



MORE MURK



ADVENTURE 017.5

THE MURK



THE SEWERS OF
TUMBLEDOENS

SHIMMERING
FELL

B'GARK
THE GOBLIN CITY

ONLY BRIDGE
TAVERN

THE RUINS
OF ELDOR

DWARVEN
MINE

MIDNIGHT
SWAMP

THE
SUNLESS SEA

MURKING
MAZE

OTHER
BRIDGE

LAVA LANDS

THE DEPTHS
OF DESPAIR

DND TIPS & TRICKS

NAVIGATING UNDERGROUND

Getting from place to place in the Murk is much harder than it is in the surface world. With no sun, moon, or stars to guide, there's just endless darkness and fields of rubble. Even darkvision, with a range of 60 feet, helps only a bit.

Each square represents one hour of travel. For every square traveled, have a player roll a WISDOM (Survival) check by rolling a d20 and adding either their WISDOM or Survival bonus (whichever is higher) and consult the table. Give the player Advantage if they have a guide, if they are following a river or cobblestone path, or if multiple characters are helping.

5 or lower	They exit the square heading in the wrong direction.
6 - 10	They stay stuck in the same square (moving in circles).
11 - 16	They exit the square as normal.
17 or higher	They move two squares in their desired direction.



MORE MURK

The following is a collection of encounters and strange locations for players adventuring in the Murk. The Murk is a series of underground caverns, tunnels, and old mines that stretches underneath the length of the Northern Reaches. More Murk is a bonus adventure for DnD Adventure Club, a monthly subscription of DnD Adventures built for kids and beginning Game Masters.

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DnD Adventure Club is built for 2-3 players of 2nd or 3rd level, this collection of encounters and adventure hooks works for 2nd and 3rd level characters, but was built as a tool for Game Masters whose characters have leveled up. If the encounter is past 2nd level, we have tried to include a character level estimation.

These encounters can be easily added to your Adventure Club campaign or woven into your existing campaign. DnD Adventure Club encounters are 100% 5E compatible and ready-made for the world's greatest role-playing game. The language is just streamlined and simplified for easy Game Mastering.

THE MURK

Read the following aloud to your players:

The massive cavern stretches beyond your sight in every direction. The darkness hangs thick like funeral drapes. The air feels damp and clings to your skin with a cold chill. Rubble of broken, sharp stones and a stone forest of curved, tree-like stalagmites fill the path forward. Constant dripping is the only sound that breaks the numbing silence. But it's a feeling in the air that gets you. Something in the slight breeze from below urges you forward. A strange yearning in your heart. What's that feeling? That's ADVENTURE!

The Murk is as dangerous as it is mysterious. Hidden troves of unmatched fortune and treasure lie around every corner. But deadly monsters, greedy bandits, and traps hide behind every rock. An adventuring party willing to brave the Murk needs to be careful, cautious, and recklessly brave from minute to minute.

The Murk is 95% pitch black. Darkvision helps but only provides a shadowy black-and-white view of the world below. Every few miles or so underground there is a patch of glowing yellow moss that gives off enough light to see a short distance.



UPPER MURK

RANDOM ENCOUNTERS

As players travel through the Murk, they will likely encounter a wide range of fellow explorers, monsters, and traps. Roll on this table for random encounters in the Murk. For every square the players travel, roll one 6-sided dice. If you roll a 1, the players have a random encounter.

Roll a d20 and consult the list of 20 random encounters below:

01 GOO

Cracks in the rock bubble a glowing green goo. The foul stench of rot and mildew fills the air. Your eyes burn and fill with tears. The goo is mostly harmless.

02 BLUE FOG

A mysterious blue fog fills this section of the Murk. Wriggling shapes move through the shadows.

03 SINK HOLE

Suddenly the ground begins to rumble. An earthquake opens up a sinkhole in front of the players. All Adventurers nearby need to make a DEXTERITY Saving Throw of 13 or higher to avoid tumbling into the pit for 2d6 damage. Players at the bottom of the pit will need to make a STRENGTH (Athletics) check of 13 or higher to climb back up. Give the players Advantage if they have someone helping up top with a rope.

Meanwhile, a pod of Giant Grubs disturbed by the rockfall attacks any players at the bottom of the sinkhole.

GIANT GRUBS

Armor Class 10
Saves -1
Speed Slither at 20'

1 tiny bite

Tiny Bite
+2 to hit, 1d4 damage

Hit Points

7	7	7	7	6
5	5	5	5	5

SWARM OF ICKY CREATURES

Armor Class 12
Saves -1
Speed Fly (or crawl) at 30'

Half damage
swarms take half damage from weapon attacks

Immune to charm, fear, and being stunned

1 swarm of **Bites**

Bites +4 to hit, 2d4 damage (reduce damage to 1d4 if the swarm is below half Hit Points).

30 Hit Points

04 ICKY CREATURES

A swarm of carnivorous bats bursts forth from the darkness. Reuse this encounter as often as you'd like. To keep it fresh, exchange the bats for acidic worms, aggressive imps, or biting spiders.

05 ANCIENT TRAP

A long-forgotten tripwire trap triggers a mini landslide. Players need to make a DEXTERITY Saving Throw of 12 or higher to avoid a rock tumble that causes 3d4 damage.

06 PLATINUM

Slipping on a wobbly rock, a player exposes a small vein of Platinum worth 5d12 **Gold**.

07 ROCK TUMBLE

A loud crack is heard from above, and large stones rain down upon the players. Each adventurer needs to make a Dexterity Saving Throw of 12 or higher, or suffer 1d6 damage from falling rock.

08 MYSTERIOUS BATTLE

A flash of light and clash of metal tell of a battle happening in the tunnel across the massive open distance. If the players investigate, all evidence of the attack is gone by the time they arrive.

