

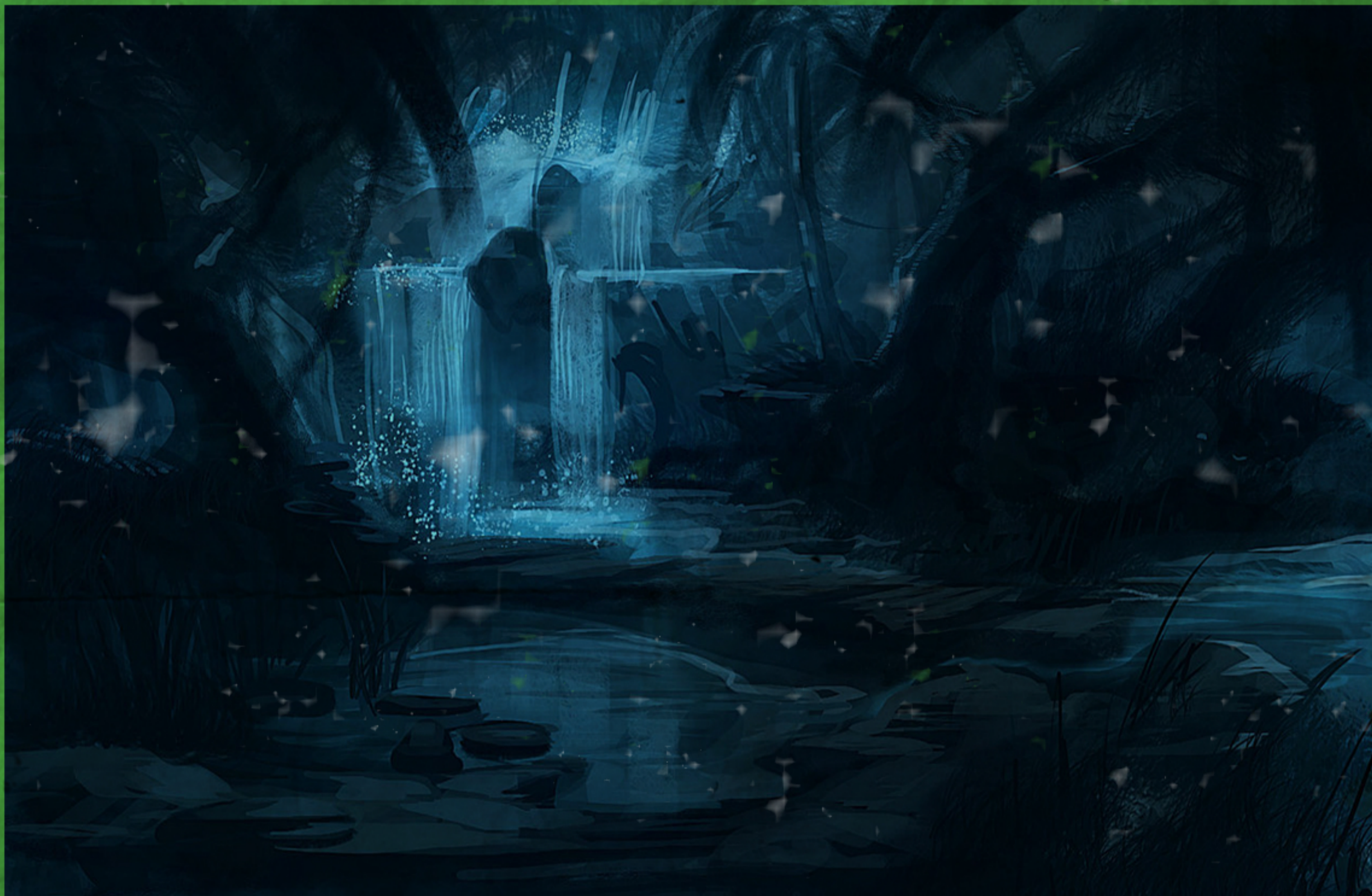
TH2
FOR 5TH EDITION
D&D GAME

Dungeon Module TH2

A Dangerous Game

by Tommy Huff

AN ADVENTURE FOR CHARACTER LEVELS 10 - 13



This module contains slight background information, referee's notes, and a complete map. A DANGEROUS GAME is from the Tommy Huff ("TH") series; like other in the series, it is meant to stand on its own and is a complete 5TH EDITION DUNGEONS & DRAGONS adventure. The recommended number of players is four to five, with levels ranging from tenth to thirteenth.

If you find this module interesting and challenging, look for future Tommy Huff modules!

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A DANGEROUS GAME

DUNGEON MODULE TH2

INTRODUCTION:

A Dangerous Game is an exciting one to two-night module for a party of 4 – 5 players on 10th to 13th level. This module is broken up into several random encounters that will determine the outcome of the game. Each time you play this module it will be different. Really this module is based on the roll of the die.

This module is an extension of Dungeon Module TH1 but it's not necessary to play TH1 to play this module. Though it might make more sense if you start with TH1 and transition into this one.

When writing this module, I tried to emulate what I loved so much about the original Dungeons and Dragons modules and what they had to offer. I tried to sit back and ask myself: "What would Gary Gygax do?"

In this module, I have given guidelines, but at the same time, as Dungeon Master, feel free to adjust anything you seem fit. I'm just here to add some direction, but as Dungeon Master, this is your game.

This module is heavily based on the short story *The Most Dangerous Game* by Richard Connell.

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HERE'S HOW I ROLL

Here I'm going to give a quick guide to how this module is set up. I tried making this module as friendly as possible but regardless here we go.

Most the time when it's standalone writing, that's narrative for the Dungeon Master to read out loud to the players. Sections like these will describe locations and creatures.

