

Fifth Edition Compatible

Adventure Shorts

Volume Two

Designed for parties of five characters
of levels two through five.



By Rowan & Doug Schultz

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Credits

Doug Schultz

- Writer
- Artist
- Graphic Designer

Rowan Schultz

- Writer
- Play Tester

We sincerely hope that you enjoy playing our adventure and welcome any comments, criticism or feedback. Any time you have questions or need clarification about something please don't hesitate to contact us.

You can connect with R&D Adventures at:

<http://randd-adventures.blogspot.com>
www.facebook.com/randd.adventures
dougschultz1969@gmail.com

Introduction

The following are two encounters, when played together, will last between two and three hours. They take place in a nondescript outdoor environment and can be used as stand-alone encounters or dropped into an existing campaign. We leave the season, weather and time of day the encounters take place up to the Game Master's discretion.

Before running them, it's recommended that the GM read the entire encounter. This will help in planning for the challenges the adventurers will face and allow time to gather all the materials necessary for things to run smoothly.

Setup: The setup contains a short, concise description of the encounter as well as any monsters, creatures, animals or non-player characters encountered. It also includes any traps, obstacles, magic items or anything else that needs to be specifically described. The setup relies on the Monster Manual to give the GM creature statistics but will contain any variations required for the encounter.

Encounter Levels: These encounters can be played by characters of various levels. Balanced encounter numbers, including monsters, NPCs and treasure, have been provided for parties of five characters from levels two through five.

Tactics: In the Tactics section, information is given about how the enemies in the encounter will act during combat. This might include their initial positions, if they surprise the player characters, or any other tactical advantage they might have.

Features: Written in blue italics, this text can be read aloud to the players. It's supplied within the encounter to set the mood or give a specific description of a place or event.

Narrative: Narrative text, written in green italics, contains the voice of a monster, creature or NPC within the encounter and can also be read aloud to the players.

Both the feature and narrative text can be paraphrased by the GM at any time, if necessary, to match the current condition of the storyline.

Outcomes: This section is provided to summarize any next steps, possible variables or lasting affects created by events in the encounter.

Maps: Each encounter includes a map that can be used to set up a playing grid for use with miniatures. A set of maps that can be enlarged to make copies for your own player grids has been included in the Appendix.

Shortcut

Fifth Edition Compatible

Adventure Shorts Volume 2, Number 1

Designed for a party of five characters with variable encounters to accommodate levels two through five.

Adventure Hook

Your adventuring party has discovered a shortcut that will save a day's journey to their next destination or objective. The trade-off being that the main road is considered well-traveled and safe but the security of the shortcut is unknown. There have also been reports of people disappearing in the area as well.

Setup

About halfway through the 15-mile shortcut road a group of cultists have set a trap baited with an old wooden sign. They use the sign as bait to capture unsuspecting travelers to use as sacrifices in their rituals. The cult members are the minions of a cult fanatic named Snakeskull the Terrible. Members of the cult are generally brought into the group by the lure of violence, domination, and an easy existence under the guise of service to a god. For the most part, they're not very intelligent and are men that have had trouble finding a vocation or place in society.

To capture the adventurers the cult followers use a net trap baited with a wooden sign (represented by the number one on the map) in the middle of a clearing about six or seven miles along the path. The sign and trap are located in an unusually large clearing that the road runs through. As the road nears the clearing it begins to become obscure and then fades out altogether. The cult members' hope is that anyone traveling the road will become confused by its absence in the clearing and gather around the sign hoping for directions.

Encounter Numbers: This encounter contains the following NPCs based on the chosen adventure level. The enemies (represented by the X on the map) are hidden behind the bushes east of the trap area.

5 – Level 2 Adventurers
4 Cultists (p.345 MM), 5 Cult Followers (Commoner p.345 MM)

5 – Level 3 Adventurers
5 Cultists (p.345 MM), 6 Cult Followers (Commoner p.345 MM)

5 – Level 4 Adventurers
5 Cultists (p.345 MM), 7 Cult Followers (Commoner p.345 MM)

5 – Level 5 Adventurers
5 Cultists (p.345 MM), 15 Cult Followers (Commoner p.345 MM)

The following trap is included regardless of adventure level. Varying DCs have been provided to challenge adventurers of each level appropriately. Further adjustments can be made at the GM's discretion depending on the desired outcome of the encounter.

Net Trap: The trap is represented by the square drawn around the number one on the map. The trap is a 20 ft. square ground net that

is pulled upward by ropes attached to the corners when triggered. Spotting the trap's net or ropes requires a passive Wisdom (Perception) score of 20 (all levels), or a successful DC 20 (for levels 2 and 3) and DC 25 (for levels 4 and 5) Wisdom (Perception) check if adventurers are actively searching; it affects all targets entering the 20 ft. square area; no saving throw. The trap has a trigger that's operated manually from a nearby hiding place. The net and ropes are well camouflaged with leaves, grass and branches. When the trap is triggered, the net is drawn upward to a height of 12 feet and anyone standing on it is ensnared and incapacitated. The net has an AC 11 and 20 HP. Five points of slashing damage dealt to the net will destroy a 5-foot section, allowing one trapped adventurer per round to escape.

Wandering Creatures: The woods are home to many different creatures that the adventurers could encounter at any time while they're traveling. To add a random creature to keep the adventurers on their toes use the table below. Statistics for the creatures can be found in the Rule Book on the page listed after each entry.

d6 Roll	Result
1	Giant Badger (1) p. 323 MM
2	Giant Centipede (1d4) p. 323 MM
3	Giant Fire Beetle (1d4) p. 325 MM
4	Giant Wasp (1) p. 329 MM
5	Wolf (1d4) p. 341 MM
6	Deer (1d4) p. 321 MM

Tactics

When anyone comes to investigate the sign the net trap is triggered remotely by the cultists watching from their hidden vantage point behind the row of bushes on the east side of the clearing. Their strategy is to wait for as many people as possible to enter the trap area before triggering the trap. Once the trap is sprung the adventurers are immediately surrounded, giving them no chance to attempt to escape. The cult followers immediately attack any adventurers not caught in the trap with the intent being to capture them. The cult members fight tenaciously and will not surrender or retreat.

