon, halving the damage taken.

If you would rather make the crossing of the bridge more dangerous, you can add one or more of the following suggestions.

- The players are attacked by flying creatures as they cross the bridge.
- Archers appear on the other side of the bridge, shooting at the players. They could be from the cult or from a competing adventurer crew.
- Someone is trying to cut through the vines on the opposite side. Preferably under cover of archers from the previous point.

2. Find a way down into the canyon and then back up the other side. Narrow, winding paths etched into the canyon walls offer a precarious, yet potentially safer, route down. Half speed movement is a DC 4 Athletics (Str) challenge, normal speed a DC 6, and fast a DC 10. It will be relatively easy to get down if the party is in no hurry. However, this solution, does take a lot longer time. Where the bridge can be crossed in a minute, the tracking down the side of the valley, across the valley and the stream, and back up will take the better part of an hour (or more depending on what the GM needs).

To up the challenge for this path, you can put some animals that the players would have to fight or avoid in the canyon. You can also add to the adventure by having the players discover a hidden cave on the way down, either with a treasure, maybe some aid on their quest, or even with encounters turning the safer route to the more dangerous one.



## The Bloodvine Tribe:

---

As your party emerges from the dense jungle, the village of the Bloodvine tribe comes into view, nestled within a natural clearing surrounded by towering trees and vibrant foliage. It's a place that seems to have grown organically with the jungle, rather than imposing itself upon it.

The village is a harmonious blend of nature and craftsmanship. Elevated huts with thatched roofs and walls made from woven vines and broad leaves dot the clearing. Some of the huts are built high in the trees, accessible by narrow, rope bridges that sway gently in the breeze. These treetop dwellings provide an excellent vantage point for observing the jungle's surroundings and warding off threats.

Lush, exotic plants and flowers are interwoven with the village, creating a vivid tapestry of colors and scents. The air is filled with the sweet fragrance of orchids and the chirping of brilliantly colored birds. Giant ferns and vibrant mosses grow along the bases of the trees, giving the village a mystical, otherworldly aura.

A sacred grove of ancient trees forms the spiritual center of the village. Here, the tribe's shamans and druids commune with the spirits of the jungle. A Moss-covered altar stands in the middle of the grove, where ceremonies take place to honor the natural world and seek guidance from the spirits.

Everywhere you look, you see signs of the tribe's connection to the jungle. Totem animals, such as snakes, jaguars, and tropical birds, are carved into the village structures, and tribal masks hang from

branches and hut walls. Colorful textiles and feathers adorn the clothing of the villagers, representing their deep ties to the jungle's vibrant life.

The tribe consists of about 100 people of all ages and genders. Mostly human, but with a few of the other races mixed in. It should be clear for the players that engaging the tribe in combat would be a bad idea.

The fighting men here are **Tribal Warriors**. In addition to those the players will face Zaraq Bloodthorn the tribes Chieftain, who is a **Bandit Captain**, but with a javelin instead of a scimitar, and Sylara Bloodfang, Shamaness of the tribe. She is a **Druid**.

Should the players chose to attack, have the warriors attack both on ground, and from the buildings and bridges up above.

The tribe are neutral but cautious when the players arrive. They have had several run-ins with the cult and will think the players are alied with them. It is up to the players to convince the chieftain that they are not a part of the cult, but actually fighting against them.

An important part in convincing them is to respect the tribes traditions and behave politely. Giving gifts can also help. If your players love action, have them help against a **Tiger** (or several) that is terrorizing the tribe.

If the players manage to convince the chieftain that they are on the side of the tribe, they are allowed to leave to pursue their mission. If they are very succesfull the tribe may even send warriors to help the party.

Should they fail in their attempt to convince the tribe of their good intentions, they will be escortet back out of the jungle by 4 tribesmen.

## Dangers of the Jungle

---

The jungle is a dangerous place. Before the players reach the temple, where the cult is waiting. They should encounter some dangerous animals, plants or both, to convey that even stepping in the wrong place here can be deadly.

Suggestion can be a couple of **Giant Toads** or a bunch of **Giant Wasps**. Or in the plant realm it could be anything from a couple of **Gas Spores** blocking the players path, to a **Shambling Mound** looking for food.

