



# Faction Missions for Young Adventurers

By Michelle Churchill

# FACTION MISSIONS FOR YOUNG ADVENTURERS

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Short Missions for Younger Players

WRITTEN BY **MICHELLE CHURCHILL**



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# INTRODUCTION

## MISSIONS FOR SMALL ADVENTURERS

Kids have wonderful stories that they want to tell, and Dungeons and Dragons is one outlet that allows them to do so.

In the Forgotten Realms setting there are many factions characters have the opportunity to join. This supplement offers short missions for three factions: Bregan D'aerthe, Emerald Enclave, and the Harpers.

Sitting still for a two to four hour session is difficult for many adults, and is near impossible for a small child. These short faction missions are intended to allow a younger player to jump in for as long as they feel engaged. It may be a five minute activity or a half-hour mini session. You can incorporate these with your existing game, or use them on their own.

### Character Creation Tips:

**Pre-School Age:** Use the **Commoner** stat block for their character. Allow them to pick their character's race and class, foster their creativity and let them add as much flavor as they like.

**Ages 5-7:** For this age group you can also use **Commoner** stats, or you can go through the **Player's Handbook** and create a character from scratch. Allow the player to guide the build process. If you find they are becoming overwhelmed you can help by having a character sheet drafted up and letting them make changes. For ability scores keep in mind most children start to grasp the concepts of addition before subtraction.

**Ages 8+:** For this age group use the **Player's Handbook** to let them build their own character sheet. Help as needed, but let players take ownership of the character they create.

## 3 STYLES OF PLAY

Rather than focus on character level these faction missions focus on three styles of play:

### 1- Use Real Life Skills

This style may be most appealing with pre-school or 4-6 year old players.

Here players use their fine and gross motor skills as well as early language and math skills to complete missions. This is done using printed materials.

### 2- Use In Game Skills

This style uses the in game mechanics of Dungeons and Dragons. It may be most appealing to players 5 and up who are starting to get a hang of the rules of the game.

These missions have lots of dice rolling to help players learn to use their character sheet. Players use their dice rolls as they go about tasks or search for clues.

### 3- Combat Monsters

This style allows players to combat monsters found in the **Monsters Manual**.

These missions present low level monsters to challenge players. Providing suggestions for NPC assistance if the characters feel overwhelmed. Be sure to use your discretion as to what is most appropriate for your players.

### Books You Will Need

- **Player's Handbook**
- **Monster Manual**

# BREGAN D'AERTHE

## FACTION AGENT

### Skipper

Skipper is member of Bregan D'aerthe who has operated on the surface for many years. He is a **drow** (MM: p. 128) but has adopted the disguise of a retired Luskan pirate, an elderly human man with a white bushy beard. If anyone was to touch his beard their hand would pass right through it as it is an illusion brought on by a *Disguise Self* spell.

He is known to locals as a bit of a grumpy gentleman but everyone thinks his bark is worse than his bite. Skipper is usually found in his residence near the docks.

Skipper has a pet **giant wolf spider** (MM: p. 330) named Cat who despite being the size of a large dog is very timid, and usually hides under Skipper's armchair. If the characters are kind towards Cat they quickly earn the trust of both spider and drow.

The best way to get Cat to warm up to characters is by giving him his favorite food which is fresh fish.

Skipper will give characters small tasks to complete and rewards the characters upon completion or after their best effort. He doesn't tolerate fighting between characters and will sternly remind characters to behave and work together.

If the characters are struggling he will come to their aid or send other **Drow** to assist.

Officially speaking only drow are granted membership to this mercenary band. However Bregan D'aerthe may bend their own rules for these brave young adventurers. They operate both in the Underdark and on the surface of Faerûn. Their spies and faction agents are well versed in use of disguises.

## FACTION MISSIONS

### Missing Pet

- Skipper's pet **Giant Wolf Spider** named Cat has gone missing. Characters are asked to help find the beloved pet.

### Expecting Company

- Skipper has been informed that an important visitor is arriving and instructs the characters to assist in preparing for the visitor

# BREGAN D'AERTHE

## MISSION: MISSING PET

### MISSION OVERVIEW

Yesterday Skipper's pet **giant wolf spider** named Cat was missing. He checked all the usual hiding places, under the armchair, in the laundry basket, and even checked the cupboards but Cat was nowhere to be seen.

Cat got his name because the only thing he likes to eat is fresh fish which Skipper provides him with daily. Cat is timid, but his size and the fact he is a spider makes people afraid of him.

#### Read this text out loud:

*Down by the shipyard is an elderly pirate with a great bushy white beard, a tattered blue coat, and a tri-cornered hat. He is searching around the docks and alleys calling out "Cat! Where are you Cat?"*

*He approaches tipping his hat. "Just the sort of heroes I'm needing. My Cat is missing, and he's such a gentle sort I'm afraid of what might happen if I don't find him soon."*

### ACCEPTING SKIPPER'S MISSION

If the characters accept the mission to find Cat, Skipper will explain that Cat isn't a cat at all but a **giant wolf spider**. He will quickly put aside any fears characters may have about spiders assuring them that Cat is a gentle beast.

### 1- REAL LIFE SKILLS

Make a missing pet poster. Short 5 minute activity

Players can draw what they imagine Cat the spider to look like. In the space provided on the template players can practice writing descriptions, rewards, and any other details they want on their poster.

### 2- IN GAME SKILLS

Follow the clues. 10~minute activity

This can be done after 1 or completely on its own.

Skippers has some clues as to what might have happened. He thinks the wind blew the door open and Cat ran away. He has seen bits of webbing along the road. With a successful DC 10 Survival (Wisdom) check the characters can start to pick up the trail of cobwebs. If the characters do not succeed they can ask nearby NPCs. One of the sailors saw a large spider running out of the house late in the night, but he thought it was his imagination.

Whether they pick up the trail or ask an NPC the characters are brought to an alley that is 20ft wide and 60ft long. It is dark and there is lots of garbage around. One of the nearby restaurants has left a barrel of cooking oil in the alley to be picked up with the rest of the trash. Unfortunately the barrel has a leak and there is slippery oil all around. The oil and the trash make this area difficult terrain. Characters must make a DC 10 Dexterity saving throw or be knocked prone slipping on the oil. Characters can make the Dex saves or come up with another way to get over the oil.

Once they make it through the oil, they arrive at a warehouse. There is a sign on the door that reads **Do Not Enter** and the door is locked. If the characters make a DC 5 Perception (Wisdom) or Nature (Intelligence) check they can hear what sounds like Cat scratching the door trying to get out. The door is locked a DC 12 Sleight of hand (Dexterity) check with Thieves Tools will open the lock. Or a character can make a DC 12 Strength check to break open the door.

Once the door is broken they find a very frightened Cat inside. The spider quickly hides in the shadows. A DC 10 animal handling (Wisdom) check will get the spider to trust the characters. This can be done with advantage if they have his favorite food - Fish

### 3- FIGHTING MONSTERS

Fight the animated armor- 10 ~ minute activity

This can be done after 2 or on its own

Cat the spider was accidentally locked in a warehouse. Guarding the warehouse is **Animated Armor (MM: p. 19)** it will attack when it becomes aware of the characters. If the characters call out for help they will be assisted by Skipper and if needed 1-2 additional **Drow**. The **Animated Armor** demands a password. The password is written on a small slip of paper and stuck to its back. A DC 10 Perception (Wisdom) check will reveal that the Password is: Password.

The **Animated Armor** will stop fighting once the password is said or once it is reduced to OHP

# MISSING PET



Four sets of handwriting practice lines, each consisting of a solid top line, a dashed middle line, and a solid bottom line.