09 DANCING IMPS

Wisps of glowing blue smoke dance along the cave walls. Faint harp music can be heard. A cluster of tiny imps dances around the adventurers for most of the next hour. The imps also play little tricks on the players by putting rocks in their backpacks or poking holes in their water skins. If one imp is attacked, all the imps fight back. On the other hand, any player who joins in the dance and ignores the tricks ends the hour totally refreshed, healed of all damage, and spells recharged.

10 TASTY MUSHROOMS

A glowing field of bright pink mushrooms fills this part of the cave. The mushrooms are quite tasty and provide a full day's nourishment. Additionally, each mushroom heals 1 point of damage. There are hundreds of mushrooms, but they only last 24 hours after being picked. Six Funganooids are tending to the grove, completely ignoring the players unless they pick more than 100 Mushroom; then the Funganooids grow angry and attack.

IMPS

Armor Class 13
Saves +1
Speed 20' fly at 40'
Darkvision 120'

Immune to poison, fire

Half Damage from nonmagical weapons

Magic Resistance Imps get Advantage on all Saving Throws against spells.

Shape Change Imps can turn into rats, bats, and spiders.

1 **Sting** or **Invisibility**

Sting +5 to hit, 1d4+1 damage plus a victim needs to roll a CONSTITUTION Saving Throw of 11 or higher or take an additional 3d6 of poison damage.

Invisibility 1/hour Imps can become invisible. Attacking makes an imp turn visible again.

Hit Points

12 10 10 10



COFFIN BEETLE

Armor Class 14
(underbelly is AC 11)
Saves -1
Speed 30' Burrow at 10'

Darkvision

1 **Bite** or 1 **Acid Spray**

Bite +3 to hit
2d6+3 plus 1d6 acid damage

Acid Spray (1/day) All creatures in a 30' area in front of the Coffin Beetle need to roll a DEXTERITY Saving Throw of 13 or higher or suffer 3d6 acid damage. Half damage for a successful saving throw.

50 50 Hit Points

GOBLINS

Armor Class 15
Saves +1, Dex +2
Speed 30'
Stealth +6, Intimidation +2
Darkvision

One whack with a **Flute Club** per turn

Flute Club
+4 to hit, 1d4+2 damage

Nimble Escape
A Goblin can take the Hide or Disengage action as a bonus action each turn.

Hit Points

12 10 10 10 10

12 10 10 10 10

11 COFFIN BEETLES ATTACK

A pair of hungry, giant subterranean mantis-like insects attack the players, bursting through a thin layer of dust and dirt. If the players haven't been taking precautions, moving with stealth or the like, give the Coffin Beetles Advantage on their first attacks!

12 GOBLIN MARCHING BAND

A marching band of drums, horns, pipes, and more drums is led by a Goblin musician, GarKl, the Musical. GarKl lives to entertain and create joy wherever he goes. The 20 Goblins sing and bang out such classic tunes as "Secret Tunnel" and "Yellow Submarine". The Goblins drop their instruments and scatter at the first sight of any violence. Players who join the band for a sing-along are so inspired by the music that they gain Advantage on any Charisma checks for the next 24 hours.



13 TROLL ATTACK

While ascending through an open space in a cavern with low ceilings, three Murk Trolls drop from hiding spots on the ceiling. Have the players roll an opposed WISDOM (Perception) check versus the Troll's stealth. If the Trolls win, give them the highest initiative.

Murk Trolls do not regenerate, but they are still hard to defeat. They take half damage from all nonmagical weapon attacks. But they take double damage from fire, lightning, or acid. Once damaged in this way, all attacks afterward deal regular damage.

This encounter is best for 3rd level characters. The Trolls have two regeneration potions and 30 Gold hidden in a dusty burlap bag.

MURK TROLLS

Armor Class 15
Saves +2
Speed 30'
Darkvision

Resistance to Damage
All nonmagical attacks do half damage unless they have recently been damaged by fire; then attacks do regular damage.

Vulnerable to being burned
All fire, lightning, or acid attacks do double damage.

1 **Bite** and 2 **Claw** attacks

Bite +6 to hit, 2d6+3 damage

Claw +6 to hit, 1d6+3 damage

50 50 50 Hit Points

14 FUNGANOID GROTTO

Not all Funganooids are peace-loving, passive creatures. An area of natural hot springs and steam vents has given rise to a group of Funganooid priests who protect the area as a sacred summoning ground for Myconillia, the goddess of fungus, slime lichen, and mold. After spotting the players, the three Funganooid priests will spend one round casting a summoning spell which brings forth a terrible Black Ooze that aggressively hunts the player characters. At the bottom of one of the pools is the priests' treasure: 200 **Gold** and a waterproof scroll case containing three castings of **Fireball**. **This is a 3rd level encounter.**

FUNGANOIDS

Armor Class 12
Saves +1
Speed 20'
Darkvision

Immune to poison

1 **Mushroom Slam** or 1 **Calming Spore**

Mushroom Slam
+2 to hit, 2d4 damage

Calming Spore
3/day a Funganooid ejects a cloud of calming spores. Anyone nearby needs to make a CONSTITUTION Saving Throw of 11 or higher or drop their weapons, sit down, and babble happily to themselves. A babbling character can remake their Saving Throw every turn.

12 10 10 10 Hit Points



BLACK OOZE

Armor Class 7
Saves +2
Speed 20', climbing walls 20'

Immune to charms, fear, acid, cold, lightning, and slashing attacks (blades and axes).

Corrosive Form
Anyone attacking an ooze up close takes 1d8 acid damage. Nonmagical weapons used to attack an ooze suffer a permanent, cumulative -1 damage after every attack. When the damage penalty reaches -5, the weapon is destroyed.