If only one or two adventurers are sent to investigate the sign while the others wait, the cult members will use the net to capture what adventurers they can, hoping to draw the others under the net when they gather under it to attempt to free their friends. When they do, the cult members will drop the net onto the larger group below. Once the net drops they'll rush out and hold the edges of the net down and attempt to capture the adventurer(s) that were freed by the falling net.

Features

The road is little more than a single dirt path about seven or eight feet wide that runs through a dense section of woods. Trees overhang the road almost continually and direct sunlight is blocked much of the time. As the adventurers travel along the road they begin to notice random items here and there, some of which

include: a strange wooden holy symbol, a few shredded pieces of black fabric, drops of blood, and a necklace of humanoid teeth. They also see boot tracks from time to time, although they're old and they wouldn't be able to follow them very far.

As the adventurers are getting near the clearing, sign and trap they encounter the following:

It's about mid-day as you're walking along the forest path when you come upon an area where the trees are less dense but larger, their branches soaring overhead making it possible for some dappled sunlight to filter down to the ground. As you near the clearing the path begins to become obscure and then disappears altogether. Up ahead in the middle of the clearing you can see a wooden sign. All you hear is the wind rustling the leaves.

As the adventures get near the sign they observe (see the next page):

As you get closer to the sign you can see it has writing on it in some kind of runic code.

It's not really important what the signs says, only that the adventurers gather around it. At the GM's discretion the sign can be read with a one-time successful DC 15 Intelligence (Arcana) check or magic that enables an adventurer to read runic writing. The sign reads: "In the middle of the journey of our life I found myself within a dark woods where the straight way was lost."

After the trap is sprung the adventurers see the cult members rushing out from their hiding place:

From behind a cluster of nearby bushes men wearing black and dark green clothing and skull masks rush out and surround the hanging net. Some of them are wielding clubs and others have scimitars.

One of the cult members announces:

"It's no use struggling, you're coming with us. You'll make excellent sacrifices to the great God Myrkul."