# MISSING PET



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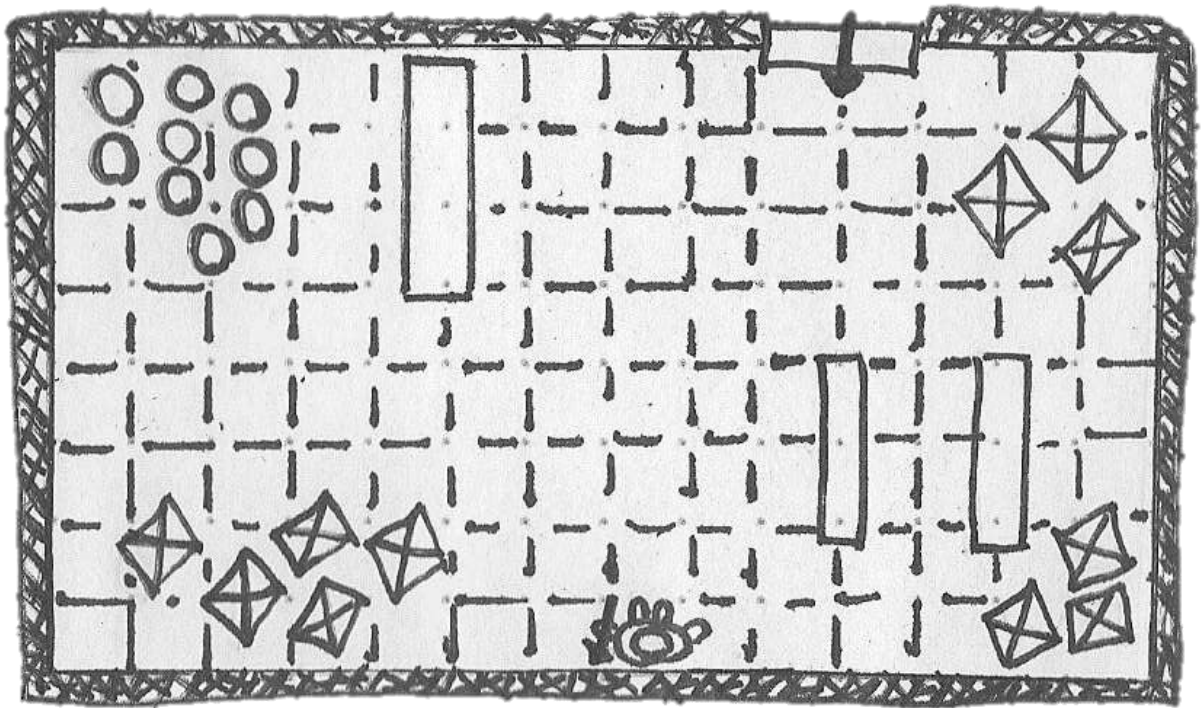
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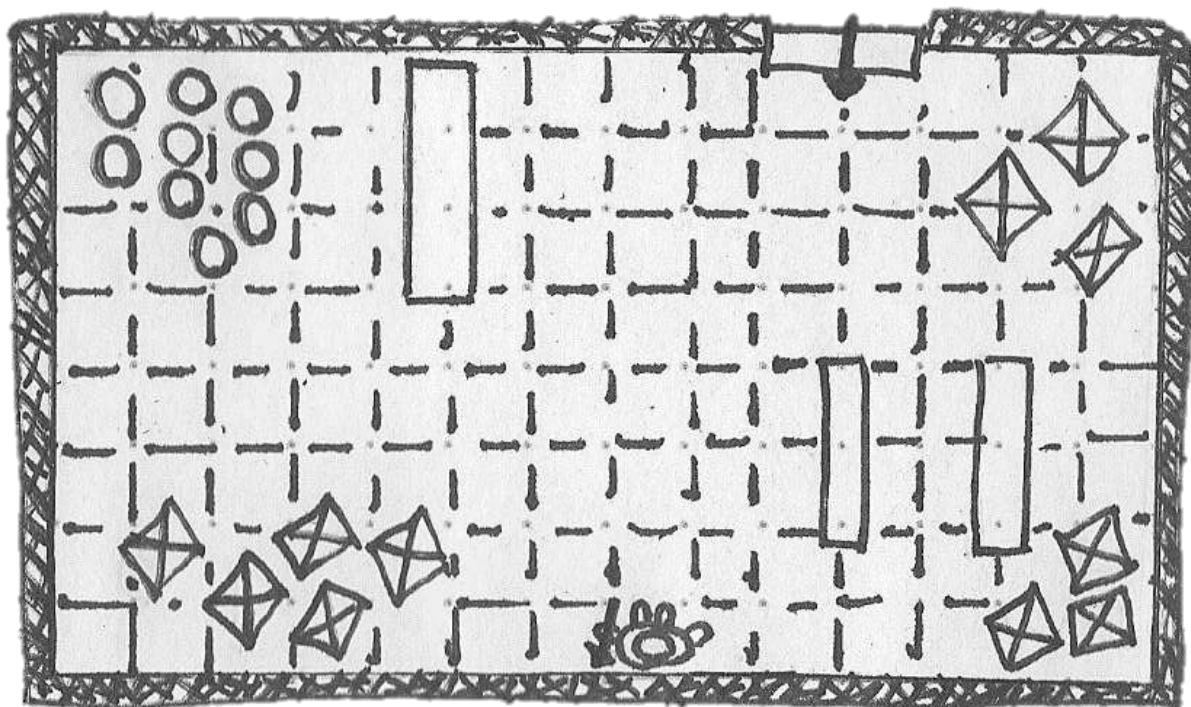
# Missing Pet Warehouse Map



1 Square = 5 Feet

# Missing Pet Warehouse DM Map

1 Square = 5 Feet



Λ

Animated Armor

# BREGAN D'AERTHE MISSION: EXPECTING COMPANY

## MISSION OVERVIEW

Skipper is preparing to meet with an important contact to arrange for the purchase of a valuable magic item for his boss. He is incredibly busy preparing for this meeting that he doesn't have time to run errands. This is the sort of job for some junior faction members.

### Read this text out loud:

*Skipper has called you to his usual table in the inn. He seems to be in quite the hurry today as he quickly takes out some folded papers and a small coin pouch from his coat pocket.*

*"I need you lot to run some errands. I have a very important person coming to meet with me today and I need this meeting to go well. You need to buy everything on the list. There is money in the pouch. Hurry up no time to waste."*

## ACCEPTING SKIPPER'S MISSION

If the characters accept the mission to run errands, they are given a pouch containing 10 silver pieces, a list of instructions and some flyers from local shops. The characters need to choose which shops they need to visit.

### 1- REAL LIFE SKILLS

Shopping list- 5 minute activity.

Players have the option between a matching activity where they match the item to the shop, or they can complete the math activity where they decide how to best spend their coins.

### 2- IN GAME SKILLS

Going shopping. 10~ minute activity

This can be done after 1 or completely on its own.

With list in hand the characters need to find the first shop a DC 10 History (Intelligence) check will help characters remember where the shops on the list are located. The owner of the bakery shop does not like children, and will order them out of her shop. A DC 12 Persuasion (Charisma) check is enough to convince her to let them stay and purchase baked goods.

At the juice and cider shop, the owner is behind schedule on his orders. He explains to the characters if they can help him make some apple juice he'll sell them for half-price.

To make the apple juice characters need to load barrels of apples into the press. A DC 15 Athletics (Strength) is needed to operate the press and crush the apples into juice. The juice comes out of a spout at the bottom of the machine. A DC 10 Acrobatics (Dexterity) check will have characters quickly fill all the bottles without dropping any of them.

### 3- FIGHTING MONSTERS

Fight the mimic- 10 ~ minute activity

This can be done after 2 or on its own

When everything is bought the characters return to Skipper who is setting up for the meeting. Skipper asks the characters to help set the table. He shows them where the tablecloth, candle sticks and dishes are located. As they characters set to work there is something strange about the table. It isn't a table at all it is a **Mimic** that will try to gobble up the characters. Skipper and one of more **drow** will assist if needed.