Split Any ooze hit by lightning or a slashing attack splits into 2 oozes, each with half the Hit Points of the original.

1 **Acid Tentacle** attack

Acid Tentacle +5 to hit, 1d6+3 damage
Any character wearing armor hit by an ooze suffers -1 to the armor's AC.

75 Hit Points

15 A MAIDEN IN DISTRESS?

A young Human villager wanders alone in the darkness. A blindfold covers her wounded eyes. She begs the party for assistance, "My father lies sick and close to death just around the bend. Please hurry!" While her story is mostly true, what she doesn't tell the players is that she is being forced to lure players into an ambush. A tribe of Goblins is holding her father hostage and demanding that she lure travelers into their ambush. Players who roll a WISDOM (Insight) check of 13 or higher can tell that the blindfolded woman is hiding something.

If the players charge ahead without precautions, they will be surprised by a group of 10 Goblins, giving the Goblins the first initiative and Advantage on their first attacks!

If the players doubt the woman's story and proceed with caution, roll an Opposed Ability Check: the Goblin's DEXTERITY (Stealth) against the lead player's WISDOM (Perception). Whoever wins gains the first initiative.

The Goblins have 50 **Gold**.

16 GOLD, GOLD EVERYWHERE

Sometimes a pile of Gold sitting alone in the middle of a dungeon is just a pile of Gold. Nestled between a crumble of boulders, a long-forgotten smashed chest is surrounded by a scatter of 25 **Gold**. An INTELLIGENCE (Investigation) check of 14 or higher finds an additional 25 **Gold**. If the player rolls a 19 or higher on their Investigation check, they find a Magical Ring wedged in between two large stones. The ring is a **Ring of Boulderling** that gives its wearer a +2 on any rolls to climb, balance, or scramble across rough footing.

GOBLINS

Armor Class 15
Saves +1, Dex +2
Speed 30'
Stealth +6, Intimidation +2
Darkvision

One **Rusty Knife** attack per turn

Rusty Knife
+4 to hit, 1d6+2 damage

Nimble Escape
A Goblin can take the Hide or Disengage action as a bonus action each turn.

Hit Points

12 10 10 10 10

12 10 10 10 10

DWARVEN MINERS

Armor Class 15
Saves +2
Speed 30'
Athletics +4, Perception +4
Darkvision

2 attacks with a **Pickaxe**

Pickaxe
+5 to hit, 1d8+4 damage

75 70 65 60 45
Hit Points

17 AN ANCIENT SKELETON

In a small offshoot fingerling tunnel, a group of sturdy Dwarven miners from the clan McGrumbles carefully excavates the massive skeleton of some long-dead beast. The fossilized creature is buried in stone with only part of its head, neck and shoulders exposed. It's the remains of what must've once been a massive Ancient Dragon. The Dwarf team led by Durgin McGrumbles is carefully exposing more and more of the skeleton and removing any scales, claws, fangs, or other potentially valuable body parts from the skeleton. The Dwarves are gruff, impolite, and downright rude in their attempts to get the players to move along and not disturb their efforts. The Dwarves are not above resorting to combat to protect what they perceive as a valuable find. **This is a 3rd level encounter.**

Dragon scales are worth 100 Gold each, fangs are 1000 Gold. The Dwarves so far have 3 scales and 1 fang removed. If the players defeat the Dwarves (An evil turn for the players! Yipe!), mining an additional 3 fangs and 7 scales requires 2 days of careful work and a successful INTELLIGENCE check of 19 or higher. On a failed roll, players can retry after another two days.

18 GOBLIN SNEAK ATTACK

At a pinch point between two large, building-sized fallen boulders, a gang of Goblin Bandits has planned an ambush. The Goblins have constructed a series of three platforms. They plan to rain arrows down on anyone unlucky enough to pass this way. The players have walked right into their trap.

The platforms are 20' above the cavern floor.

Anyone attempting a ranged attack on a Goblin atop a platform is at Disadvantage for their attacks. Chopping down a platform requires 20 Hit Points of damage to the wooden base. Climbing up to the top of a platform requires a successful DEXTERITY check of 12 or higher. Adventurers move at half speed while climbing, so it's likely that a climbing character will spend at least one round exposed halfway up a platform. The Goblins have a scant 50 Gold scattered amongst them. **This is a 3rd level encounter.**

GOBLINS

Armor Class 15
Saves +1, Dex +2
Speed 30'
Stealth +6, Intimidation +2
Darkvision

One **Bow** attack per turn

Pointy Arrow
+4 to hit, 1d6+2 damage

Nimble Escape
A Goblin can take the Hide or Disengage action as a bonus action each turn.

Platform One
14 11 10 Hit Points

Platform Two
11 10 10 Hit Points

Platform Three
10 8 10 Hit Points



SKELETON MINERS

Armor Class 13
Saves +0, Wis -1
Speed 30'
Darkvision

Double Damage from blunt weapons, hammer, maces, etc...

Immune to poison, exhaustion

One **Miner's Pick** attack

Miner's Pick
+4 to hit, 1d6+2 damage

Hit Points

18 20 14 11 10

18 20 14 11 10

19 SKELETON MINERS

A group of 10 skeletons with miner's picks and hammers is digging out a section of cavern wall. They relentlessly chip away at the stone day and night. The skeletons have filled several mine carts with stone and rubble but have not found any veins of valuable minerals. The skeletons leave the adventurers alone unless the adventurers interfere with their ability to do their work or try to search the mine carts.

These skeletons are controlled by a greedy Old Necromancer. The Necromancer has hosts of skeletons working for him throughout the Murk and does rounds every week to see if they have found what he is looking for. What is the Necromancer looking for? You'll have to ask him. The skeletons have a large satchel with 4 lumps of **Platinum** (worth 125 Gold), 3 **Scrolls of Floating Disk**, and 1 **Scroll of Passwall**. They can't use them of course, but the Necromancer uses them when he drops by on his rounds.