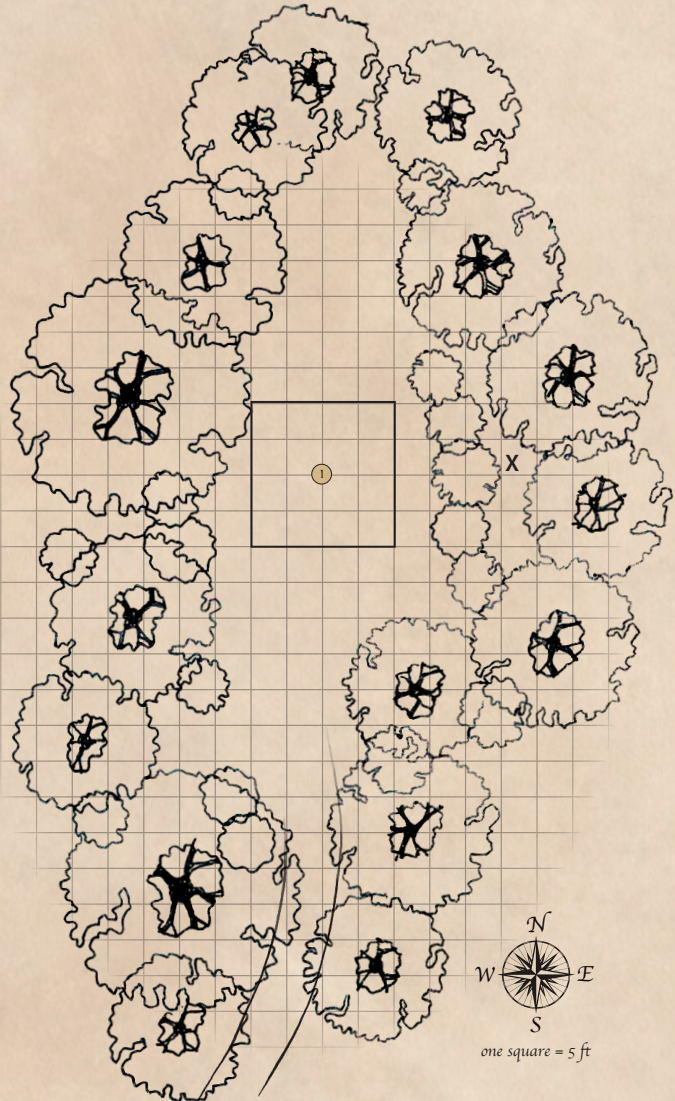
Outcomes

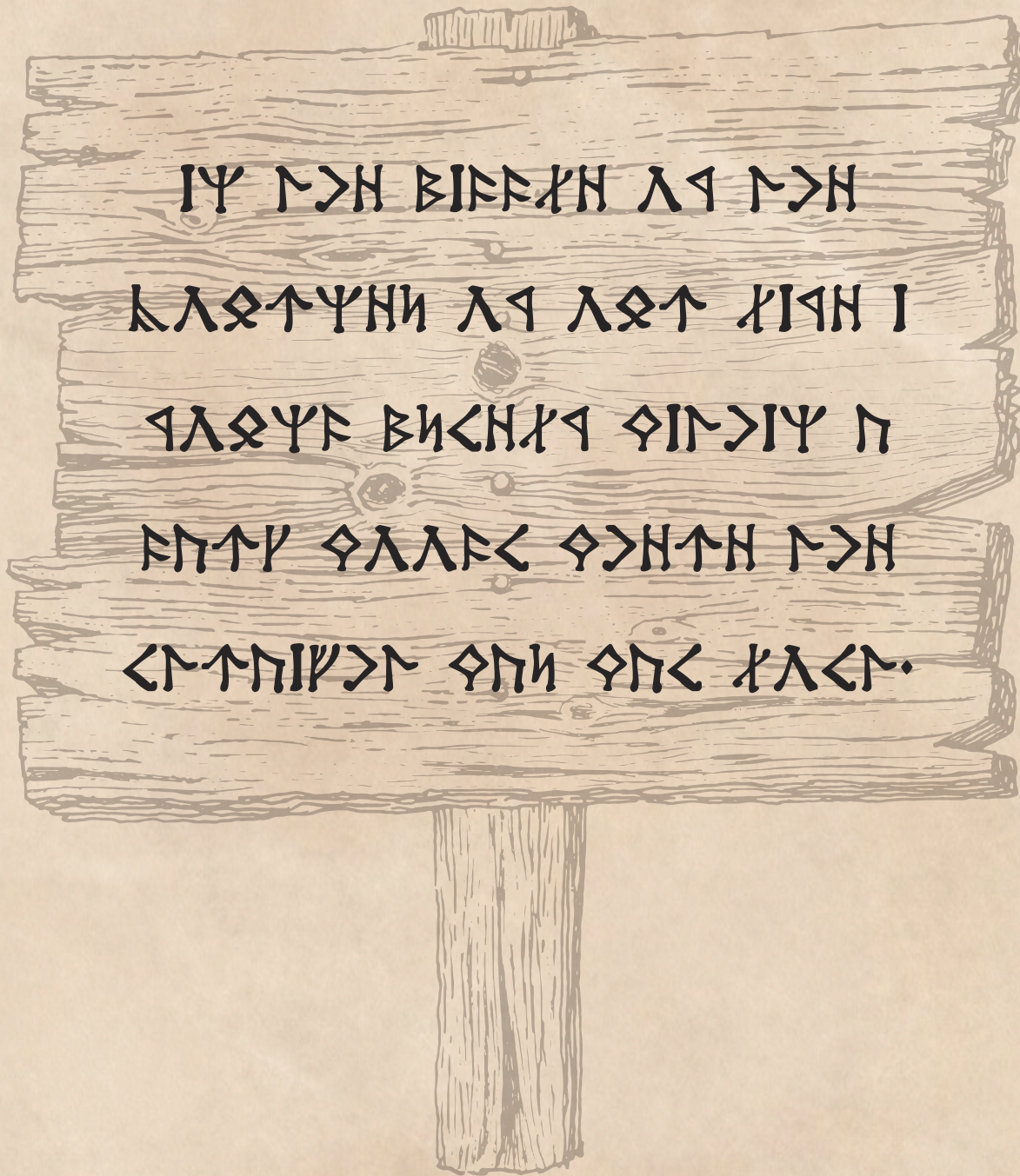
If proceeding to the next encounter, *Obsidian Temple*, all the adventurers should be captured at the end of the encounter. The captured adventurers are lowered onto a large hand-drawn cart while still in the net so them can be transported. The corners of the net are securely tied down so that the adventurers are immobilized. Any adventurers attempting to escape are threatened with harm. If they continue to struggle and try to escape they're attacked.

It's also OK if there are one or two adventurers that don't get captured. If they escape the net trap and the cult members they could follow the cult members to the temple and try making a rescue attempt.

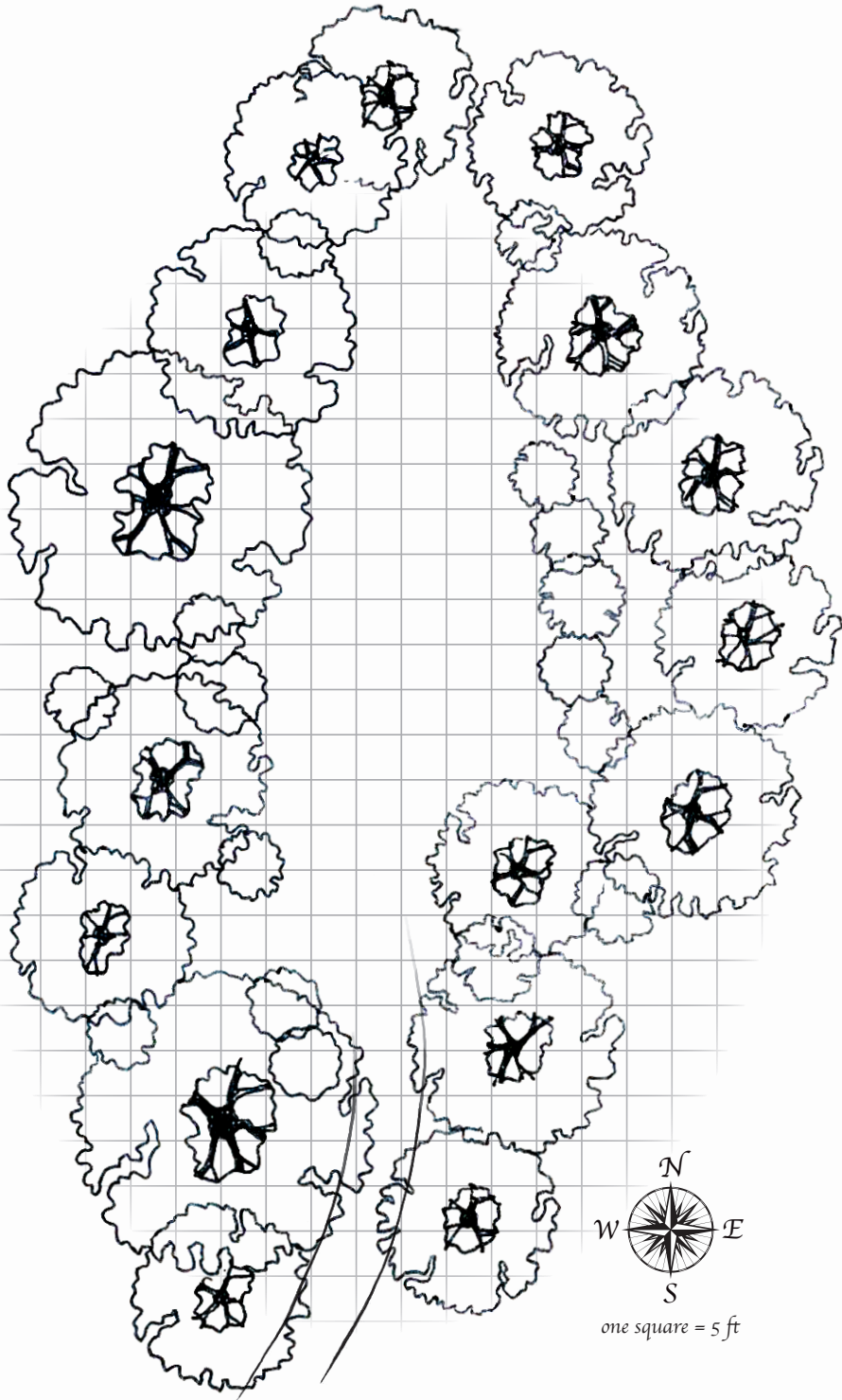
If playing *Shortcut* as a stand-alone encounter and you'd like to assume that the adventures can escape the net trap and fight use the following information for the net trap. An adventurer can use