# SHOPPING LIST

Apple Juice

Orchard Grove  
Farmer's Market

Cheese

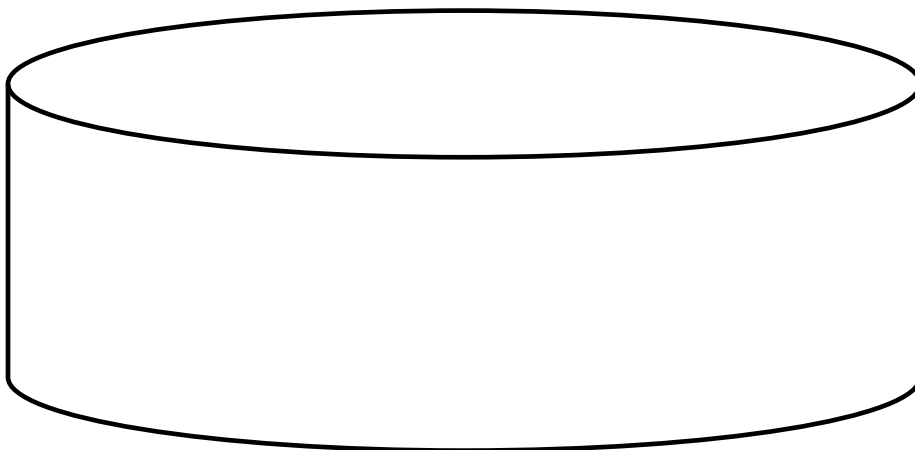
Beeblossom Fine  
Juices and Ciders

Cake

Mistshore Dairy

Fresh Fruit

Caela's Bakery



Decorate the Cake

## Shopping List

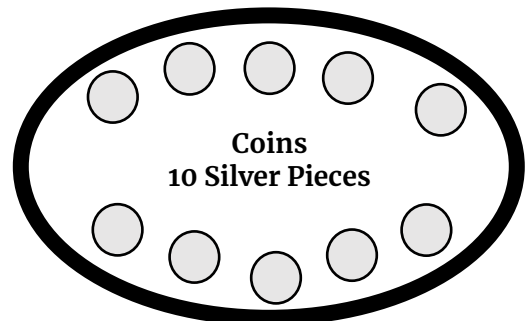
Cheese

Juice

Cake

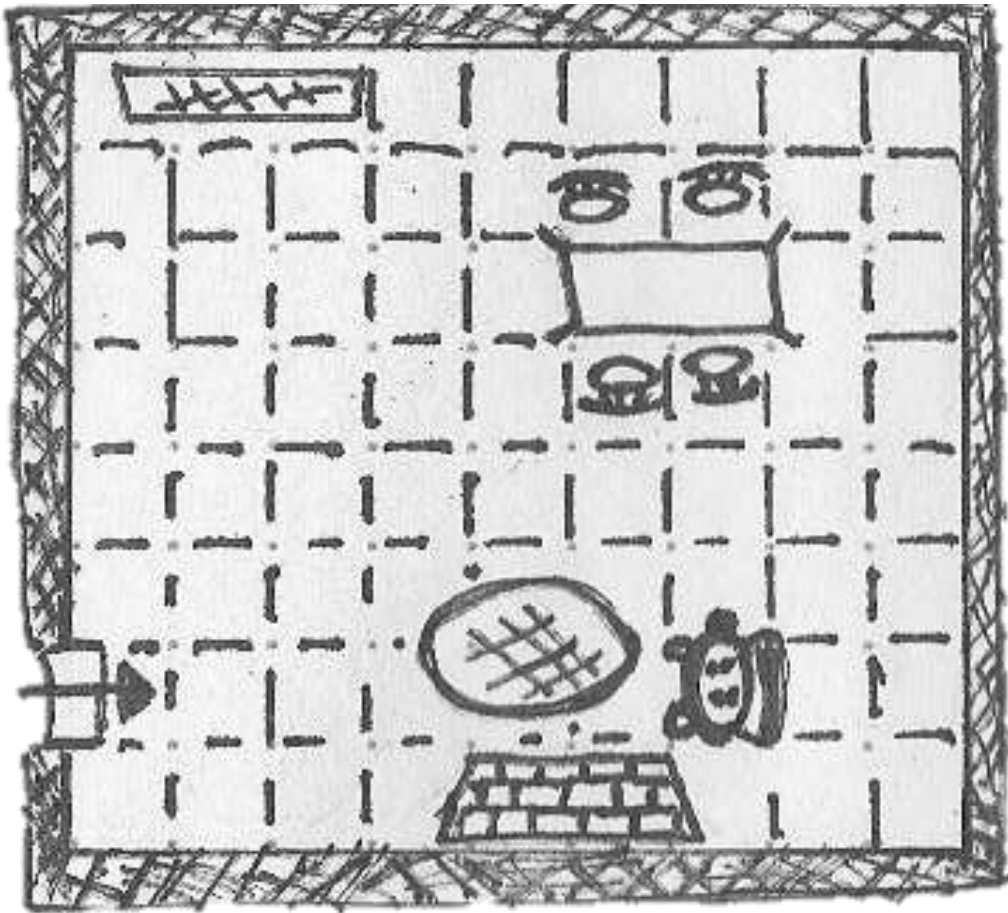
Assorted Fruit

<p><b>Mistshore Dairy</b></p> <p>Cheese</p> <p>Small piece- 1sp</p> <p>Wheel- 15sp</p> <p>Milk</p> <p>Jug- 2sp</p> <p>Gallon- 5sp</p>	<p><b>Finest Cheese Dairy</b></p> <p>Cheese</p> <p>Small piece- 5sp</p> <p>Wheel- 30sp</p> <p>Milk</p> <p>Jug- 5sp</p> <p>Gallon- 10sp</p>
<p><b>Starbright Orchard</b></p> <p>Grape Juice</p> <p>Bottle- 5sp</p> <p>Pear Juice</p> <p>Bottle -2sp</p> <p>Apple Juice</p> <p>Bottle- 5sp</p>	<p><b>Beeblossom Fine Juice and Ciders</b></p> <p>Apple Juice</p> <p>Bottle- 2sp</p> <p>Gallon-10sp</p> <p>Apple Cider</p> <p>Bottle-3sp</p>
<p><b>Orchard Grove Farmers Market</b></p> <p>Basket of Apples- 2sp</p> <p>Assorted Fruit- 2sp</p> <p>Strawberries-1sp</p> <p>Blueberries-2sp</p>	<p><b>Plum and Pear Green Grocer</b></p> <p>Basket of Pears- 5sp</p> <p>Assorted Fruit- 3sp</p> <p>Basket of Plums- 2sp</p> <p>Rhubarb- 1sp</p>
<p><b>Caela's Bakery</b></p> <p>Cake-5sp</p> <p>Pie-3sp</p> <p>Bread-1sp</p> <p>Cupcakes-2sp</p> <p>Doughnuts-2sp</p> <p>Cheesecake-5sp</p>	<p><b>Brim's Bread</b></p> <p>Bread-1sp</p> <p>Bagels- 2sp</p> <p>Buns- 1sp</p> <p>Raisin Bread-1sp</p> <p>Rolls-1sp</p>