Make this a 5th level encounter by having the Old Necromancer show up with an additional 10 skeletons and attack the players for interrupting his work. Use the "Mage" template from the Official D&D Monster Manual for the Necromancer.

20 THE SHRINE OF MADNESS

A single massive stalagmite grows off the cavern floor. One hundred feet high, it looks like a skyscraper from the distance. There is a glowing stone structure carved at its top. Maybe a chest?

The chest is actually solid rock and is a shrine to a long-forgotten evil Deity of Greed. Adventurers who come within 20 feet of the chest are overcome with desire for wealth and curiosity about what might lie inside the chest. They grow envious of Gold or treasures that the other characters might be carrying. Have the players roll WISDOM Saving Throws. A roll of 16 or higher avoids the worst effects of the greed. But anyone who fails their Saving Throw suffers one of these random effects: Roll a d8.

- 1-2 The player falls to the ground, is unable to move, and is lost in self-doubt about their poor financial life decisions.
- 3 - 4 The player wanders off in a random direction for 1 minute. (6 rounds)
- 5 - 6 The player attempts to steal something from another character.
- 7 - 8 The player violently attacks another character for 6 rounds.

The effect lasts for one minute, after which the players can re-roll their Saving Throw. A player who successfully makes their Saving Throw is immune to the effects of the greed for 24 hours.



ONLY BRIDGE TAVERN

The next section features encounters that are tied to a specific location on the map. Each location is spelled out in the text. Feel free to move things around to fit your campaign.

ONLY BRIDGE TAVERN

Only Bridge is the name of a bridge-and-tavern complex set in the middle of the largest section of open space in the Murk. A river known only as The Torrent crashes from one wall in a furious waterfall and cuts across the main chamber as raging and impassable rapids. It winds south, still impassable, and disappears into the far wall in a misty, awful bog filled with dangerous monsters and foul beasts.

As the players near the Only Bridge read the following aloud:

You've been marching through the cloying darkness for what seems like days. Finally a glimmer of hope. You can smell the Tavern before you see it, the welcome scent of roasted meats plays in the thick air. And then a plink of music. As you move closer, sounds of joyful merrymaking arise. In the flicker of lanterns, a sprawling Inn emerges from the Murk. Backed into the edge of an underground river, this strangely cheerful-looking roadside Inn seems out of place this far underground.

The Inn is set in the middle of the widest cavern in the Murk and is a safe haven for all travelers. The Tavern itself is two stories with a single large open room on the ground floor and a maze of smaller private rooms and sleeping chambers upstairs.

MEETING SPITZ

As the players arrive, they are greeted by a very outgoing female Goblin by the name of Spitz. She acts as a concierge and host for all the players' needs. She cheerfully asks for a 10 Gold deposit and leads the adventurers to a small table set against the wall in a quiet corner of the open ground floor. Spitz produces menus of food and drink and a pricing sheet for supplies and equipment. She acts as a go-between for most of the Tavern's services.

Rooms cost 1 Gold. A day's worth of food costs 1 Gold. All you can drink costs 1 Gold. Trolls like simple math. Other prices are listed in the sidebar.

PRICES

Lantern 10 Gold

Rations / 1 day traveling
1 Gold

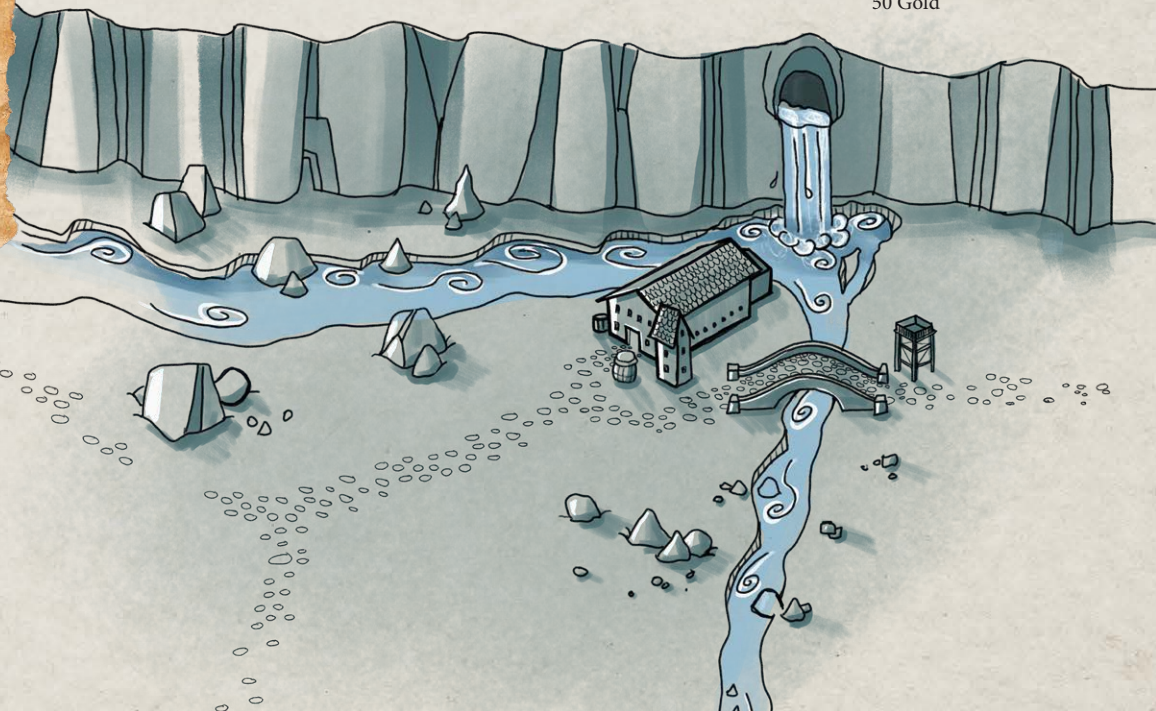
Mess Equipment
Pots, pans, kitchen knives
10 Gold