its action to make a DC 12 Strength check, freeing itself or another adventurer with in its reach on his success. The net has an AC 11 and 20HP. Dealing 5 points of slashing damage to the net destroys a 5-foot square section of it, allowing one trapped adventurer per round to escape.





Shortcut Trail Sign



Shortcut
Enlarge 400% for 1" grid

Obsidian Temple

Fifth Edition Compatible

Adventure Shorts Volume 2, Number 2

Designed for a party of five characters with variable encounters to accommodate levels two through five.

Setup

A cult fanatic has gathered a small following and is using an old temple to perform evil rituals. (If playing *Obsidian Temple* as a stand-alone encounter see the description of the cult in the setup for Shortcut.)

Once they are captured, victims are transported by the cult followers to an old half-ruined temple in the forest where they are locked up in the prison to await their fate. The cult intends to keep them locked up until they're ready to use them as sacrifices. It's up to the adventurers to find a way to escape.

Encounter Numbers: This encounter contains the following NPCs and creatures based on the chosen adventure level. All NPCs from the Shortcut encounter should be added to this encounter as well.

5 – Level 2 Adventurers

1 Snakeskull (Cult Fanatic p.345 MM), 1 Cult Follower (Commoner p.345 MM)

5 – Level 3 Adventurers

1 Snakeskull (Cult Fanatic p.345 MM), 1 Cult Follower (Commoner p.345 MM)

5 – Level 4 Adventurers

1 Snakeskull (Cult Fanatic p.345 MM), 1 Death Dog (p. 321 MM), 2 Cult Followers (Commoner p.345 MM)

5 – Level 5 Adventurers

1 Snakeskull (Cult Fanatic p.345 MM), 1 Hell Hound (p. 182 MM), 2 Cult Followers (Commoner p.345 MM)

Snakeskull: The leader of the cult is named Snakeskull the Terrible (human, lawful evil). He usually wears black leather armor with a black cloak that has a white skull sewn on the back. He has a gaunt, skinny face with pitch black eyes sunken into his head, pale skin and shoulder-length black hair. Snakeskull was raised in a rough, lawless town that was under the rule of a corrupt leader, which made life hard for him and his family. Back when he was young he had no interest in becoming part of a cult or being the leader of anyone. He was just a shy, quiet youth that kept to himself but was quite strong. At that time he went by the name of Vanor Bowstringer, but later he adopted the nickname Saul, because he preferred to be alone and wanted to disassociate from his family, whom he thought never understood him.

The job of cult leader was thrust upon him after he was captured by an age-old cult and indoctrinated through months of brainwashing. Through the years he began to rise in status within the cult. Before he knew it, he had risen to the status of deputy, and when the cult leader died suddenly, he was thrust into the leadership role and sworn to the cult for the rest of his life. Not a soul in the cult knows that deep down he dearly misses his parents, and would like to see them again.

Tactics

If the adventurers try to escape by breaking down the prison door while the cult is sleeping they will be heard by the guards who will alert the rest of the cult. If the adventurers try to escape during the day while the most of the cult is away the remaining guard(s) will hear them and alert Snakeskull. Once Snakeskull has been alerted the guard(s), Snakeskull and the death dog (or hell hound) will attack. All cult members fight tenaciously and will not surrender or retreat.

Features

Temple: The temple isn't far from the site of the net trap, about two miles east of the path into the woods. The building is quite old, in poor repair and was abandoned for many years until the cult of Myrkul found it. It's still in good enough condition to be usable for their purposes. If the adventurers try to break through a window each one has an AC 19 and HP10. There is one window in the northwest corner of the worship chamber that's slightly weaker than all the rest. It has an AC 15 and HP5. All the windows are three feet off the ground and are 15 feet tall.