- Bullet points are more for the Dungeon Master only.
- Obviously, I have not factored in every little thing that can happen. Mostly because everyone plays differently. So, as a Dungeon Master feel free to adjust anything that you need to adjust. You're in control.
- In fact, something's I've left open on purpose.
- I left the map void of things like cover and things like furniture because once again I'm letting you handle that. This module takes place in a wilderness setting and the nitty gritty details are up to you.
- I'm not an artist... So, my map is bare bones. However, I believe it will be effective enough.
- I'm only human so I apologize for any spelling or grammar errors. I don't have a team.

AUTHOR'S NOTE

Sometimes I like to put the reasoning of why I did certain things. This gives a little bit better understanding of where I'm coming from. Sometimes it's hard to get the message across in D&D language, especially since this was one man show. My point is I'm one person so please understand if I missed something.

- This module will need the core rule books to be played.
- I've used pictures from older modules and I do not own the rights to them but still I thought they were fun.
- Each encounter will give experience. The challenge of easy, medium, hard, and deadly is based on if the party was at the bare minimum. So, 4 players on 10th level. If you're something like 5 players on the 13th level some of these challenges might be a little easier.
- I award experience points for role playing in this. I believe it's a core part of D&D and strongly encourage it.
- I think at this point I'm out of things to say about this module.
- But of course...

HAVE FUN!



RULES OF THIS MODULE

In Dungeon Module TH2 the party will be hunted by Duke Zaroff for three days. The players have the option of either evading the Duke or if it comes to it engaging him in combat. After the three days if the players survive they are allowed to leave without further complications.

Dungeon Module TH2 is made up of the random encounters rolled on 7 charts. These encounters make up the majority of this module and thus will give you a different experience every time you play it. Even the **Land Zones** (colored areas) will be different with each play through. The charts will be split up into **Land Zones**, **Land Encounters**, **Traps** (if necessary), **Creatures** (if necessary), **Weather** (if necessary), **Role Play** (if necessary), and **Duke Zaroff** (this module's villain). The players will follow the rules of travel from *The Player's Handbook*, written later in the module and will constantly need to use stealth and/or hide, in case Zaroff is in the same hex.

- Each hex=1 mile.
- First, roll on the Land Zone Chart to determine where each Land Zone will be.
- The players will need to determine which Land Zone they'll start in. This can be done by choice or roll. When they choose a Land Zone they'll start in a hex within three miles of the castle. This is due to the head start Zaroff gives the players.
- The DM will roll 1d6. Zaroff will start in the Land Zone of the number rolled. He will be in the closest hex to the castle. Choose whichever hex if there is more than one.
- The castle is off limits.
- The turns will go first the players, next Zaroff, and finally each of his dogs.
- Each turn the players can either move to a new hex or stay in the current one they're in.
- For each new hex (1 mile) the DM will roll on the Land Encounter Chart to determine what happens in that hex. Sometimes nothing will happen and that's ok.
- If the Land Encounters say you find something small like a campfire, just assume the campfire is within the mile hex and not the whole mile.
- For each new turn, the players will need to roll Dexterity (Stealth) DC in case Zaroff or his dogs are in the same hex. Zaroff and his dogs can also roll Dexterity (Stealth) DC if they choose. Moreover, all players will make Wisdom (Perception) DC to determine if another party is present in that hex. Zaroff and his dogs will also make this check.
- After the players have their turn Zaroff will either move to a new hex or stay where he is but to where he goes is for the DM only.
- As the DM does Zaroff's turn (assuming they still can) they can choose to roll on the Duke Zaroff Chart. One again only the DM will know what is rolled on this chart.
- Zaroff might take a long rest to regain some of his spells.
- Zaroff has dogs traveling in packs of 3 in each of the Land Zones. They will move or stay in their current hex after Zaroff's turn. Each pack will stay in that current Land Zone. As above only the DM will know where the dogs travel to.
- If Zaroff or his dogs are in the same hex as the players, both parties (the players and Zaroff or his dogs) will need to make a contest of Stealth vs Perception.

Both parties are trying to hide so really it comes down to who has the better Wisdom (Perception).

- If the party is spotted they can choose to proceed into a chase (see chase rules provided later in the module) with Zaroff or his dogs. However, if they choose they can simply fight.
- If Zaroff or his dogs are unaware of the players but the players are aware of him, the players can choose to either flee or get a surprise attack round on Zaroff or his dogs.
- If the players escape from Zaroff or his dogs the process repeats until the 3 days are over.
- If the players survive the 3 days, Zaroff will teleport them right before Encounter 6 or Encounter 7 of Dungeon Module TH1 (the players choice).
- If they players kill Zaroff the various landscapes, creatures, and castle will vanish. Several Deep Gnomes will thank the players for rid them of that monster and reward the players each with a *Cloak of the Manta Ray* (*Dungeon Master's Guide*, 159) and each with a *Ring of Free Action* (*Dungeon Master's Guide*, 191). Finally, the Deep Gnomes will teleport the player's right before Encounter 6 or Encounter 7 of Dungeon Module TH1 (the player's choice).

More info will be on the Deep Gnomes if the players choose that route.

AUTHOR'S NOTE

Hopefully those rules make sense. I tried to explain them as simply as possible.

MOVEMENT

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March: The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

TRAVEL PACE

Distance Traveled per...

Pace	Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	-5 to passive Wisdom
Normal	300 feet	3 miles	24 miles	-
Slow	200 feet	2 miles	18 miles	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the DM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your DM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your DM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1 1/2 times your height.

CHASES

Strict application of the movement rules can turn a potentially exciting chase into a dull, predictable affair.