Basic Camping
Bedroll, tent
10 Gold

Climbing equipment
Rope, spikes, grapple
10 Gold

Mining Equipment
pick, pole, hammer
25 Gold

Scribe's Equipment
parchment, ink, quill
50 Gold



OTHER UNDERWORLD TRAVELERS ALSO AT THE INN THIS EVENING:

OFF-WORK TROLL

A very tired Bridge Troll by the name of Gorpo has recently gotten off his shift and is enjoying a glass of Honey Mead. But he hasn't eaten since yesterday, so members of the party should be extra cautious.

GRUMPY DWARVES

Two down-on-their-luck Dwarves named Thorgar and Dropsy McGrumbles. They are lamenting their missing mining tools, which they lost in a night of gambling.

GENEROUS GOBLINS

The Krumbles family of eight Goblins is splurging on a fancy dinner to celebrate their youngest, Yar'k's, birthday.

TRICKY GNOMES

A cluster of three Gnomes, Tunk, Spritzle, and Tank, runs a game of Three Card Monte. The Gnomes are illusionists and use their spells to ensure the players always lose!

SOME ACTIVITIES AT THE ONLY BRIDGE TAVERN

SULFUR STORM

A thick, burning-hot plume of ash and foul-smelling smoke fills this part of the Murk for the next 1d4 days. The smog comes from the distant volcanoes in the Depths of Despair. Visibility outside is reduced to a mere 5'. And any movement faster than a crawl requires a DEXTERITY Check of 13 or higher. Otherwise, characters have their movement reduced to zero in that round. Additionally, adventurers exposed to the smoke need to make a CONSTITUTION Saving Throw of 13 or higher every minute or take 1d4 points of damage. They gain Advantage on the Saving Throw if they cover their mouths, hunker down, or take other precautions. But it's best to stay indoors.

Spitz advises the players not to venture out, "The storm will pass in a couple of days." Meanwhile, the usual denizens of the Tavern embrace the days of lockdown. They are used to the occasional storms. Most of the Goblins and Trolls gather together and play a tournament of Knucklebones.

A NASTY REDCAP

A mean-spirited, evil faerie Redcap known as Smelgor makes his home in the Tavern. He enjoys playing tricks on Upworlders, especially nasty and bloody tricks. His current favorite is to tangle an adventurer's feet up in twine and fishing hooks while they are enjoying a meal. When the character stands up to leave the table, they trip and jab the hooks into their legs. Select one of the players to be Smelgor's target. Ideally a Paladin or Cleric! They need to make a DEXTERITY Saving Throw of 15 or higher to avoid taking 3d4 Hit Points damage from the hooks. The other inhabitants of the Tavern don't complain if the players attack Smelgor.

THELONIOUS MUCK, THE MERCHANT

A doddering old Human alchemist lost his way a couple of years ago while looking for magical underground berries. He found them but forgot his way back to the surface. He's been cultivating secret patches of berries around the Tavern for the last few years. He happily sells the players a collection of his favorites:

Healing Berries

(heals 3d4 Hit Points) 50 Gold each

Cure Poison Berries

50 Gold each

Cure Disease Berries

50 Gold each

SMELGOR THE NASTY REDCAP

Armor Class 13
Saves +1
Speed 30'
Stealth +5, Sleight of Hand +5
Darkvision 120'

Magic 3 times per day, on his turn, Smelgor can cast one of the following spells:

Shadow Step
Smelgor teleports 30' and uses his Stealth to take a hide action.

Set Trap
Smelgor creates a small trap that targets a single person. The target needs to succeed at a DEXTERITY Saving Throw of 13 or higher or take 3d4 damage.

Minor Illusion
Smelgor creates a small illusion without sound.

1 **Stab** with a nasty little knife
Stab +5 to hit, 1d4+3 damage

25 Hit Points



A SINGING CONTEST

A charismatic Bard by the name of Haversmith approaches the players to join this evening's battle of the bands. To convince Haversmith the players are worthy of participating, a player needs to make a CHARISMA (Performance) check of 11 or higher.

The actual contest, late in the evening, pits the players against a washed-up Fairy queen by the name of Blondie. Blondie sings a fantastic medley of peppy, punky ballads. To compete, the players can sing, play musical instruments, or even juggle. But they will need to win the best two out of three Opposed Performance Checks against Blondie. The players roll a d20 and add their bonus. And Blondie rolls a d20 and adds a +3. The higher roll wins that round. Have the player(s) describe each round of their performance in detail. If the adventurers are being exceptionally funny or clever with their performance ideas, give them Advantage on that roll.

The winner of that evening's contest wins 50 **Gold**. If she loses, Blondie becomes a huge admirer of whoever won the contest.



A DRINKING CONTEST

A family of jovial Toadites is looking for challengers to participate in a high-stakes drinking contest. Toadites are a species of Murk-dwelling, intelligent frog people. They stand about the height of Dwarves. The Toadites happily put up 35 **Gold** if the players will wager the same amount. The Toadites are named Mahp and Pahp and travel with their very large child, Burpahp. The Tavern's (non-alcoholic, of course) honey mead is so sweet and bubbly no one can have more than a sip or two without burping! The last team to burp wins!