As the adventurers are being brought to the temple they observe the following:

After a short trip through the woods you approach a building that looks like some kind of old temple. It appears to be constructed using a mixture of obsidian and black marble and is surrounded by a porch with a roof held up by black marble columns. The temple walls have windows with ornate iron grills fit into the openings, which are rusty but still look quite strong.

The temple is heavily overgrown and you can see the trees and foliage surrounding it are very dense with many limbs overhanging the porch. There are also thick vines growing up many of the columns on the outside, making it hard to see where the woods end and the temple begins.

As you get nearer still you catch a glimpse of the man who appears to be the leader, standing in the temple doorway. He's wearing a black cloak over leather armor and coming from under his hood flows black hair that falls to his shoulders. When he turns around to walk into the temple you can see his cloak has a white skull sewn on the back.

1. Temple Doors: The entrance to the temple has two large double marble doors, each ten feet tall, with a bright white skull painted in the middle. A wooden bar can be used to secure the door from inside and requires a DC 15 Strength check to lift. If the adventurers try to break the doors it has an AC 17 and HP30. The doors swing outward to open.

2. Entrance Chamber: The entrance chamber is a nondescript room that is not really utilized by the cult. It has one window on the north wall that faces the worship chamber and no furniture.

3. Guard Chamber: The wooden door is painted black and can be latched or locked. If someone were to lock themselves inside it would require a DC 15 Dexterity check to open. If the adventurers try to break the door it has an AC 15 and HP12. Note: all wooden doors in the temple are painted black and have black wrought iron hinges and hardware.

4. Worship Chamber: The worship chamber is the central courtyard within the temple. The floor is made of black marble that has white tendrils running through. A bright white skull, the symbol of Myrkul, has been whitewashed onto the floor. The walls of the worship chamber are 20 feet tall with eight windows to the outside. A vaulted ceiling reaches 40 feet in the center where there's a circular opening to the sky about the same size as the fire pit below.

5. Fire Pit: In the middle of the worship chamber there's a fire pit, 15 feet in diameter, for performing rituals. The rituals performed there usually involve the whole cult standing around a large fire and chanting, sometimes in the common tongue, sometimes in some unrecognizable language.

6. Altar: The altar is on the north wall of the worship chamber and is made of white marble with black tendrils going through it. There is a silver basin on the right side of the altar where sacrifices to the cult's god are made.

7. Prison: The room on the north end of the temple was formally the sacred chamber but is now used as a prison.

As the adventurers are being put in prison:

The cart your being transported on is drawn through the front doors of the temple and across a large room with a fire pit in the middle to a door on the north end of the room next to what appears to be some sort of altar.

To transfer them into prison the adventurers are held down and their hands tied rope while they're still in the net. They're told to hold still and cooperate and are threatened with harm if they don't. If they struggle they're beaten with clubs. The cult has only one more set of manacles to use and it's up to the GM to decide which adventurer they're put on. This would most likely be someone who appears to be a spell caster with the idea being to keep them from performing the somatic actions required to cast spells. Escaping manacles requires a single successful DC 20 Dexterity check or to break them requires a single successful DC 20 Strength check. An adventurer proficient with thieves' tools can attempt to pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have an AC 19 and 15 hit points. After the manacles are locked the keys are given to Snakeskull who keeps them in his possession.

When the net is removed they're left in their armor but all their weapons, gear and valuables are taken. Their weapons and gear are taken to the armory and their valuables are taken to the cult fanatic's chamber. What they don't see is that their weapons are left in the armory and their gear is put in the temple's storeroom.

As you're being led to the prison door you can see some of the cult members carrying your weapons and gear to a door on the

southwest side of the room. At the same time another cult member is taking your valuables through the north set of large double doors on the east wall.

The room is constructed in the same manner as the rest of the temple with obsidian and black marble walls with no windows. The only light in the room comes from seven narrow horizontal slits in the wall facing north just below the roof. Each of the slits is 15 feet off the floor and only six inches high and two feet wide. The wooden door to the prison has a six-inch square window fitted with the same type of iron grill as the rest of the windows in the temple. The cult keeps the door locked but unguarded. To open the lock from the outside requires a DC 15 Dexterity check to open. If the adventurers try to break the door it has an AC 15 and HP17. The door could also be forced open with a successful DC 20 Strength check. There is an NPC locked inside named Starmin Gamentador. See the setup for his character statistics and information about roleplaying his character.

If any adventurer attempts to join the cult to stay out of prison they must succeed in a Charisma (Deception) check DC 20. The adventurer is set free but is accompanied by a cult member at all times. The freed adventurer is assigned to guard duty with the guards at the front entrance so that the guards can watch him. He would go to eat in the cult follower's chamber, accompanied by a cult member, and sleep in the guard chamber.

Before they leave one of the cult members announces:

"Rest if you can. You'll soon be sacrificed to the great god Myrkul."

The adventurers are locked in the temple prison awaiting sacrifice. Every night during their rituals the cult followers come to the prison with the intent of taking someone's body part to use in their rituals. The adventurers can keep them from doing this if anyone succeeds in a DC 10 Charisma (Persuasion) check when the cult member charged with collecting the sacrifice comes to the prison door. This can buy them extra time to heal and/or plan their escape. If none of the adventures succeeds, one of them loses a finger to the cult.

During the day the cultists don't pay much attention to their prisoners, as most of them are away and there are only one or two guards left behind.

Along with the other features of the prison the adventurers observe:

Upon entering the prison you see someone huddled in the shadows in a far corner of the room. It's very hard to see, even for those with darkvision, but it appears that the person's head is down and his face hidden by long dirty white hair. His clothing is all black and he appears to have one black horn.