Faster creatures always catch up to slower ones, while creatures with the same speed never close the distance between each other. This set of rules can make chase more exciting by introducing random elements.

BEGINNING A CHASE

A chase requires a quarry and at least one pursuer. Any participants not already in initiative order must roll initiative. As in combat, each participant in the chase can take one action and move on its turn. The chase ends when one side drops out or the quarry escapes.

When a chase begins, determine the starting distance between the quarry and the pursuers. Track the distance between them, and designate the pursuer closest to the quarry as the lead. The lead pursuer might change from round to round.

RUNNING A CHASE

Participants in the chase are strongly motivated to use the Dash action every round. Pursuers who stop to cast spells and make attacks run the risk of losing their quarry, and a quarry that does so is likely to be caught.

DASHING

During the chase, a participant can freely use the Dash action a number of times equal to 3 + its Constitution modifier. Each additional Dash action it takes during the chase requires the creature to succeed on a DC 10 Constitution check at the end of its turn or gain one level of exhaustion.

A participant drops out of the chase if its exhaustion reaches level 5, since its speed becomes 0. A creature can remove the levels of exhaustion it gained during the chase by finishing a short or long rest.

SPELLS AND ATTACKS

A chase participant can make attacks and cast spells against other creatures within range. Apply the normal rules for cover, terrain, and so on to the attacks and spells.

Chase participants can't normally make opportunity attacks against each other, since they are all assumed to be moving in the same direction at the same time. However, participants can still be targets of opportunity attacks from chase. For example, adventurers who chase a thief past a gang of thugs in an alley might provoke opportunity attacks from the thug.

ENDING A CHASE

A chase ends when one side or the other tops, when the quarry escapes, or when the pursuer are close enough to their quarry to catch it.

If neither side gives up the chase the quarry makes a Dexterity (Stealth) check at the end of each round, after every participant in the chase has taken its turn. The result is compared to the passive Wisdom (Perception) scores of the pursuers. If the quarry consists of multiple creatures, they all make the check.

If the quarry is never out of the lead pursuer's sight, the check fails automatically. Otherwise, if the result of the quarry's check is greater than the highest passive score, that quarry escapes. If not, the chase continues for another round.

The quarry gains advantage or disadvantage on its check based on prevailing circumstances, as shown in the Escape Factors table. If one or more factors give the quarry both advantage and disadvantage on its check, the quarry has neither, as usual.

ESCAPE FACTORS

Factor	Check has...
Quarry has many things to hide behind	Advantage
Quarry is in a very crowded or noisy area	Advantage
Quarry has few things to hide behind	Disadvantage
Quarry is in an uncrowded or quiet area	Disadvantage
The lead pursuer is a ranger or has proficiency in Survival	Disadvantage

Other factors might help or hinder the quarry's ability to escape, at your discretion. For example, a quarry with a faerie fire spell cast on it might have disadvantage on checks made to escape because it's much easier to spot.

Escape doesn't necessarily mean the quarry has outpaced its pursuers. For example, in an urban setting, escape might mean the quarry ducked into a crowd or slipped around a corner, leaving no clue as to where it went.

CHASE COMPLICATIONS

As with any good chase scene, complications can arise to make a chase more pulse-pounding. The Urban Chase Complications table and the Wilderness Chase Complications table provide several examples.

Complications occur randomly. Each participant in the chase rolls a d20 at the end of its turn. Consult the appropriate table to determine whether a complication occurs. If it does, it affects the next chase participant in the initiative order, not the participant who rolled the die. The participant who rolled the die or the participant affected by the complication can spend inspiration to negate the complication.

See Dungeon Master's Guide pg 254 for the wilderness complication table

SPLITTING UP

Creatures being chased can split up into smaller groups. This tactic forces pursuers to either divide their forces or allow some of the quarry to escape. If a pursuit splits into several smaller chases, resolve each chase separately. Run a round of one chase, then a round of the next, and so on, tracking the distances for each separate group.

ROLE REVERSAL

During a chase, it's possible for the pursuers to become the quarry. For example, characters chasing a thief through a marketplace might draw unwanted attention from other members of the thieves' guild. As they pursue the fleeing thief, they must also evade the thieves pursuing them. Roll initiative for the new arrivals, and run both chases simultaneously. In another scenario, the fleeing thief might run into the waiting arms of his accomplices. The outnumbered characters might decide to flee with the thieves in pursuit.

AUTHOR'S NOTE

Just a friendly reminder each hex is a mile and each mile is 5280 feet in a mile. Also where everyone starts is up to the DM.

LAND ZONES

Roll 1d6, 6 times, until all the numbers are used up. Starting with area 1 to area 6, roll so all the land types are used up. Each time the type of terrain should be located in different areas.

LAND ZONES

- 1 Mountain
- 2 Jungle
- 3 Grassland
- 4 Hill
- 5 Swamp
- 6 Reroll and add that type of terrain again.

- So, with this you might get two grasslands or maybe two swamps.

WEATHER

Here you will roll for the weather of each area. The land is magic so if it's hot in one area and cold in the other that's ok.

WEATHER

d20 Temperature

1-14 Average (DM can choose)

15-17 1d4 x 10 degrees Fahrenheit colder than normal

18- 20 1d4 x 10 degrees Fahrenheit hotter than normal

d20	Wind
1-12	None
13-17	Light
18- 20	Strong

d20 Precipitation

1-14 None

15-17 Light rain or light snowfall

18- 20 Heavy rain or heavy snowfall

LAND ENCOUNTERS

MOUNTAIN

The mountain is roughly around 4,000 ft high and is mostly made up of rough sharp cliffs and narrow ledges. Loose rocks and shoddy foot holds are dominate with very few spots smooth enough to maintain balance. The mountain is magically active to increase Duke Zaroff's hunt.