## Cult of the Coiled Shadow

---

The Cult of the Coiled Shadow is a secretive and sinister organization that operates in the shadows, hidden from the eyes of the world. They are a group of fanatics, lead by a powerful Sorcerer, dedicated to a dark and malevolent deity known as the "Coiled Shadow," a serpent-like entity that represents chaos, corruption, and the pursuit of forbidden knowledge.

The cult is composed of individuals who have been seduced by the promise of power and forbidden knowledge. They come from all walks of life, and their identities are often concealed behind dark robes and snake-themed masks. These masks symbolize their allegiance to the Coiled Shadow and serve to hide their true faces.

The cult conducts secretive and macabre rituals deep within hidden temples or underground lairs. These rituals involve sacrifices, dark incantations, and the use of dark artifacts to channel the malevolent power of the Coiled Shadow.

The cult has learned of the existence of the Jewel of the Serpent, which they believe holds the key to unlocking the Coiled Shadow's full power. They will stop at nothing to acquire it.

The party will first encounter the cult a little outside the actual temple, where they have set up camp. In the camp they will encounter 4 **Cultist** who are tending to the camp. They will try to call out to help should the combat not go their way.

At the temple itself the party will find the rest of the cult members. 4 **Cultist** are out in front of the temple, and 4 in the first chamber alongside their leader a **Cult Fantastic**.

Depending on the strength of the party, you can change the number of **Cultists**, or another **Cult Fanatic** and a couple of **Acolytes**.

This is just a group of the cult that is here to find the jewel. So after the party returns to civilization, they could run into the cult again.

## Temple of the Emerald Serpent

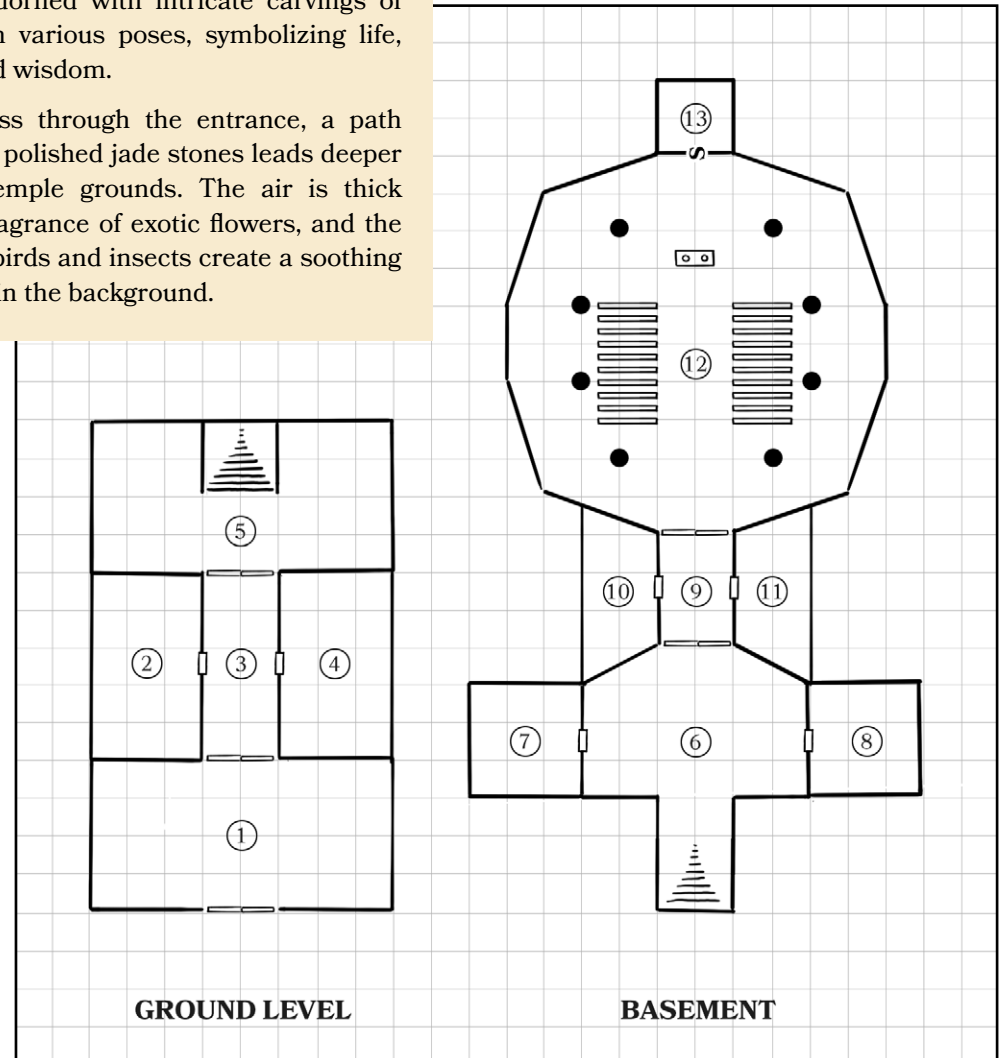
As the party reach the temple they find 4 Cultists guarding the entrance. Unless they made exceptionally loud noises at the previous encounter, then Cultist will not know they are coming. But they are on the lookout for troubles, primarily from the Bloodvine tribe.