Starmin Gamentador: Starmin is an NPC being held in the cult's prison. He's a bit on the grouchy side and weak from being in prison (down to 17 hit points). He has been living off of cold gruel for breakfast, a bone for lunch, and gristle from unknown meat for dinner. The cult has severed off three of his fingers, a toe and one of his horns, all of which have been used as sacrifices in their rituals.

Because he missing a horn it causes his head to sag to one side a bit. His hands are bound with manacles to keep him from performing the somatic actions required to cast spells. After a few minutes of talking, the players can tell that he hates the cult and would do anything to escape.

Starmin grew up on a small island inhabited mostly by tieflings off the mainland, not far from a small port village. His father worked his whole life as a ship builder, long in to his seventies, and wrote a book about ships and the sea before he passed away. Starmin's mother passed away when he was very young and the family struggled to survive on their small, two-acre piece of land. He and his older brother and sister would use their three horses to till the land and grow what food they could, as well as take care of the family's small sheep herd. It was a very hard life and they were hungry most of the time. Then something happened that would change their lives forever. When he was in his late teens he and the rest of the people on his island were driven from their homes by invaders.

After escaping the island, he and his brother and sister roamed from place to place and Starmin always had a hard time trusting other people. Through the years as they traveled, he worked very hard to study and gain power in his chosen path as a warlock.

On a recent journey Starmin met another old warlock and stopped to stay with him in order to further his studies in Arcana. His brother and sister decided to go ahead to the next town to look for work with the plan that they would meet there when Starmin was ready. He was on his way to meet his brother and sister when he was captured by the cult.

Starmin has been in the cult's prison for about two weeks and can provide the adventurers with the following information:

- He'll tell them his own story and how long he's been in prison. Even though he's usually wary of new people, he sees the arrival of newcomers as an opportunity to escape. He tells them that he wasn't confident that he could escape on his own but offers to combine forces to plan an escape with the group.
- He can tell the adventurers that he thinks the cult always has one or two cult followers on guard when the rest are sleeping.
- He also tells them that religion is first, and above all to these men. They will sacrifice almost anything, even their lives to Myrkul. He tells them that the cult will either take your lives or your body parts. Also, most of the cult leaves at times to find more people and things to sacrifice.
- The cult has a routine. In the daytime they wake up at six in the morning, have breakfast then send a large force into the woods to gather food, wood or more victims for sacrifice. They usually return around 5-6 p.m., eat dinner and then sleep until the night rituals begin. They usually spend most of the night performing rituals in the worship chamber beginning at midnight and ending about four in the morning. From 4-6 a.m. they retire to their chambers and sleep.
- Usually around midnight there's a lot of commotion in the courtyard when the cultists are performing their rituals. They wear their skull masks and all dress in black hooded cloaks with white skulls on the back, carry torches, and chant for hours. During the rituals Snakeskull can be seen going the altar but it's

difficult to see what he's doing through the small window in the prison door.

- Snakeskull spends much of his time in his chamber but does come out from time to time to prepare the altar and take meditation walks around the temple's porch. The death dog (or hell hound) is usually with him on his walks.
- While the main force of the cult is away either one or two cult followers (depending on the encounter level) are stationed in the guard quarters. The guards will come out to investigate any noises being made by the prisoners.

Starmin Gamentador

Medium Humanoid (Tiefling), Chaotic Neutral, Male, Warlock

Armor Class: 13 (Leather Armor)

Hit Points: 37 (4d8+8)

Speed: 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	14 (+2)	18 (+4)	13 (+1)	16 (+3)

Saving Throws: Charisma +5, Wisdom +3

Skills: Arcana +6, Athletics +3, Investigation +6, Survival +3

Senses: Darkvision 60 ft., passive Perception 11

Languages: Common, Elvish, Draconic, Dwarvish, Goblin

Racial Abilities: Hellish Resistance, Infernal Legacy

Class Features: Otherworldly Patron – The Great One (Lindar the Traveler), Pact Magic, Eldritch Invocations, Pact Boon

Spellcasting: Starmin is a level 4 spellcaster.

His spellcasting ability is Charisma. Spell Save DC 13, Spell Attack Modifier +5

Spells: 5 known

Cantrips (2 at will): Chill Touch, Poison Spray, Thaumaturgy

Level 2 (2 slots): Cloud of Daggers, Darkness, Invisibility, Shatter, Suggestion

Invocations: Beast Speech, Eyes of the Rune Keeper

Actions

Handaxe: Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) slashing damage.

Background: Outlander

Origin: Exile

Personality Trait: I place no stock in wealthy or well mannered folk. Money and manners won't save you from a hungry owlbear.

Ideal: Change – Life is like the seasons, in constant change, and we must change with it.

Bond: I suffer awful visions of my earlier life and would do anything to prevent them.

Flaw: I'm slow to trust members of other races, tribes and societies.

Appearance

Age	Height	Weight	Eyes	Skin	Hair
42	5'8"	146	Silver	Lt Red	White

He has jet black horns that begin at his forehead and curve around his head like ram's horns. He's wearing a black leather tunic, black studded leather belt, black leather breaches, knee high black leather boots, studded leather bracers and a coarse black wool scarf.

8. Cultists' Chamber: This is a simple room with spartan furnishings and crude beds where the cultists sleep. Along with the beds there are freestanding, accordion-style dividers that the cultists have arranged so that they each have a bit of privacy. The main doors in the northeast corner of the room are unlocked but kept shut.

9. Cult Fanatic's Chamber/Treasury: The cult leader Snakeskull's chamber is comfortably furnished with a bed, a bookshelf lined with books, a table strewn with papers, wardrobe, and a large wooden chest that contains the cult's treasure and any valuables taken from prisoners with a lock requiring a DC 20 Dexterity check to open. Both doors are kept locked and each would require a DC 15 Dexterity check to open. If the adventurers try to break down the door it has an AC 15 and HP12. Snakeskull never uses the door on the west side of the room and has his bookshelf positioned in front of it. If playing the encounter as fifth level, Snakeskull's chamber also contains the treasure item adamantite splint mail.