- The mountain will always have the **Wild Magic** effect on it. Roll on the *Wild Magic* table every mile in the mountain region.
- *Wild Magic table is in the Player's Handbook pg 104*
- The mountain gives one half cover due to its rocky landscape.
- *Cover on pg 196 of the Player's Handbook*
- Roll on the mountain table to determine what happens in every hex.

AUTHOR'S NOTE

I would just like to say battle maps will not be provided. Use some imagination.

MOUNTAIN

d20 Encounter

- 1 Stones stained red with blood.
- 2 A small cave that extends 30 by 30 ft.
- 3 A small cave that extends 30 by 30 ft with a creature inside (roll on the mountain creature table).
- 4 A small cave that extends 30 by 30 ft with a trap inside (roll on the trap table).
- 5 A small cave that extends 30 by 30 ft with Duke Zaroff inside.
- 6 A waterfall crashing over a steep cliff.
- 7 Very rocky terrain (under the effects of rough terrain).
- 8 Canyon containing many bones (60% of monster(s) roll on the mountain creature table).
- 9 Roll on trap table.
- 10 Abandoned camp site. The coals of the fire are still warm.
- 11 A lake (any size).
- 12 Campsite (roll on the role play table).
- 13 Narrow edges DC 10 or higher Acrobatics to keep balance and from falling off to certain death.
- 14 Weakened ledges. 50% of crumbing. Strength (Athletics) DC 12 to jump to safety. On a failed save... death.
- 15 Volcanic magma covering the area. Deals 4d10 fire damage.
- 16- Nothing.
20

MOUNTAIN CREATURES

d20 Encounter

- 1 1 Roc (Medium, 7,200 XP, Monster Manual pg 260)
- 2 3 Ettin (Medium, 3,300 XP, Monster Manual pg 132)
- 3 4 Basilisk (Medium, 2,800 XP, Monster Manual pg 24)
- 4 3 Manticore (Easy, 2,100 XP, Monster Manual pg 213)
- 5 20 Winged Kobolds (Easy, 1,000 XP, Monster Manual pg 195)
- 6 7 Berserkers (Hard, 3,150 XP, Monster Manual pg 344)
- 7 4 Chimera (Deadly, 9,200 XP, Monster Manual pg 39)
- 8 4 Air Elementals (Deadly, 7,200 XP, Monster Manual pg 124)
- 9 3 Hell Hounds (Easy, 2,100 XP, Monster Manual pg 182)
- 10 2 Veterans (Easy, 1,400 XP, Monster Manual pg 350)
- 11 7 Harpies (Easy, 1,400 XP, Monster Manual pg 181)
- 12 5 Giant Eagles (Easy, 1,000 XP, Monster Manual pg 324)
- 13 2 Giant Goats (Easy, 200 XP, Monster Manual pg 326)
- 14 1 Saber Toothed Tiger (Easy, 450 XP, Monster Manual pg 336)
- 15 1 Cloud Giant (NE) (Medium, 5,000 XP, Monster Manual pg 154)
- 16 1 Frost Giant (Easy, 3,900 XP, Monster Manual pg 155)
- 17 3 Trolls (Hard, 5,400 XP, Monster Manual pg 291)
- 18 2 Bulette (Medium, 3,600 XP, Monster Manual pg 34)
- 19 4 Giant elk (Easy, 1,800 XP, Monster Manual pg 325)
- 20 Ancient Red Dragon (as DM feel free to reroll or just go with it) (Deadly, 36,500 XP, Monster Manual pg 97)

JUNGLE

Overgrown with vines and dangerous branches, the jungle is the perfect place for anyone is brave enough to head into to hide. However, it's also the place to find some of the most dangerous prey and the most exotic big game. Inside this cursed environment, you feel as if all holiness is void from you.

- The jungle is covered in an anti-magic field; however, this is only divine magic. Arcana magic still works.
- The jungle is considered rough terrain.
- The jungle gives three fourths cover due its very thick trees and branches.
- *Cover on pg 196 of the Player's Handbook*
- Roll on the jungle table to determine what happens in every hex.

JUNGLE

d20 Encounter

- 1 Small pond with creature (roll on the jungle creature table).
- 2 Abandoned Yuan Ti settlement (the size of the settlement is as big as the DM wants it).
- 3 Fallen trees.
- 4 Out post of who knows what kind of creature.
- 5 Roll on the trap table.
- 6 Giant spider colony (60% of fighting giant spiders).
- 7 Roll on the trap table.
- 8 Massive pile of various bones.
- 9 Roll on the weather table.
- 10 Roll on the role play table.
- 11 Broken bridge over river.
- 12 Roll on the jungle creature table.
- 13 Fresh campfire
- 14 Duke Zaroff hiding in a tree.
- 15 Lair of a green dragon (any type).
- 16 Scared druid ground.
- 17 Lizard folk sacrificing grounds.
- 18 Scared druid ground.
- 19- Nothing.
- 20