# Expecting Company Map

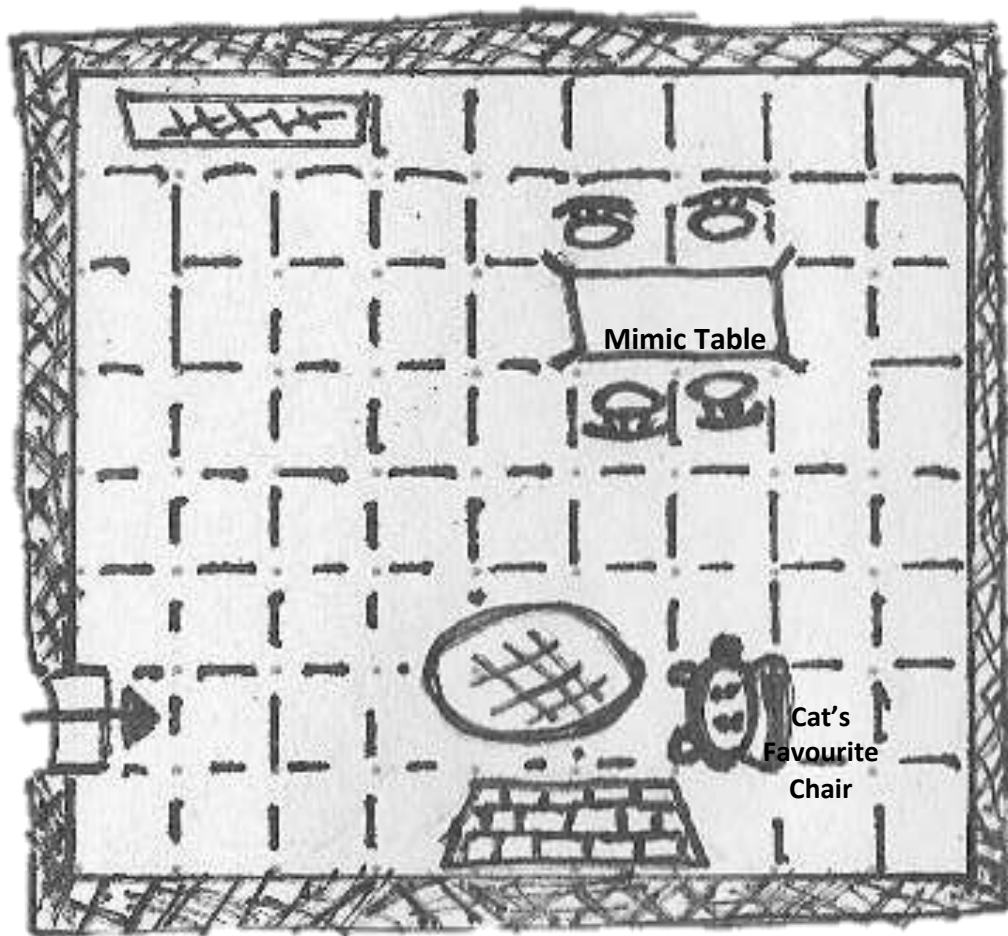
1 Square = 5 Feet



# Expecting Company

## DM Map

1 Square = 5 feet



Fireplace  
and Rug

# EMERALD ENCLAVE

The Emerald Enclave seeks out those who wish to preserve the balance of nature. Any young adventurer who loves plants and animals would be welcomed in their ranks.

## FACTION AGENT

### Summer Sweetglade

Summer is a new member of the Emerald Enclave. She is a Halfling **Druid** (MM p. 346) who loves flowering trees and birds.

She has a friendly personality and is eager to share her knowledge with anyone who wishes to learn about local plants and animals.

Her animal companion is a robin named Rosie. Summer often speaks to Rosie using her *Speak with animals* spell. Sometimes she will pass on messages through Rosie using her *Animal Messenger* spell.

Summer will give characters small tasks to complete and rewards the characters upon completion or after their best effort. She has a lot of patience and offer encouragement to characters who may become frustrated at their tasks.

If the characters are struggling she will come to their aid or send her animal friends (**Owl, Hawk, Raven, Black Bear, Squirrel (Rat)** to assist.)

## FACTION MISSIONS

### Community Garden

- Summer has been asked to create a beautiful garden for the community. She needs help with the design.

### Frightened Birds

- The local birds are too afraid to nest in the nearby woods. Help Summer solve the problem



# EMERALD ENCLAVE MISSION: COMMUNITY GARDEN

## MISSION OVERVIEW

Summer has been given the important task of designing and planting a new public green space for the community. She needs the characters assistance to design a place everyone can enjoy.

### Read this text out loud:

*A young Halfling is studying a map. All around her is gardening tools and plants and flowers waiting to be planted in the ground. She sees you and smiles saying "Maybe you can help me, I have to plant this community garden and I'm having trouble getting started."*

## ACCEPTING SUMMER'S MISSION

If the characters accept the mission Summer explains that she has all the plants that will be needed, she's just not sure where to put them. The garden needs to have room for walking around and going on picnics

### 1- REAL LIFE SKILLS

Mapping out the Garden. Short 5 minute activity

Using the simple garden map, players can work together to design a garden. Explain that each square represents 5 feet of space and that medium creatures need 5 feet of space to move through.

### 2- IN GAME SKILLS

Help grow a garden. 10~ minute activity

This can be done after 1 or on its own.

With a plan in place Summer needs all the help she can get. This is a good time for characters to review any spells they may have and determine if their magic can help.

A DC 10 Athletics (Strength) check can help lift trees and plants that need to be planted. A DC 12 Performance (Charisma) can help prune shrubs into beautiful shapes. A DC 15 Nature (Intelligence) check will help identify what plants do best in the shade or sun. To get the local animals to assist characters can make a DC 15 Animal handling (Wisdom) check to try and convince Summer's animal friends to help them.

### 3- FIGHTING MONSTERS

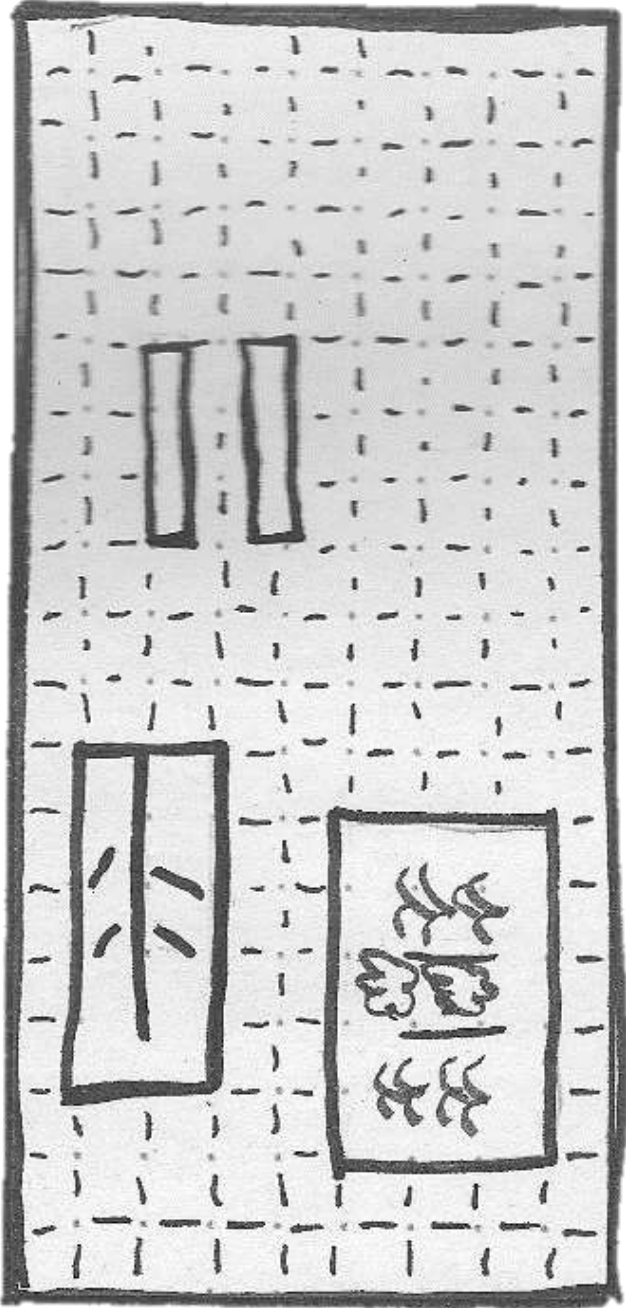
Fight the shadow- 10 ~ minute activity

This can be done after 2 or on its own

After a long day of hard day of gardening the new community garden looks beautiful. Summer invites the characters to a celebration picnic, but just as they settle down to eat a **Shadow** (MM p. 269) appears and makes an attack. There is still sunlight so attacks are at disadvantage.

If assistance is needed Summer calls her animal friends or the help of another **Druid**.

# Community Garden Map



1 Square = 5 Feet

# EMERALD ENCLAVE

## MISSION: FRIGHTENED BIRDS

### MISSION OVERVIEW

Summer is very worried that all the local birds have been acting very afraid lately. She seeks the characters to help her.

#### Read this text out loud:

*Summer hurries over to you, Rosie her robin friend on her shoulder. Rosie is shivering in fear and Summer looks worried. "Something is terrifying all the local birds. I need your help to find out what it is."*

### ACCEPTING SUMMER'S MISSION

If the characters accept the mission Summer explains that Rosie and the other birds have been acting strange. They're afraid of some of the trees and she is very worried. Rosie the robin can lead the way to the cause of the problem.