### 1. Entranceway

The entranceway, like the rest of the temple, have beautiful wall carvings of serpents, and serpent people fighting, living, worshipping a serpent deity. The carvings are covered in moss and plantlife, giving the whole place a slightly damp smell.

The temple's exterior is concealed by thick, emerald-green vines and foliage, as if the jungle itself seeks to protect this sacred place. Massive stone serpent statues guard the entrance, their coiled bodies forming an archway adorned with intricate carvings of serpents in various poses, symbolizing life, rebirth, and wisdom.

As you pass through the entrance, a path paved with polished jade stones leads deeper into the temple grounds. The air is thick with the fragrance of exotic flowers, and the sounds of birds and insects create a soothing symphony in the background.





The leader of the cult, a **Cult Fanatic**, and 4 **Cultist** are just managing to open the door leading from the first chamber and further into the temple as the players arrive.

If you want a “timer” on the combat, let the cult leader and some guards run into the temple, maybe even closing the door after them (or trying), barring it from the other side.

When the cultists meet snakes along the way, they can ignore them as their connection to the Coiled Shadow lets them pass them unharmed. Let the party catch up to them before they reach the Main Temple.

## 2. Guard Room

Guards used to sleep and rest here. There are a dozen beds, and two tables with chairs in the room, all in a state of half rotted up.

## 3. Hallway

An empty hallway. The double doors between hallways and rooms are all able to be barred. The doors can be forced with a DC 18 Str check, or beaten down. It has 20 hp and an AC of 8.

## 4. Kitchen

An abandoned kitchen. The counters, pots and pans overtaken by creeping plants, a hole out to the free has let a **Giant Poisonous Snake** enter, and live in the room.

## 5. Hall

More imagery here tells about the worshipping of a serpent God. A big relief over the stairs going down, shows a big serpentine humanoid, wearing a crown with a jewel, radiating power.

## 6. Grand Hall

The grand hall, is where the worshippers of the Coiled Shadow met before their masses. Stone benches line the walls, and reliefs cover every surface, again cementing the overall image of a serpent God. Two **Swarms of Poisonous Snakes** slither across the floor of the room, in and out between the plants growing all over.

## 7. Sleeping Quarters

The holy persons lived here, living quarters more lavish than the guards, but just as rotten and broken down.

## 8. Kitchen

As with the sleeping quarters, this kitchen also looked to have been a higher quality than the one above. But in an equal broken down state.

## 9. Hallway

This empty hallway leads to the main temple.

## 10. Storage

Lots of shelves, crates and barrels fill the room. This was a storage room for items for the temple. Candles, wine, etc. all destroyed at this point.

## 11. Preparation Chamber

The head priest used this chamber for an office and a preparation chamber for his services. The desk is mostly broken down. Half rotten books and scrolls on it and on the floor. A single drawer closed. Should it be opened it turns out it was the home of a **Poisonous Snake**, who attacks with surprise.