JUNGLE CREATURES

d20 Encounter

- 1 1 Yuan Ti Abomination, 2 Yuan Ti Malison (types 1 and 2) (Hard, 4,300 XP, Monster Manual pg 308-309)
- 2 3, type 3 Yuan Ti Malison, 4 Yuan Ti Pureblood (Medium, 2,900 XP, Monster Manual pg 309-310)
- 3 12 Giant Frogs (Easy, 600 XP, Monster Manual pg 325)
- 4 7 Twig Blight (Easy, 175 XP, Monster Manual pg 32)
- 5 8 Tribal Warriors (Easy, 200 XP, Monster Manual pg 350)
- 6 4 Giant Lizards (Easy, 200 XP, Monster Manual pg 326)
- 7 4 Lizardfolk, 2 Lizardfolk Shamans (Easy, 1,300 XP, Monster Manual pg 204-205)
- 8 2 Shambling Mounds (Medium, 3,600 XP, Monster Manual pg 270)
- 9 1 Treant (Medium, 5,000 XP, Monster Manual pg 289)
- 10 6 Awakened Tree (Medium, 2,700 XP, Monster Manual pg 317)
- 11 2 Giant Apes (Hard, 5,800 XP, Monster Manual pg 323)
- 12 9 Giant Poisonous Snakes (Easy, 450 XP, Monster Manual pg 327)

JUNGLE CREATURES

d20 Encounter

- 13 6 Needle Blights (Easy, 300 XP, Monster Manual pg 32)
- 14 5 Giant Wolf Spiders (Easy, 250 XP, Monster Manual pg 330)
- 15 5 Vine Blights (Easy, 500 XP, Monster Manual pg 32)
- 16 10 Giant Spiders (Medium, 2,000 XP, Monster Manual pg 328)
- 17 8 Giant Toads (Easy, 1,600 XP, Monster Manual pg 329)
- 18 4 Giant Constrictor Snakes (Easy, 1,800 XP, Monster Manual pg 324)
- 19 5 Will o Wisp (Easy, 2,250 XP, Monster Manual pg 301)
- 20 3 Druids (Easy, 1,350 XP, Monster Manual pg 346)

SWAMP

The swamps are covered in suffering and disease. They are full of the vilest creatures and only death is promised. It is said that not even the gods are present in these horrible place though that's only a rumor. Rumor has it that a village of outcast lives in this swamp. While Duke Zaroff will enter he does so with great caution.

- The swamp is covered in an anti-magic field; however, this is only Arcana magic. Divine magic still works.
- The swamps are rough terrain due to sinking a little with every step.
- Roll on the swamp table to determine what happens in every hex.

SWAMP

d20 Encounter

- 1 The village of the unloved and unwanted. This village will always be 3 miles in width and length. The residents are just normal commoner statues (Monster Manual pg 345) and the houses are simply held together with twigs and mud. Roll on the role play table.
- 2-5 Plague filled swamp (Sewer Plague. Dungeon Master's Guide pg 257).
- 6-9 Poisonous filled swamp (Under the effects of Oil of Taggit. Dungeon Master's Guide pg 258).
- 10 Roll on the role play table.
- 11- Roll on the swamp creature table.
- 13
- 14- Roll on the trap table.
- 16
- 17 Duke Zaroff hiding in the swamp water.
- 18 Creaky bridges over the swamps.
- 19 Piles and piles of rotting corpses.
- 20 A canyon with a bloody water fall that falls into the thick murky swamp water. Wooden boards provide a walk way to a small shrine as the sickliest residents (once again just commoner statues) of the swamp worship there.

SWAMP CREATURES

d20 Encounter

- 1 7 Swarms of Insects (Easy, 700 XP, Monster Manual pg 338)
- 2 3 Swarms of Poisonous Snakes (Easy, 1,350 XP, Monster Manual pg 338)
- 3 2 Giant Crocodiles (Medium, 3,600 XP, Monster Manual pg 324)
- 4 1 Water Elemental, 3 Giant Frogs (Easy, 1,950 XP, Monster Manual pg 125,325)
- 5 7 Giant Wasps (Easy, 700 XP, Monster Manual pg 329)
- 6 6 Giant Toads (Easy, 1,200 XP, Monster Manual pg 329)
- 7 6 Swarm of Rats (Easy, 300 XP, Monster Manual pg 339)
- 8 6 Swarm of Ravens (Easy, 300 XP, Monster Manual pg 339)
- 9 2 Giant Constrictor Snakes (Easy, 900 XP, Monster Manual pg 324)
- 10 10 Tribal Warriors (Easy, 250 XP, Monster Manual pg 350)
- 11 12 Plagued Commoners (Sight Rot. Dungeon Master's Guide pg 257. Yes I know it says it caused by drinking water but I'm DMing that. Same as normal commoner but bite instead of club and has a chance of Sight Rot if contact is made). (Medium, 2,400 XP, Monster Manual pg 345. CR went up to 1 due to plague)
- 12 12 Poisoned Commoners (Under the effects of Wyvern Poison. Dungeon Master's Guide pg 258. Same as normal commoner but bite instead of club and has a chance of Wyvern Poison if contact is made)(Easy, 2,400 XP, Monster Manual pg 345. CR went up to 1 due to poison)
- 13 4 Giant Spiders (Easy, 800 XP, Monster Manual pg 328)
- 14 4 Druids (Easy, 1,800 XP, Monster Manual pg 336)
- 15 6 Cult Fanatic (Medium, 2,700 XP, Monster Manual pg 345)
- 16 7 Giant Centipedes (Easy, 350 XP, Monster Manual pg 323)
- 17 5 Giant Rats (Easy, 125 XP, Monster Manual pg 327)
- 18 2 Shambling Mounds (Medium, 3,600 XP, Monster Manual pg 270)
- 19 12 Giant Fire Beetles (Easy, 120 XP, Monster Manual pg 325)
- 20 Saint Chaussure & Sir Diraiton (Saint Chaussure is a CG human Priestess(priest) and Sir Diraiton is a Death Knight.) (Deadly, 18,450 XP, Monster Manual pg 47, 348)

AUTHOR'S NOTE

The swamp is heavily based on the Valley of Defilement from Demon's Souls. Even Saint Chaussure & Sir Diraiton are based on Maiden Astraea & Garl Vinland. The names have more personal meaning to me though.