As the large flagons of honey mead are brought to the table, have the first player roll an Opposed CONSTITUTION check against Pahp. Pahp has a +1 CON Bonus. The higher roll wins the first round, and the loser loudly burps. Have the next player role against Mahp who has a +2 CON bonus. Have the third player (if there is a third player) roll against Burpahp, who has a +3 CON bonus. Whichever team wins the most games in three rounds wins. Regardless of who wins, the Toadite family becomes fast friends with the characters and happily shares a night of revelry and loud burping!



BURRLEY THE OGRE

Armor Class 11
Saves -1 (Strength saves +4)
Speed 30'

2 Fist Smashes

Fist Smash
+5 to hit, 1d6+3 damage

50 Hit Points

PIT FIGHTING

For players who like a bit more combat in their contests, a large Ogre by the name of Burrley has cleared some tables in the middle of the room and challenges anyone who looks at him sideways to defeat him in unarmed combat. He asks 10 Gold for the chance to fight him, with the winner receiving 20 Gold. On a successful hit, a player's unarmed strike does 1 Hit Point damage plus a character's strength bonus. Burrley's damage is listed in his sidebar. Burrley considers the game over when the challenger is knocked unconscious at 0 Hit Points. And Burrley will concede when he loses 20 Hit Points.

WIZARD IN NEED OF A FAVOR

A Human Wizard by the name of Thamel the Wondrous has gotten himself in WAAAY over his head. He's been tasked by the leader of his guild, The Wizards of the Unknowable Omnivore, to retrieve a magic wand very important to his order. Years ago a leader of the order disappeared with the wand while exploring this part of the Murk. Thamel barely made it to Only Bridge with his life. He refuses to go any deeper into the Murk.

He will offer to pay the adventurers 100 Gold each if they retrieve the sacred wand. He is so desperate he blindly decides to trust the players.



CROSSING AT ONLY BRIDGE

Guarding the Only Bridge is a troop of business-like bridge Trolls. Diligent watchers, there are always at least two on patrol and it requires a successful DEXTERITY (Stealth) check of 18 or higher to cross unseen. Dealing with Zarl, the Bridge Captain, is simple; either you pay the 100 Gold toll and pass unharmed, or you don't cross.

CROSSING ELSEWHERE DOWNSTREAM

Read the following aloud:

A deafening deluge of water blocks your path forward. The black water looks deep and swift, with cascades of whitewater and whirlpools appearing randomly across its width. Swimming across seems nearly impossible. Maybe that 100 Gold Toll wasn't such a bad idea after all?

For adventurers who don't want to pay the 100 Gold toll, crossing The Torrent downstream is always an option. A very dangerous option. Crossing the river successfully requires a STRENGTH (Athletics) check of 18 or higher. Players are welcome to re-roll the Ability check as many times as they like. But the waters are so wild and thrashing, players will drown in 1d4 rounds (plus their Constitution Bonus). A drowning player needs to succeed on a Constitution Saving Throw of 13 or higher or disappear beneath the waves forever.

MIDNIGHT SWAMP

MIDNIGHT MOSQUITOS

Armor Class 15
Saves +2
Speed Fly (or crawl) at 30'

Half damage
The Swarm takes half damage from weapon attacks.

Immune to charm, fear, and being stunned.

1 Swarm of **Bites** attack or an **Engulf**.

Bites
+4 to hit, 3d4+3 damage (reduce damage to 1d4 if the Swarm is below half Hit Points).

Engulf
The Swarm suddenly expands to surround all players within 10'. All creatures need to succeed on a Dexterity Saving Throw of 13 or higher or take 2d12 damage. Players receive half damage on a successful Saving Throw.

65 Hit Points

The Midnight Swamp is a large area of slimy, gray water at the southern end of the Torrent. Being entirely underground makes everything about a swamp worse. The lightless expanse of water and slick, sharp rocks stretches on for miles in every direction. Slimes, molds, oozes, and horrible aberrations proliferate in these waters.

Read the following aloud:

The cave around you has gone from dry, sharp stone to slippery, slimy, razor-sharp stone. Slimy water clings to your ankles with every step, making a sickening squish noise. Droplets of black goo drip from the unseen ceiling far overhead. Welcome to the Midnight Swamp.

RANDOM ENCOUNTERS IN THE MIDNIGHT SWAMP

Once an hour like clockwork, adventurers in the Midnight Swamp will have one of these four random encounters. Roll a d4 or choose your favorite!

01 SWAMP FEVER

Endless tiny cuts and scratches cause the players to succumb to Swamp Fever. Everyone in the party needs to succeed at a Constitution Saving Throw of 11 or higher or contract Swamp Fever. A player with the fever makes all Ability Checks at Disadvantage for the next 1d4 days. This disease can be cured with a Cure Disease Berry or the spell Cure Disease.

02 TENTACLE MONSTER

A ropey, tangled knot of tentacles bursts forth from the Swamp at the players' feet. An entangled player takes acid damage every round until they escape or kill the Tentacle Monster. **This is a 3rd level encounter.**

03 SWARM OF MIDNIGHT MOSQUITOS

The gnats and biting insects become a thick swarm that takes the form of a strange ghost-like giant. **This is a 4th level encounter. Roll for initiative!**

04 LOST TRAVELER

The body of a lost traveler is stuck in the mud. Inspecting the body leads the players to discover it was an unfortunate Goblin. The traveler had an Adventurer's kit, 3d12 **Gold**, and a **potion of healing** (cures 3d4 +3 Hit Points).

TENTACLE MONSTER

Armor Class 12
Saves -1
Speed 10'

Immune to charm, fear, and illusions

Three Tentacle Attacks
Each Tentacle attacks a separate player.

Tentacle
+4 to hit, 2d4+3 damage
Creatures hit by a Tentacle need to make a STRENGTH Saving Throw of 13 or higher or become wrapped up and stuck in place. A stuck character is automatically hit by that Tentacle every round. A player can take their turn to remake their Saving Throw to free themselves every round.