### 1- REAL LIFE SKILLS

Follow Rosie. Short 5~ minute activity

Using the simple map, players trace the route Rosie the robin took tracing a line from tree to tree following the numbers.

### 2- IN GAME SKILLS

Follow that robin. 10~ minute activity

This can be done after 1 or on its own.

Following Rosie the robin the characters encounter a number of challenges. Near tree 1 there is a lot of loose gravel making this area difficult terrain. Near tree 2 there is a fox hole. A DC 10 Perception (Wisdom) will detect the hole otherwise characters need to make a DC 10 Dexterity saving throw to avoid falling in the hole. At tree 5 there is a net trap set by a hunter. A DC 15 Sleight of Hand (Dexterity) check is needed to disarm the trap. Tree 6 is inhabited by some grumpy **Sprites** they will not fight but they will hinder the characters on their way. A DC 12 Persuasion or Intimidation (Charisma) check is needed to get the sprites to leave the characters alone. By tree 9 characters find some birds that are so scared they fainted. A DC 10 Medicine (Wisdom) check will help the birds recover.

After following Rosie characters discover a scary looking tree is the cause of the trouble.

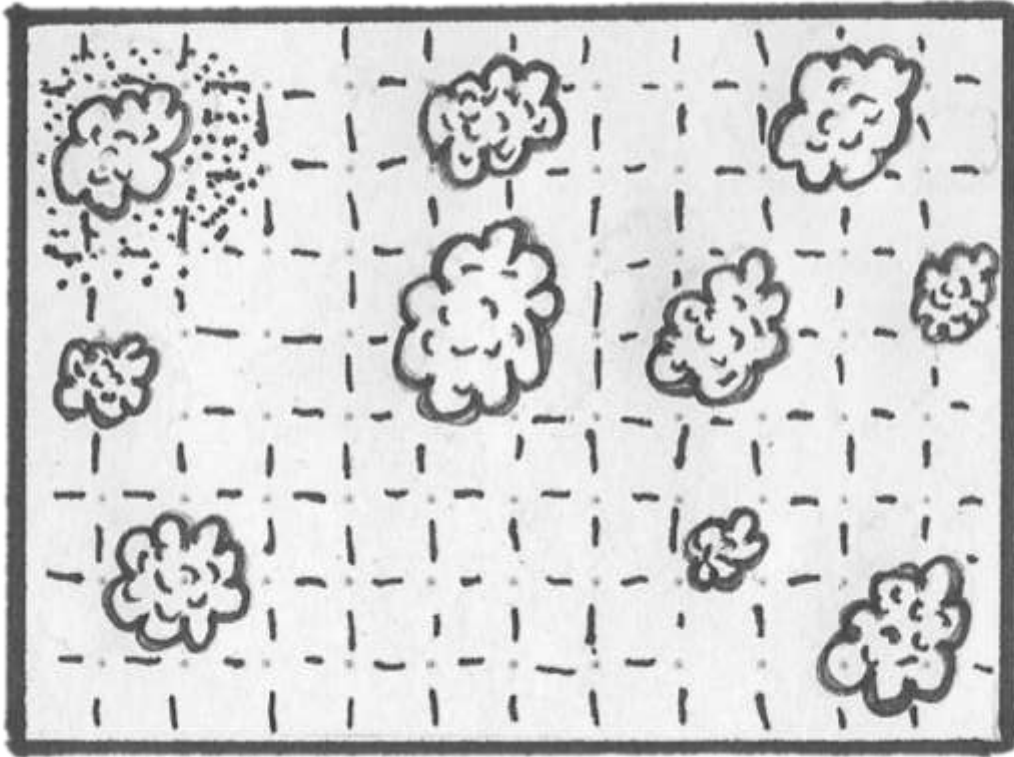
### 3- FIGHTING MONSTERS

Fight the Awakened Tree - 10 ~ minute activity

This can be done after 2 or on its own

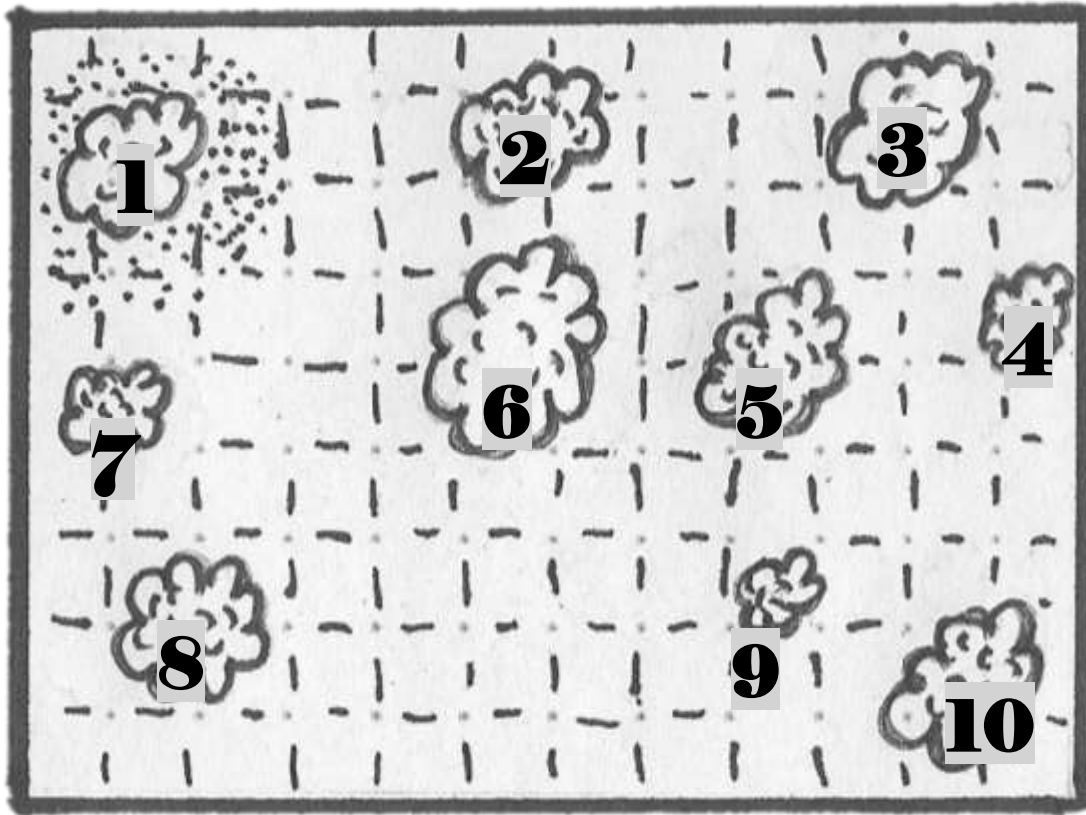
Following Rosie the robin the characters and Summer find the cause of the trouble. Tree 10 is an **Awakened tree** (MM P. 317), the tree is very grumpy and will attack anyone who comes near it. The tree currently only has 20 hit points. Summer can call on her animal friends or another **Druid** to assist if needed. If characters do not wish to fight the **Awakened tree** can be reasoned with, it just doesn't want birds nesting in its branches.

# Frightened Birds Map



1 Square = 5 Feet

# Frightened Birds (DM Map)



1 Square = 5 Feet

# HARPERS

The Harpers form in a large spy network working against evil. Many of their members are bards and wizards.

## FACTION AGENT

### Marelle Kelham

Marelle is a human **Spy** (MM349) and the youngest child of Lord Kelham. She has a kind personality and is especially concerned about the poor and vulnerable.

Marelle takes immediate liking to the characters and will eagerly try to rally them to her cause. Against her father's wishes she regularly sneaks out of the house to attend secret Harper meetings or to aid the poor. She suspects her father is stealing gold meant to help those he is sworn to protect.

If help is needed she will call on another Harper **Spy** or a **Noble**(MM p. 348) to aid the characters.