Treasure: The wooden chest in Snakeskull's chamber contains the following items based on the adventure level.

Level 2 Encounter

- 3pp, 24gp, 56ep, 112sp, 1303cp
- Brass chalice with silver filigree (100gpv)
- Carved ivory statuette of Myrkul (250gpv)

Level 3 Encounter

- 4pp, 55gp, 127ep, 483sp, 4732cp
- Dust of Disappearance (375gpv)
- Potion of Healing (50gpv)

Level 4 Encounter

- 16pp, 142gp, 350ep, 1632sp, 18022cp
- Potion of Fire Breath (450gpv)
- Potion of Water Breathing (425gpv)

Level 5 Encounter

- 52pp, 592gp, 1086ep, 6034sp, 51085cp
- Adamantine Splint Mail (450gpv)
- Chess set with pieces made of turquoise and jet (250gpv)
- Cursed gold idol in the shape of a scarab beetle (950gpv – for gold weight): The curse causes ants and spiders to follow and swarm the possessor. A swarm attacks 2x per day at random times determined by the GM. Use Swarm of Insects from page 338 MM. No saving throw. See page 138 DMG for other rules on cursed items

10. East Anteroom: The room has iron doors in the south wall that are kept barred from the inside. If the adventurers try to break down the door it has an AC 19 and HP25. The doors were once painted black but are now half covered with rust.

11. Cult Followers' Chamber/Great Hall: Like the cultist's chamber, this is a simple room with spartan furnishings and crude bunk beds where the cult followers sleep. The east side of the room also doubles a dining hall where the cult gathers to eat most of the time. There are wooden tables and benches but the cult followers are not allowed to socialize while eating so meals are generally very quick. There are also times when the cultists will not eat during long rituals, where the full attention of the cult is needed or other times when they fast, in honor of their god Myrkul. The main doors in the northwest corner of the room are unlocked but kept shut.

12. West Anteroom: The room has iron doors in the south wall that are kept barred from the inside. If the adventurers try to break down the door it has an AC 19 and HP25. As at the east ante room the doors were once painted black but are now half covered with rust.

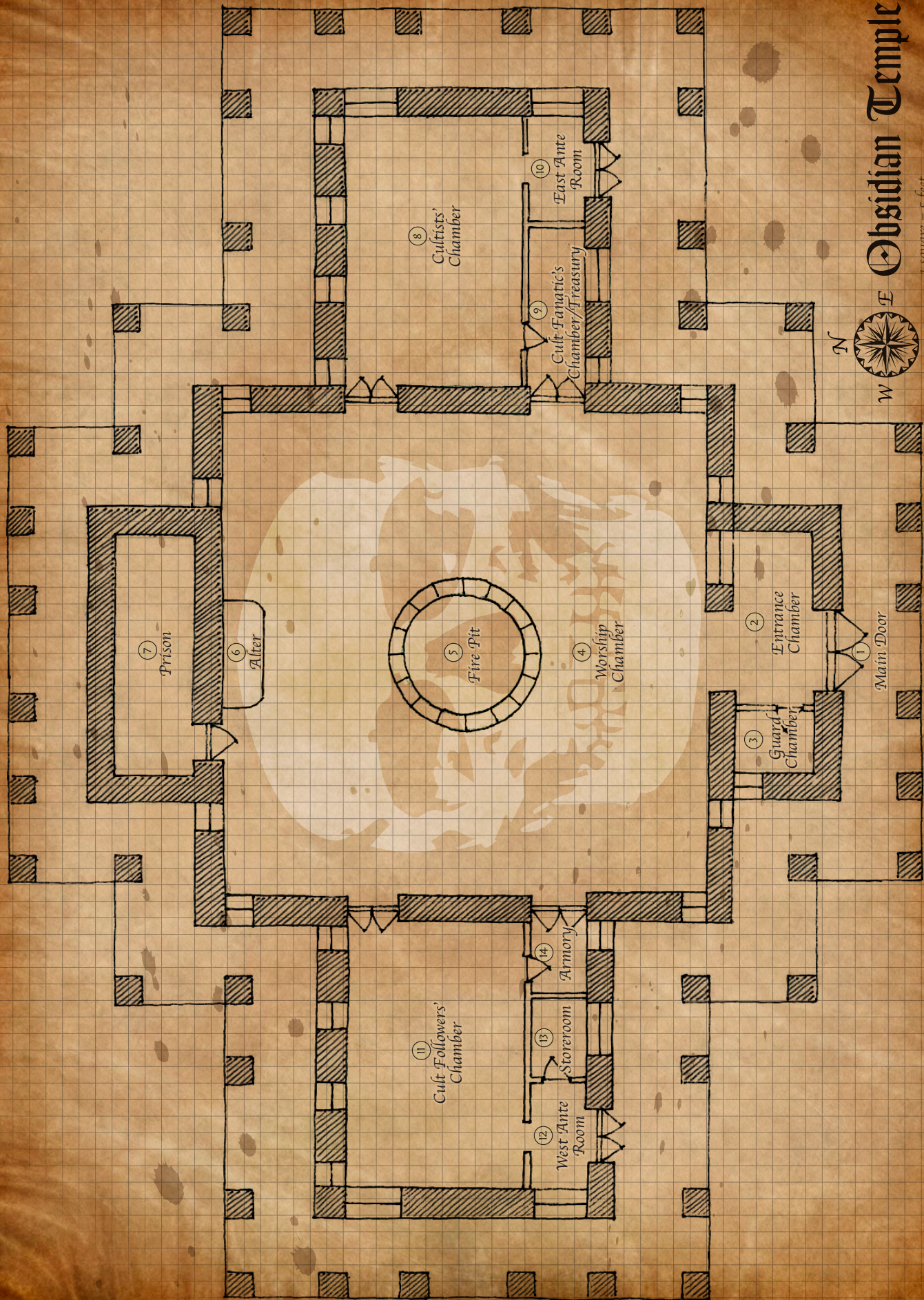
13. Store Room: There is one entrance door on the east wall of the west ante room. There are two chests: one contains rusted weapons and tools and the other contains a shrunken head and other nasties including severed feet, toes, and body parts. Some of the old rusty tools in the store room include: a hammer, an axe, a chisel, a rake, a sickle, and a spade. The door cannot be locked but is kept closed.