45 Hit Points



DEEP FAERIE

Strange folk make the edges of the Midnight Swamp their home. After the first random encounter, run this intriguing challenge. While traveling through a particularly oozy stretch, the adventurers come across a short Grey Gnome dressed in simple traveler's robes. He carries a bag of gardening equipment and smokes a pipe filled with a greasy green moss. Quite friendly at first, the Gnome suddenly becomes stern and accuses one of the players of stepping on his invisible flower bed. In order to proceed, he insists the players answer one riddle correctly:

*At night they come without being fetched.
By day they are lost without being stolen.
What are they?*

The answer is Stars, which this old Gnome hasn't seen in 30 years. If the players answer correctly, he becomes cheerful again and lets them pass without further distress. But if they take too long to answer, the little Gnome turns invisible and spends the next day setting tiny traps and picking the players' pockets.

TRAP: A hidden tripwire triggers a small rockfall. The player in the back of the party needs to make a DEXTERITY Saving Throw of 13 or higher or suffer a shower of sharp rocks for 1d4 points of damage.

TRICK: A shimmering pile of jewels turns out to be an illusion, and the players grab a pile of slime mold instead.

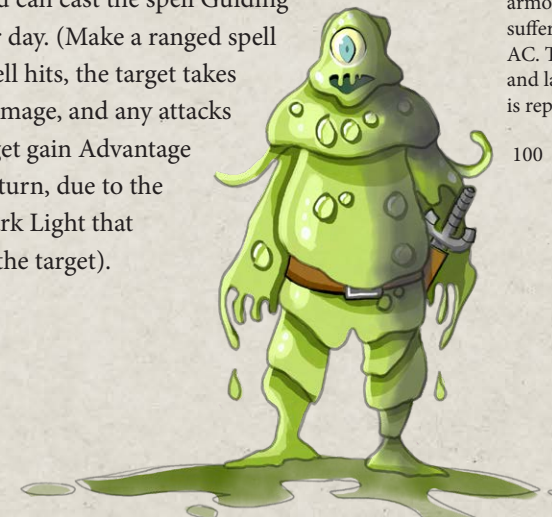
Finally, the Gnome makes a pick-pocket attempt to steal 2d12 pieces of Gold from a player. Roll an Opposed Pick-pockets check. Have the Gnome roll a d20 and add +3 and have one of the players roll a d20 and add their WISDOM (Perception) bonus. If the Gnome rolls higher, he steals d12 Gold from one player. If the player rolls higher, they catch the little thief, and he apologizes and disappears in a poof of gray smoke.

ASTORATH THE OOZE LORD OF MIDNIGHT

After a few miserable hours searching the Midnight Swamp, the players will come across a ramshackle hut, built on top of a partially dry outcrop of black basalt. Years ago an ambitious young Warlock named Astorath of The Unknowable Omnivore died while exploring the Midnight Swamp. His undead spirit has been consumed by a colony of slime molds and has somehow been transformed into an intelligent ooze. Shunned by even the most dire of underworld dwellers, Astorath the Ooze now claims the title Lord of Midnight. **Astorath is a 5th level encounter.**

Astorath has many treasures hidden in his cramped hut in the middle of the swamp. The hut is made from spare planks of wood. It is so imbued with mold and mildew that a player entering the dwelling needs to roll a CONSTITUTION Saving Throw of 14 or higher to avoid becoming nauseous for the next hour.

Under a slimy, rotten rug is a small indent in the floor with Astorath's treasure, including 150 Gold, 3 Gems worth 100 Gold each, a pair of **Gauntlets of Defense** (+1 to Armor Class), and a **Wand of Dark Light**. The user of the wand can cast the spell Guiding Bolt 3 times per day. (Make a ranged spell attack; if the spell hits, the target takes 4d6 Radiant Damage, and any attacks against this target gain Advantage until your next turn, due to the shimmering Dark Light that glitters around the target).



ASTORATH THE OOZE LORD OF MIDNIGHT

Armor Class 7
Saves -2
Speed Ooze at 20'
Climb at 20'
Darkvision

Immune to acid, cold, lightning, blindness, charms, fear, and slashing attacks from swords or axes.

Acid Skin Any creature using a hand-to-hand weapon to attack Astorath takes d8 damage from a splash of acid for each successful hit. The attacker's weapon also suffers a permanent -1 reduction to its damage. This effect is cumulative for every hit.

Split If hit by lightning or a slashing attack from a sword or ax, Astorath splits into two oozes, each with half the Hit Points of the original.

1 **Acid Touch** attack

Acid Touch
+5 to hit, 1d6+3 damage plus 4d8 acid damage. Additionally, nonmagical armor worn by the target suffers a permanent -1 to its AC. This effect is cumulative and lasts until the armor is repaired.

100 Hit Points

HAUNTED MINE

THE CRUMBLED BRIDGE

A wide crevasse stretches left and right as far as the eye can see. The deep chasm is 25 feet across and stretches out of sight in either direction. The crevasse takes an extra two hours (and two encounter rolls!) to pass safely around it.