## FACTION MISSIONS

### Bookshop Rescue

- Marelle has gotten word that a kindly gnome who runs a book shop has been bothered by the Zhentarim

### Stolen Treasure

- Marelle's father Lord Kelham has been stealing gold intended for an orphanage. Marelle thinks she can find it with the character's help.

# HARPER MISSION: BOOKSHOP RESCUE

## MISSION OVERVIEW

Mr. Noel the gnome runs a bookshop out in the countryside. It is a quaint little shop but some Zhentarim thugs wanted him to work for them. When he refused they made a mess of his shop. Marelle wants to help the old gnome.

### Read this text out loud:

*A carriage pulls up near you, inside is a noblewoman dressed in a blue cloak. She lowers her hood, allowing you a quick glance at the Harper pin she keeps hidden inside her cloak. "I could really use your help" she says opening the carriage door.*

## ACCEPTING MARELLE'S MISSION

If the characters accept the mission Marelle explains that a kindly bookshop owner a gnome known as Mr. Noel has had his shop ransacked by a group of Zhentarim thugs. Marelle has used her contacts to arrange for guards to help protect Mr. Noel from the Zhentarim, she is on her way to make sure everything is being taken care of and can use the character's help.

### 1- REAL LIFE SKILLS

Book Sorting. Short 5-10 minute activity

The Zhentarim have thrown all the books on the ground. Players arrange book titles in alphabetical order so they can be put back on the shelves correctly.

### 2- IN GAME SKILLS

Tidy the bookshop 10~ minute activity

Can be done after 1 or on its own.

The book shop is a mess there are torn books damaged bookshelves and broken windows. As the characters tidy up they are asked by Marelle to look for clues that can be given to the guards to catch the Zhentarim who attacked the shop.

Encourage characters to review their spells to see what they can use to help. There are a number of artisan's tools available if any of the characters are proficient they can use Carpenter's tools to repair the book shelves, Mason's tools can repair the stone windowsill and Painters supplies can help repaint the damaged walls.

A DC 12 Strength check is needed to repair the bookshelf. A DC 15 strength check is needed to repair the windowsill. A DC 15 Performance (Charisma) will have characters successfully paint over the Zhentarim winged snakes painted on the wall of the shop.

Parts of the floor are covered in broken glass. A DC 12 Perception (Wisdom) or Investigation (Intelligence) will help characters detect the glass. If the glass is not detected and the characters are not wearing shoes they take 1d4 piercing damage from the glass.

There are painted winged snakes all over the shop. A DC 15 History (Intelligence) check will reveal this is a symbol of the Zhentarim.

Hidden around the shop there are clues characters can find while investigating. In a bookshelf there is a key for a warehouse controlled by the Zhentarim. Near the broken window there is scarp of cloak. In a pile of books there are muddy boot prints and near the counter are 2 beautiful swords with a winged snake on the hilt. Characters are encouraged to report their findings to Marelle who will have her spies investigate further.

### 3- FIGHTING MONSTERS

Fight the Flying Sword- 10 ~ minute activity

This can be done after 2 or on its own

The beautiful swords left near the counter are **Flying Swords** (MM p. 20) left behind to attack Mr. Noel when he returned. When the characters get close to them they fly up and begin attacking. Marelle will assist alone or with a **Spy** or **Noble** if additional help is required.

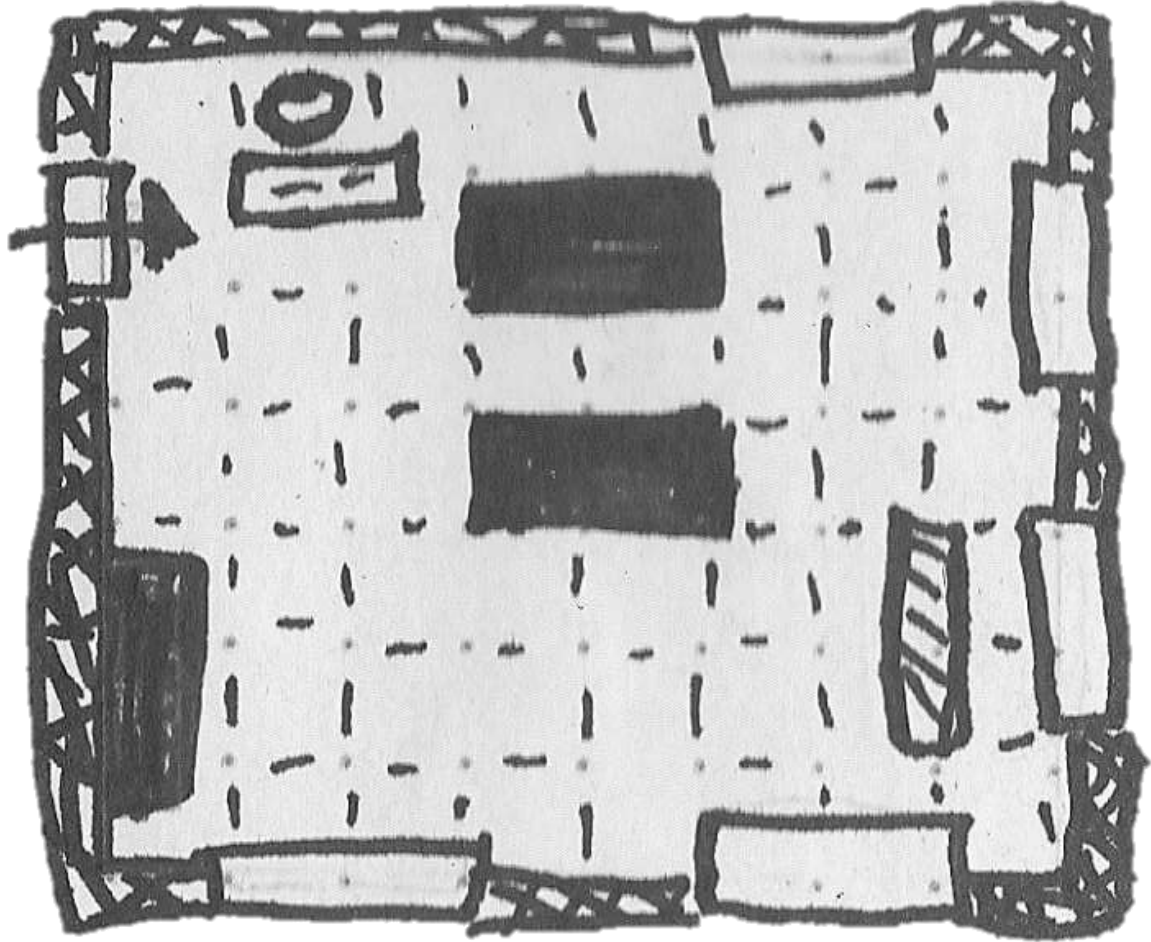
# Arrange Books in Alphabetical Order

(Cut out book titles)

Volo's Guide to Monsters	Cantrips for New Wizards
<b>Xanathar's Guide the Everything</b>	<i>Elvish to Common Dictionary</i>
<i>Jarlaxle's Guide the Everything Else</i>	<b>Quipper Recipes</b>
<b>Mordenkainen's Tome of Foes</b>	<b>Adventuring for Beginners</b>
<b>BARD SONGS</b>	<i>Fireball Safety</i>
<i>Gelatinous Cubes and How to Avoid Them</i>	<b>LOST TREASURES OF THE SWORD COAST</b>
<b>Short Rest and Long Rest Stories for Resting</b>	<i>Underdark Gardeners Guide</i>
<b>INNS OF FAERÛN</b>	<b>Wizard's Best Friend: a Familiar Story</b>