## 12. Main Temple

The huge chamber was used to worship the Coiled Shadow and his image is all over. On the walls, on the floor. Carvings on the altar. Even the pews are held by wooden serpents. Between the pews 2 **Giant Constrictor Snakes** have made their home, and the party is disturbing them.

The altar is of stone, two bronze bowls imbedded into it. A secret button on the altar will open the secret door on the north wall. DC 15 perception to spot it.

## 13. Room of the Guardian

A simple stone room, with a chair in the middle hides behind the secret door. In the chair sits a **Mummy** all wrapped in white cloth. On the top of his head is a golden crown with a huge green jewel looking like a serpent's eye in the middle. It seems lifeless to inspection. It will attack as soon as a player is within 5 feet.

## Twists and Turns:

Here are some options to expand on the adventure, making it more challenging.

- The party encounters a rival adventuring group, also after the Jewel, who can either be allies or adversaries depending on the party's choices. This can also turn it all into a race to get to the jewel first, thus the party will have less time to consider challenges and to be careful with their actions.
- The Cult of the Coiled Shadow might have infiltrated the city's ranks, leading to city-based investigative scenarios. Even when the party return home with the jewel (or without), the cult might still be hindering the parties plan.

## Crown of the Coiled Shadow

*Wondrous Item, Legendary*

### Identify will only show the spell powers and the bonus

The Crown requires attunement to function and has the following powers.

The Crown raise your Charisma to 20 and gives you +2 to your AC and saving throws.

It has the following spells:

#### At Will:

Speak with animal (serpents only)

Charm animal (serpents only)

Animal Friendship (serpents only)

Poison Spray (cast at 11th level)

#### 3/day:

Dominate Beast (serpents only) - no saving throw for any serpent below CR 3. Duration up to 10 minutes.

#### 1/day:

Snake Plague

Like insect plague, but with the following changes:

The diameter of the spell is 40 feet. Instead of locusts you summon snakes. On a hit, in addition to the piercing damage, the target must roll a DC 10 Con save against poison, or get additional 1d10 poison damage and be poisoned for 1d10 turns.

As the crown is not made to be worn by mortals it comes with side-effects. These can not be discovered by magic means, only experienced.

Everytime you put on the crown you will roll a WIS saving throw DC 20. If you fail you are



affected by a Short-term Madness (see Dungeon Masters Guide).

If you have cast an at will or 3/day spell with the crown the day before, the DC is 25 instead, and the penalty for failing will be Long-term Madness.

If you have cast Snake Plague the day before the DC is 30, and the penalty for failing will be Indefinite Madness.

The DC's goes up with 1 for every month you wear the crown at least once.

The Madness stack without limit.

If you wear the crown for a whole week, your skin starts to change into snakeskin, 1 percent per day you wear it thereafter.

To destroy the crown, or rather the jewel, you need to cast Dispel magic and break DC 19. The jewel will disintegrate. The golden crown without the jewel will have a worth of 1000 gp.



# Next issue

## Traveller:

A Goblin Ambush  
Sqaul the Blacksmith

## Mercenary:

T'ratissio the Wizard  
Magic Items  
Ice Bugbear  
Player handout: A Broadsheet page

## Adventurer:

Inn Name Table  
Lair Actions for Goblins  
Battle City, Shopping Street  
Scenario: Curse of the Windmill

... and some random goodies.

# The Shop





# The Patreon Tiers

- and what they get you

Editorial	Welcome
Background:	The Apothecary
NPC:	Embri Solrar, Human Innkeeper
Goodie:	Notes from the billboard

Traveller

NPC:	Vir Izzaru, Gnome Assassin
Magic Item:	The Sword of Rust
Goodie:	Nightshade Venom
Monster:	Goblin Wolfrider
Map:	The Adventurers Rest
Expanded NPC:	Rolf Ninefinger, Human Bandit
Instant encounter:	The Alchemist

Mercenary

Goodie:	A Menu for <i>The Adventurers Rest</i>
Battlemap:	Battle City: An Alley
Full Scenario:	Jewel of the Serpent

Adventurer

Check out the [patreon](#) page, and see how you can help support the magazine and become a patreon :)



Encounter Depot by Catapult

Baldersbuen 55,

DK-2540 Hedehusene

[www.encounterdepot.com](http://www.encounterdepot.com)