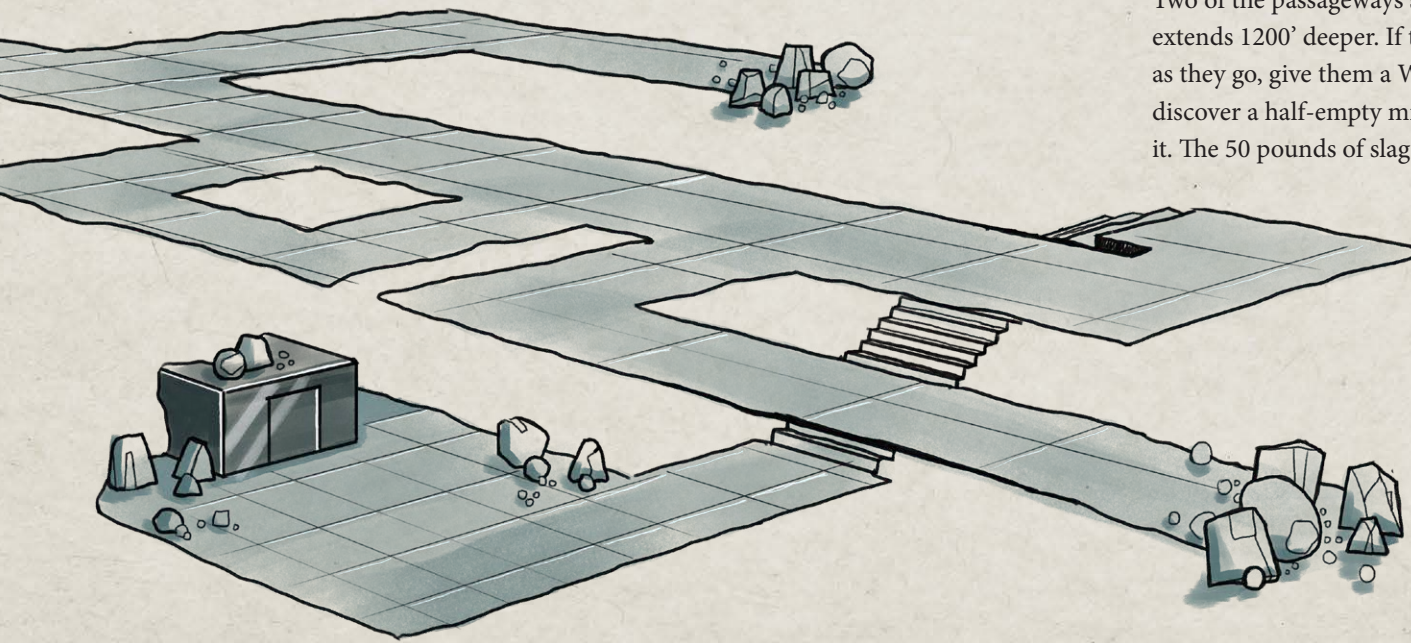
An INTELLIGENCE (Investigation) check of 10 or higher finds the smashed remains of what was once a bridge. Inventive players can rebuild a makeshift section long enough to cross the gap. Have the lead player roll an INTELLIGENCE check of 12 or higher so that only you can see the result! On a failed roll, the bridge collapses underneath the first player to try to work their way across. Any adventurer falling into the crevasse needs to make a DEXTERITY Saving Throw 14 or higher or take 4d6 damage. Half damage on a successful save.

THE OLD DWARVEN MINE

Read the following aloud:

The walls of the Murk are increasingly smooth and hewn at right angles. The floors are blessedly clear of rubble. Stone arches span into the darkness far above your head. Up ahead, great stone statues of ancient Dwarven kings lean into the cavern, their stern eyes seem to watch as you approach. A tunnel is carved into the cavern wall between the statues, the entrance to a Dwarven mine. But the entrance is boarded up, and a broken mine cart is wedged up against the entrance.

If the players can move the mine cart, a STRENGTH check of 15 or higher will do the trick. They discover that the old mine extends 100 feet back before splitting into three passages that extend sharply downwards. Two of the passageways stop after another 100 feet. But the middle one extends 1200' deeper. If the players are proceeding carefully and searching as they go, give them a WISDOM (Perception) check halfway down to discover a half-empty mine cart containing slag with a vein of Platinum in it. The 50 pounds of slag is worth 300 **Gold** to the right buyer.



DWARVEN WRAITHS

Armor Class 12

Saves +1

Speed Float menacingly at 20'

Darkvision

Half Damage from cold, fire, lightning, thunder, and nonmagical weapons.

Immune to poison, charm, fear, paralysis, and being grappled or restrained in any way.

Move through Walls

The Wraiths can move through solid objects.

The Dwarves get one **Ghostly Pickaxe** attack per round.

Ghostly Pickaxe

+4 to hit, 2d8+3 damage

Hit Points

75 45 45 45 45

The rough-hewn mine tunnel finally stops in a wide chamber. The back wall of the chamber is made of perfectly milled black stone, shiny like obsidian.

The wall radiates an aura of evil. The open chamber is filled with mining equipment, bits of armor, helmets, and pickaxes left in a hurry by a group of terrified Dwarven miners. There are several sacks of gold nuggets (worth 125 **Gold** total) and scattered gemstones (worth 250 **Gold** total) for anyone who takes the time to gather them up.

Anyone who touches the Gold, tools, or obsidian wall is immediately attacked by 5 Dwarven Wraiths, spirits of the dead Dwarves. The undead ghosts are howling, “Curse us for digging too deep.”

Three weeks ago this group of Dwarven miners accidentally uncovered the outer wall of some long-forgotten evil reliquary. Inspecting the evil, black obsidian, the poor Dwarves became cursed to become Wraiths. They viciously resent any creatures still living and will relentlessly attack the players. Adventurers killed here are cursed to haunt this mine forever! **This is a 5th level adventure.**

NOTES

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THE MURK



THE SEWERS OF
TUMBLEDDOWNS

SHIMMERING
FELL

B'GARK
THE GOBLIN CITY

ONLY BRIDGE
TAVERN

THE RUINS
OF ELDOR

MIDNIGHT
SWAMP

THE
SUNLESS SEA

DWARVEN
MINE

MURKLING
MAZE

LAVA LANDS

OTHER
BRIDGE

THE DEPTHS
OF DESPAIR



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