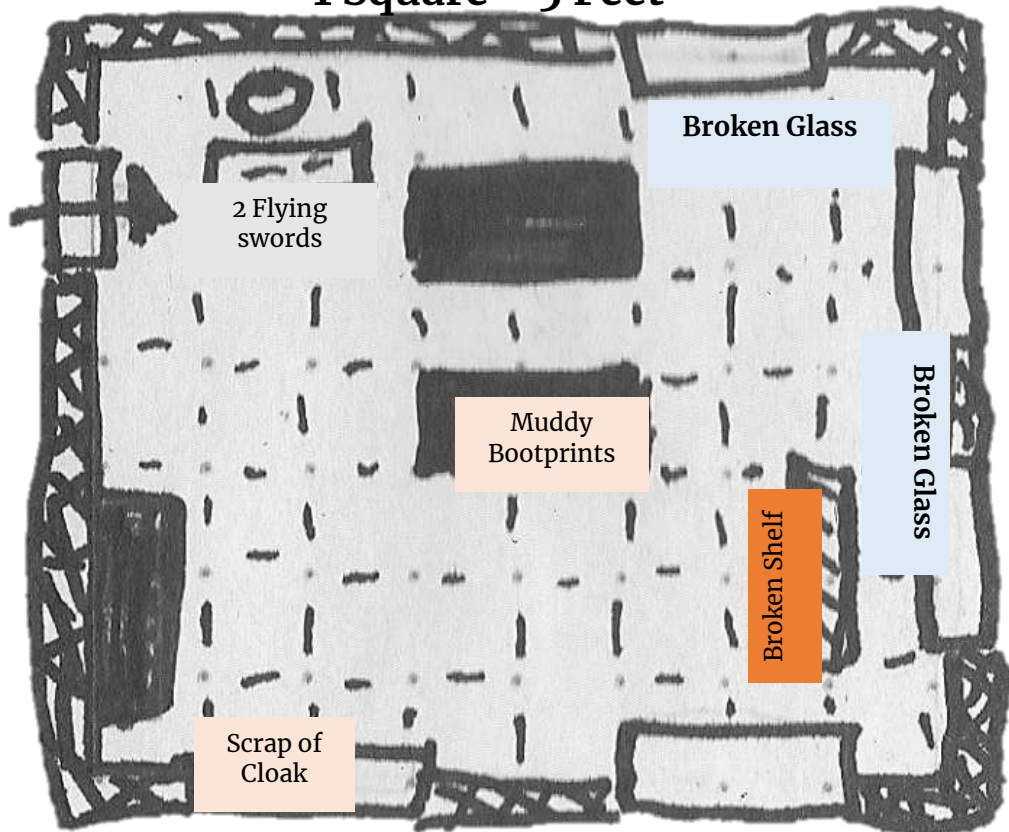
# Bookshop Rescue Map



1 Square = 5 feet

# DM MAP MR. NOEL'S BOOKSHOP

1 Square = 5 Feet



1 Square = 5 Feet

## HARPER MISSION: STOLEN TREASURE

### MISSION OVERVIEW

Marelle has long suspected her father Lord Kelham of stealing funds intended for a local orphanage. She has uncovered the location of this hidden gold and is seeking the Characters help to recover it.

#### Read this text out loud:

*A letter arrives by messenger written in Marelle's handwriting it reads-*

*'My dear friends,*

*I need your help at once. My Parents are away on business and I believe I have discovered where my father has hidden the funds that were supposed to be given to the orphanage. Please help.'*

### ACCEPTING MARELLE'S MISSION

If the characters accept the mission Marelle will send a carriage to bring the characters to her family's estate. There she will guide them to her father's study where she thinks she has found a secret passageway.

#### 1- REAL LIFE SKILLS

Opening the secret door. Short 5-10 minute

The tiles on the floor are loose and can be rearranged into patterns. Using the pattern tiles players try to guess the correct pattern. Help as required.

#### 2- IN GAME SKILLS

Navigate the dungeon 10~ minute activity

This can be done after 1 or on its own.

The secret door opens and leads into a deep dark dungeon. There is no light here. Characters will need to come up with a light source, either using magic or bringing torches with them.

The dungeon is full of traps. A DC 15 Perception (Wisdom) check will let characters find the first trip wire trap. If they do not find it characters must make a DC 15 Dexterity saving throw or be knocked prone.

There is a hidden pit that can be discovered with a DC 12 Perception (Wisdom) or Investigation (Intelligence) check Characters can walk around the hidden pit. The pit is 6feet deep.

There are 2 sleeping dart traps a successful DC Investigation (Intelligence) check will find them. When stepping on the pressure plate darts with sleeping potion will shoot from the nearby wall. The darts attack with a +5 bonus against the nearest target and the potion acts as the *sleep* spell.

At the end of the dungeon is another door. It is locked but can be opened with thieves' tools using a DC 15 Sleight of Hand (Dexterity) check or can be broken down. The door has an AC 15 and 20 hit points.

Behind the door is all the coins and treasure that Lord Kelham has been hiding away.

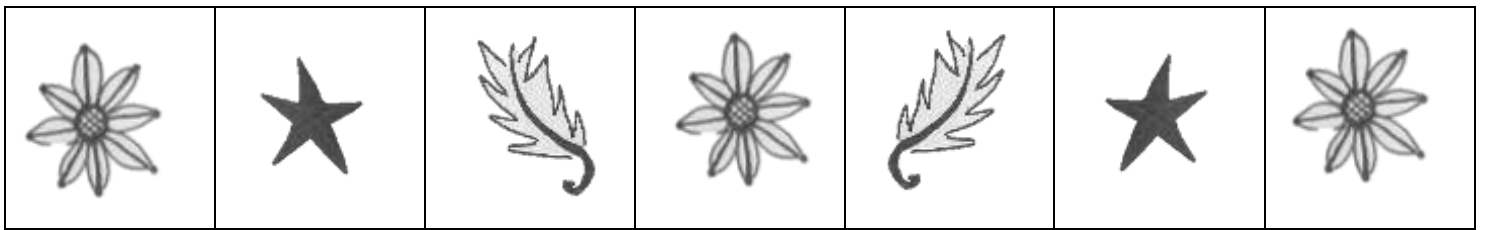
#### 3- FIGHTING MONSTERS

Fight the Giant Centipedes- 10 ~ minute activity

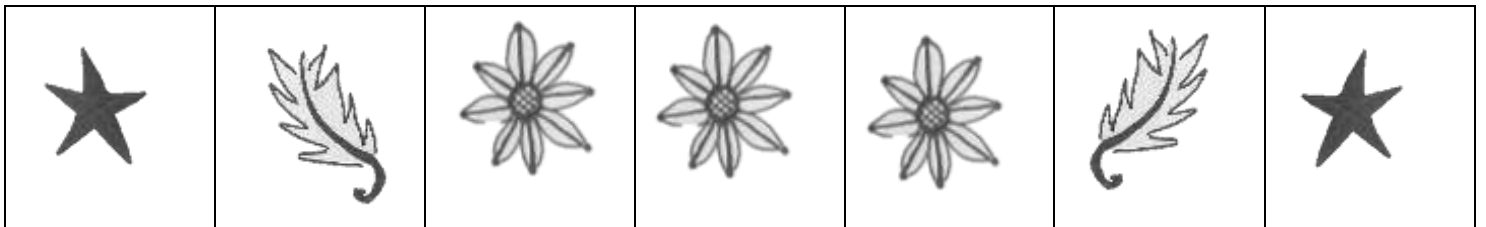
Inside the treasure room 4 **Giant Centipedes** (MM p. 323) lurk guarding the treasure. They will attack anyone who tries to take the treasure. If help is needed Marelle will call on another **Spy** to help.