GRASSLAND

The wide open grasslands provide no cover but still are a fine place for hunting. Duke Zaroff can be seen here when he hopes to find an easy prey.

- The grasslands have a sense of decay about them and the PC can only heal half their hit point during a short rest while in them.
- Roll on the grassland table to determine what happens in every hex.

GRASSLAND

d20 Encounter

- 1 A calm river.
- 2 Roll on the role play table.
- 3 Roll on the trap table.
- 4-7 Roll on the grassland creature table.
- 8 Tents with a campfire still going.
- 9 Duke Zaroff encounter.
- 10-13 A large lake.
- 14-16 Small hills.
- 17-20 Nothing.

GRASSLAND CREATURES

d20 Encounter

- 1 4 Phase Spiders (Medium, 2,800 XP, Monster Manual pg 334)
- 2 5 Lions (Easy, 1,000 XP, Monster Manual pg 331)
- 3 3 Rhinoceros (Easy, 1,350 XP, Monster Manual pg 336)
- 4 2 Cyclops (Medium, 4,600 XP, Monster Manual pg 45)
- 5 2 Gorgons (Medium, 3,600 XP, Monster Manual pg 171)
- 6 3 Elephants (Medium, 3,300 XP, Monster Manual pg 322)
- 7 6 Ogres (Medium, 2,700 XP, Monster Manual pg 237)

GRASSLAND CREATURES

d20 Encounter

- 8 4 Panthers (Easy, 200 XP, Monster Manual pg 333)
- 9 7 Thri-Kreen (Easy, 1,400 XP, Monster Manual pg 288)
- 10 5 Worgs (Easy, 500 XP, Monster Manual pg 341)
- 11 3 Giant Elk (Medium, 1,350 XP, Monster Manual pg 325)
- 12 6 Centaur (Medium, 2,700 XP, Monster Manual pg 38)
- 13 3 Giant Vultures (Easy, 600 XP, Monster Manual pg 329)
- 14 4 Giant Boars (Easy, 1,800 XP, Monster Manual pg 323)
- 15 8 Riding Horses (Easy, 400 XP, Monster Manual pg 335)
- 16 10 Goats (Easy, 100 XP, Monster Manual pg 330)
- 17 12 Deer (Easy, 120 XP, Monster Manual pg 321)
- 18 3 Hippogriffs (Easy, 600 XP, Monster Manual pg 184)
- 19 7 Giant Weasels (Easy, 175 XP, Monster Manual pg 329)
- 20 2 Tyrannosaurs Rex (Deadly, 7,800 XP, Monster Manual pg 80)

HILLS

The hills pose no problems for travelers such as yourselves but onw should always be on the look out for dangerous creatures and of course Duke Zaroff.

- Roll on the hill table to determine what happens in every hex.

HILLS

d20 Encounter

- 1 A calm river.
- 2 Roll on the role play table.
- 3-6 Roll on the trap table.
- 6-10 Roll on the hill creature table.
- 11 Duke Zaroff encounter.
- 10-13 Large hills (under the effects of rough terrain).
- 14-16 Small hills.
- 17-20 Nothing.

HILL CREATURES

d20 Encounter

- 1 2 Galeb Duhr (Medium, 4,600 XP, Monster Manual pg 139)
- 2 3 Gnoll Fang of Yeenoghu (Medium, 3,300 XP, Monster Manual pg 163)
- 3 7 Gnoll Pack Lords (Hard, 3,150 XP, Monster Manual pg 163)
- 4 15 Gnolls (Medium, 1,500 XP, Monster Manual pg 163)

HILL CREATURES

d20 Encounter

- 5 2 Trolls (Medium, 3,600 XP, Monster Manual pg 291)
- 6 3 Hill Giants (Hard, 5,400 XP, Monster Manual pg 155)
- 7 6 Ogres (Medium, 2,700 XP, Monster Manual pg 237)
- 8 4 Half-Ogre (Easy, 800 XP, Monster Manual pg 238)
- 9 7 Green Hags (not in coven) (Deadly, 4,900 XP, Monster Manual pg 288)
- 10 5 Worgs (Easy, 500 XP, Monster Manual pg 341)
- 11 3 Giant Elk (Medium, 1,350 XP, Monster Manual pg 325.)
- 12 6 Ettin (Deadly, 6,600 XP, Monster Manual pg 132)
- 13 15 Goblins (Easy, 750 XP, Monster Manual pg 166)
- 14 4 Goblin Boss (Easy, 800 XP, Monster Manual pg 166)
- 15 8 Riding Horses (Easy, 400 XP, Monster Manual pg 335)
- 16 10 Goats (Easy, 100 XP, Monster Manual pg 330)
- 17 12 Deer (Easy, 120 XP, Monster Manual pg 321)
- 18 3 Hippogriffs (Easy, 600 XP, Monster Manual pg 184)
- 19 7 Giant Weasels (Easy, 175 XP, Monster Manual pg 329)
- 20 2 Wyvern (Medium, 4,600 XP, Monster Manual pg 303)

TRAPS

The traps are simply traps from the *Dungeon Master's Guide* and can be used for any land zone. The traps can be set up in any way the DM see's fit. Once again I am not providing individual maps and therefore as DM you have free range to determine where these traps are in each hex.

- If the trap doesn't give a set amount of damage it's under the dangerous level when it comes to damage. Damage is 4d10. However, as DM feel free to adjust this according to the situation.