14. Armory: Both doors are kept unlocked for quick access. The armory contains the following items:

- Handaxe (belongs to the NPC Starmin Gamentador)
- Longsword (1)
- Shortsword (1)
- Scimitars (2)
- Light crossbow (1 – with 4 bolts)
- Short bow (1 – with 4 arrows)
- Daggers (2)
- Clubs (4)
- Wooden shield (1)

Outcomes

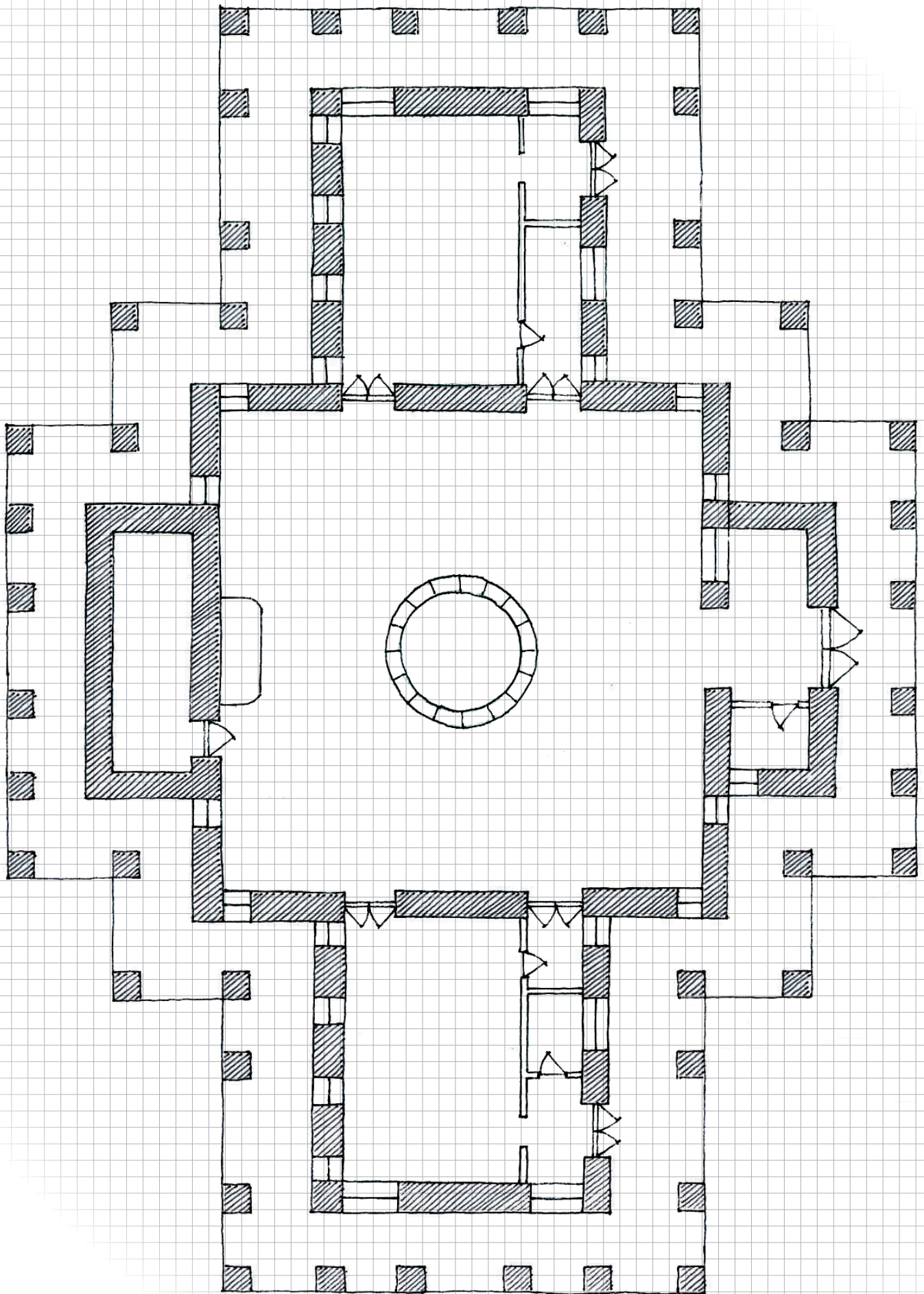
If the adventures are able to escape they should be able to find their way back to the shortcut trail by taking the same route back that the cult members brought them in on. When they get back to the clearing and search the area they find the path begins again just on the other side making it possible for them to continue the rest of their journey without incident.



Obsidian Temple

1 square = 5 feet





Obsidian Temple
Enlarge 800% for 1" grid

Adventure Shorts



Shortcut Obsidian Temple

Two encounters that will leave your
adventurers wondering, is the shorter
route really quicker?



Encounters to be played using rules
from the fifth edition of the world's
most popular roleplaying game.