# OPENING THE SECRET DOOR

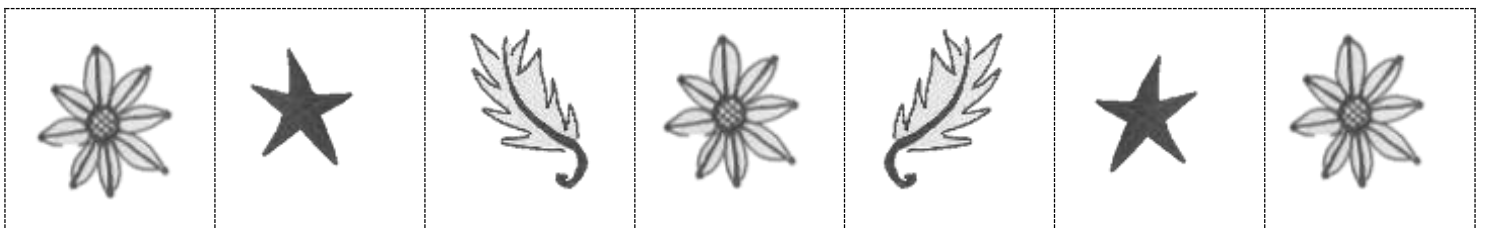
How the tiles appear on the floor



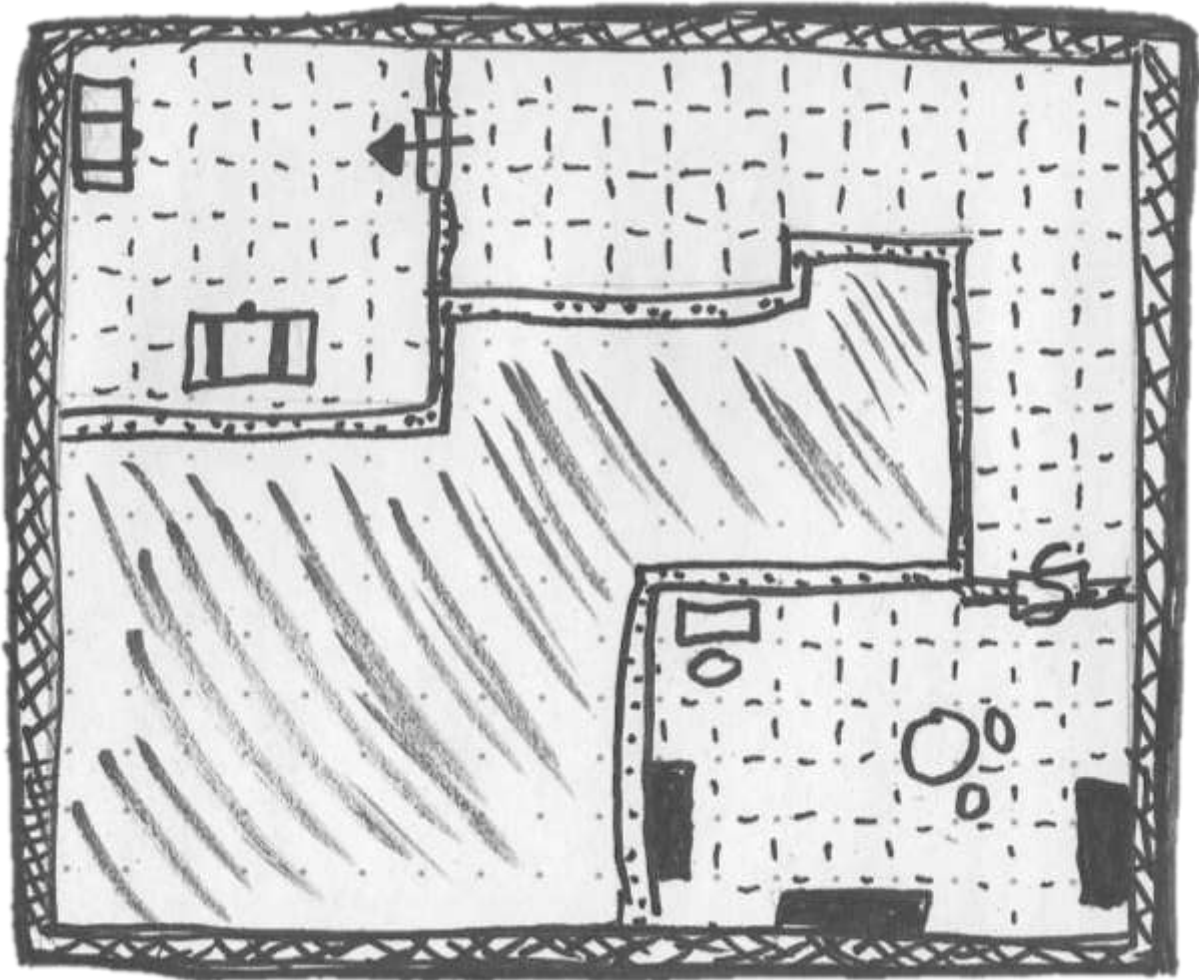
Order of tiles to open secret door



Cut out Tiles

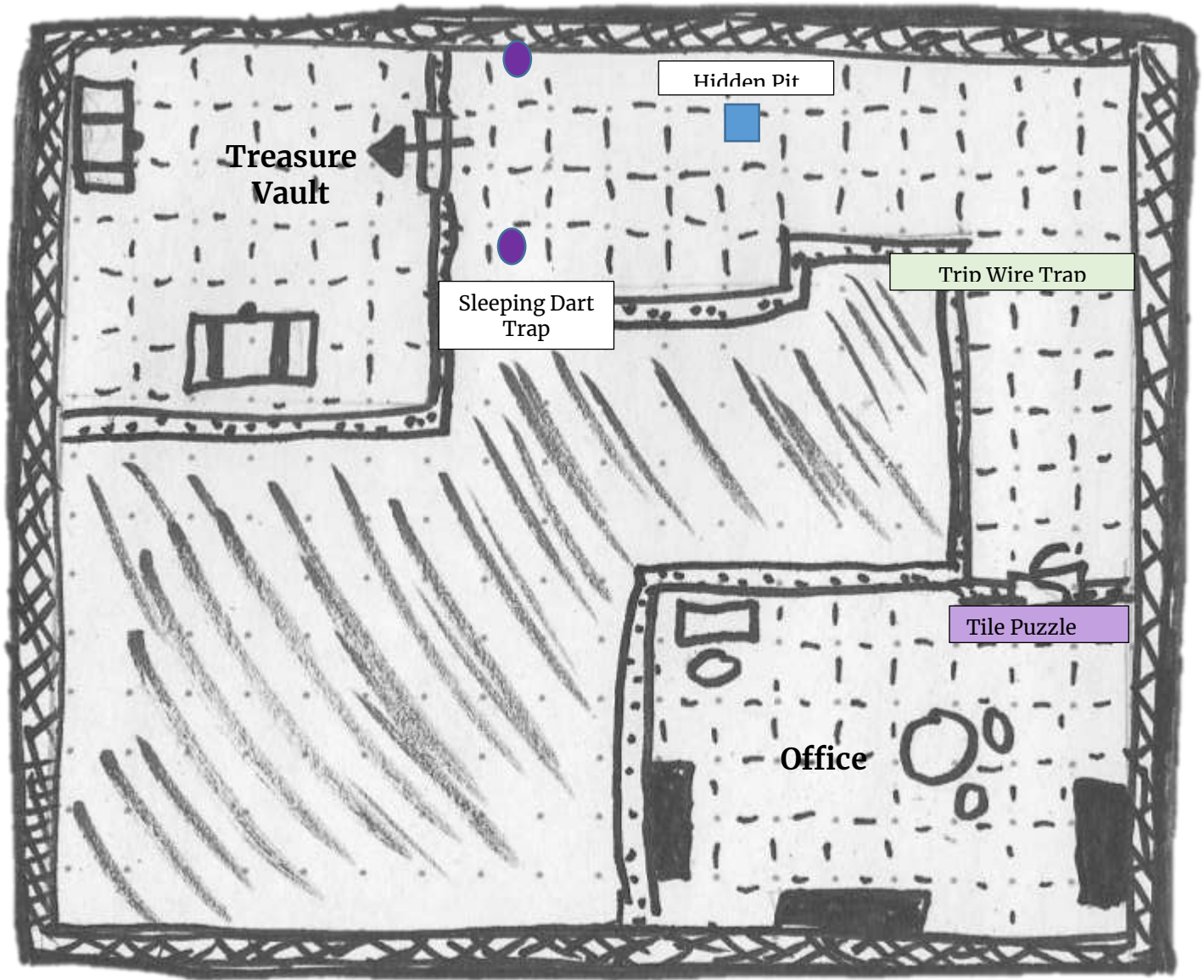


# STOLEN TREASURE MAP



1 Square = 5 Feet

# STOLEN TREASURE DM MAP



1 Square = 5 Feet