TRAPS

d6 Encounter

- 1 Simple Pit A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris. The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth.
- 2 Hidden Pit This pit has a cover constructed from material identical to the floor around it. A successful DC 15 Wisdom (Perception) check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 Intelligence (Investigation) check is necessary to confirm that the trapped section of floor is actually the cover of a pit. When a creature steps on the cover, it swings open like a trapdoor, causing the intruder to spill into the pit below. The pit is usually 10 or 20 feet deep but can be deeper.

TRAPS (CONTINUED)

d6 Encounter

- 3 **Locking Pit** This pit trap is identical to a hidden pit trap, with one key exception: the trap door that covers the pit is spring-loaded. After a creature falls into the pit, the cover snaps shut to trap its victim inside. A successful DC 20 Strength check is necessary to pry the cover open. A character in the pit can also attempt to disable the spring mechanism from the inside with a DC 15 Dexterity check using thieves' tools, provided that the mechanism can be reached and the character can see. In some cases, a mechanism opens the pit.
- 4 **Spiked Pit** This pit trap is a simple, hidden, or locking pit trap with sharpened wooden or iron spikes at the bottom. A creature falling into the pit takes 11 (2d10) piercing damage from the spikes, in addition to any falling damage. Even nastier versions have poison smeared on the spikes. In that case, anyone taking piercing damage from the spikes must also make a DC 13 Constitution saving throw, taking an 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.
- 5 **Poison Darts** When a creature steps on a hidden pressure plate, poison-tipped darts shoot from spring-loaded or pressurized tubes cleverly embedded in the surrounding area. An area might include multiple pressure plates, each one rigged to its own set of darts. The tiny holes in the walls are obscured by dust and cobwebs. The DC to spot them is 15. With a successful DC 15 Intelligence (Investigation) check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the darts contained within from launching. The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.
- 6 **Falling Net** This trap uses trip wire to release a net. The trip wire is 3 inches off the ground and stretches between two columns of trees. The net is hidden by cobwebs or foliage. The DC to spot the trip wire and net is 10. A successful DC 15 Dexterity check using thieves' tools breaks the trip wire harmlessly. A character without thieves' tools can attempt this check with disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers. When the trap is triggered, the net is released, covering a 10-foot-square area. Those in the area are trapped under the net and restrained, and those that fail a DC 10 Strength saving throw are also knocked prone. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points. Dealing 5 slashing damage to the net (AC 10) destroys a 5-foot-square section of it, freeing any creature trapped in that section.

AUTHOR'S NOTE

Once again some of these traps are made for more of a dungeon setting so adjust accordingly to the surrounding area.

ROLE PLAY ENCOUNTER

Here will be the chart for role play encounters. You'll use each encounter only once. Sometimes you might not even use all the encounters and that's ok. If you get the same encounter simply reroll.

-Feel free to improvise anything you see fit with these.

Once again you're in control here.

-Each role play encounter is worth 2,400 XP.

ROLE PLAY

d6 Encounter

- 1 **Eckracht of the South** You come across an old man bound to four chains that connect to the earth. Each chain is attached to his wrists and ankles. He asks you to come over to him. If you do so he explains that he is being held by Duke Zaroff against his will. If asked why he will say he has incredible strength but these chains bind him here. Only the death of Zaroff can set him free. By killing Zaroff the chains will vanish. He asks if you free him, he'll lend you his strength for one battle with his full power if you simply call on him. Eckracht of the South is in truth an Ancient Gold Dragon (Monster Manual pg 113). He has no relations to the others named Eckracht. You may only call him for one battle.
- 2 **Deep Gnome Survivors** Seven grey Gnomes approach you and beg you to rid them of the Duke. They tell you that their city was taken over by Duke Zaroff and his magical powers to make this elaborate hunting ground. He has destroyed their city and has slain most of the Deep Gnomes here. The ones who still live are either in hiding or slaves in the castle. They promise a reward if you aid them (details will be given later).
- 3 **Followers of Helm** You come across several folks dressed in robes and they appear to be chanting. If you approach them they'll tell you they follow the god Helm. However, they say they're there to rid this land of two of their own. If asked, they'll say one of their saints and her knight have come this way and make their home in the swamps and have turned to evil.
- 4 **I don't think this is right** You across an Elf in torn clothes running and coming towards you. He says to get out while you can and that soon you'll believe this place is real. He claims that the residents here all believe that this land is natural and that they have always lived here. He says the Duke has cursed these people to believe that this land has always been here. He won't say anything besides that and will run away.

DUKE ZAROFF

In truth Duke Zaroff is a Rakshasa (*Monster Manual* pg 257). He will use his powers to hunt the players but in truth, he can only use certain powers so many times a day. Like anything else in this module, he will roll on a table and the result of the roll will determine what he does in every hex. However, it's possible that what you roll has been used up and he'll simply do nothing if that's the case.

- Zaroff's dogs are simply Mastiff (*Monster Manual* pg 332).
- Zaroff's dogs are placed in each land zone and travel in packs of 3.

DUKE ZAROFF

Tastiness	Encounter
1	At will: Disguise Self
2	3/day: Invisibility
3	3/day: Charm Person
4	3/day: Detect Magic
5	1/day: Fly
6	At will: Detect Thoughts
7	3/day: Major Image
8	3/day: Suggestion
9	1/day: True Seeing
10	1/day: Dominate Person
11	At will: Mage Hand
12	At will: Minor Illusion



BACKGROUND

The village of Asmire has asked you to find the trident of Blibdoolboop to rid the village of pirates who they think have been raiding their village for months now. On the journey, you make your way deep into a mountain where you come across a subterranean river. Not soon after a Deep Gnome, named Bebaris, carrying several goods back to his city. He begs you to rid this said the city of an evil demon that has been terrorizing his people. Agreeing to help you board his raft and head down to his city. However, along the way Bebaris is slain by raiding Kuo - Toa and the raft loses control. With a fierce battle and struggle you are able to fight of the Kuo - Toa and safely steer the raft to this Deep Gnome city. At least, you thought it was a city... Upon arriving all you can see is a vast jungle, and a large mountain, maybe other various types of land by you can't see them from where you are. Quickly you are approached by a fine looking Elf with as equally fine clothes. He welcomes you and in a trembling voice, asks you to follow him.

Encounter 1:

- Simply put this encounter is just to accept or decline.
- If the players say no have the Elf beg them and say something like "Please if you don't I'll be punished from the master."
- If asked about this place the Elf will say "The master will explain everything."
- The Elf won't really answer anything because it's not really his job.
- The players will have to go on faith on this one because the Elf won't go into details.

The well-dressed Elf leads you through the vast jungle and eventually to the large castle. There he grabs the large door knocker and lets it drop three times. Slowly the door creaks open and you are standing face to face with a finely dressed man and beside him is a large demon. The man smiles and assures you everything is alright. He invited you to come in and assist you in staying for dinner. Feeling as if you must follow him into his dining room. Along the way, you see countless mounted heads decorating his walls. Heads of creatures you've probably never seen, heads of various animals both common and uncommon. Moreover, the castle is dressed with only the finest that you've ever seen.

The windows are draped with fine silks, beautiful painting cover the walls, door knobs are made from pure gold, and even torches are covered in gems. Clearly this is no ordinary host. You come into his dining room where various servants of all races await your host. Merely with a simple look, the servants invite you to sit down. A moment later a feast fit for the gods is placed before you and the servants stand at attention, waiting to be called upon at a moment's notice. "Welcome, friends! It's been a while since we've had visitors. Please allow me to introduce myself, I am Duke Zaroff, and this is my home. Please make yourselves at home."

- If a player makes a Perception DC of 20 or higher they'll see Zaroff's palms are where the backs of the hands would be on a human
- Here are several example questions that could be asked. However, not all of them will be listed here. In that case, feel free to act, however, you see fit.
- The players may ask where all the Deep Gnomes are. In which Zaroff will answer that there were never any here.
- If Zaroff is told about Berbaris he'll find it quite odd and assure you that this land was originally bare.
- If asked about his demon. He'll laugh and ask does it frighten you. He'll proceed to say that the creature is a Balor whose name he learned. Since Zaroff possesses such knowledge the demon is his to control.
- If asked about the jungle, he'll laugh and say I'm glad you noticed it. He'll explain that it's there magically and that he hunts in it. He'll ask if you noticed his collection of beasts that he engaged in the past. He'll explain that this jungle is his own personal hunting grounds and that grounds are roaming with various animals and creatures.
- A player might ask where they come in. He'll respond with "You see I've been hunting for so long that I've realized that most beasts of the world possess the same quality and that's simply they lack cunning and skill. I've been hunting so long, that the very deed has become bothersome and tiring. However, I've come to recognize that the hunt is not boring but merely what is being hunted. Therefore, I've changed my mind on what to hunt."
- He'll then stand up and ask the players to join him in the room next to him.

Zaroff leads you into a vast room and to your horror you notice many humanoid heads mounted on his walls. Heads of Gnomes, Halflings, humans, Elves, Dwarfs, etc. However, also the heads of Giants, Orcs, Trolls, Kuo – Toa, Bullywugs, and all matter of intelligent creatures. Zaroff turns to you and says "My friends as you can see I have a knack for even the most exotic taste. You see the beast of the land lack what these on my way possess and that's intelligence. I made this castle and jungle in such a location because I knew only strong and smart creatures could come this way. However, not all these heads hail from here but simply from other hunts. Tonight you will join me on a hunt. Please don't think I'm a brute. I will give you the option to choose for yourselves. I suggest we play a game. I will proceed to give you a three-hour head start and after that head start, I will attempt to find you."

Simple enough you say? But, here's the catch my friends, if I find you, you'll be put on that wall with the others, However, if I don't find you and you evade me for three days then you win this game and by my honor you may go. In fact, I'll personally teleport you out of here. However, I said I'm a fair man and you can choose. The other choice is to be taken by my Balor and shown the nine hells personally. Though I should mention he will not engage in the hunt so put your mind at ease. The choice is yours."

- The players don't have much of an option here. They could fight the Balor (*Monster Manual pg 55*) but would probably fall to it.
- Out of fear Zaroff will personally teleport the players before Encounter 6 or 7 of Dungeon Module TH1 if they kill the Balor.
- Let the players choose what they want. One could end the module very fast but the other will proceed with it.
- If the players choose to accept the hunt Zaroff will honor the three hour time he's allowed the players.
- The main part of the module will start if the players take the being hunted route. See the rules at the beginning.

THE AFTERMATH

The players can either kill Zaroff or survive his hunt for three days. I will go over each of the options. **Regardless of what path they take the players will be teleported to before either Encounter 6 or 7 of Dungeon Module TH1.**

ZAROFF DIES

As you kill Zaroff, everything in his twisted hunting grounds suddenly gets sucked up into a vortex that he was master over. Not only the land but also the creatures and the animals. Soon the vortex vanishes without a trace. All is bare as if nothing happened. Only the remains of the Deep Gnome city. An elderly Deep Gnome comes out from hiding and approaches you and claims he can't thank you enough. As a reward, he gives everyone gifts and says he will transport you out of the city but can only teleport you so far due to the lack of strength he has from the struggle of Zaroff.

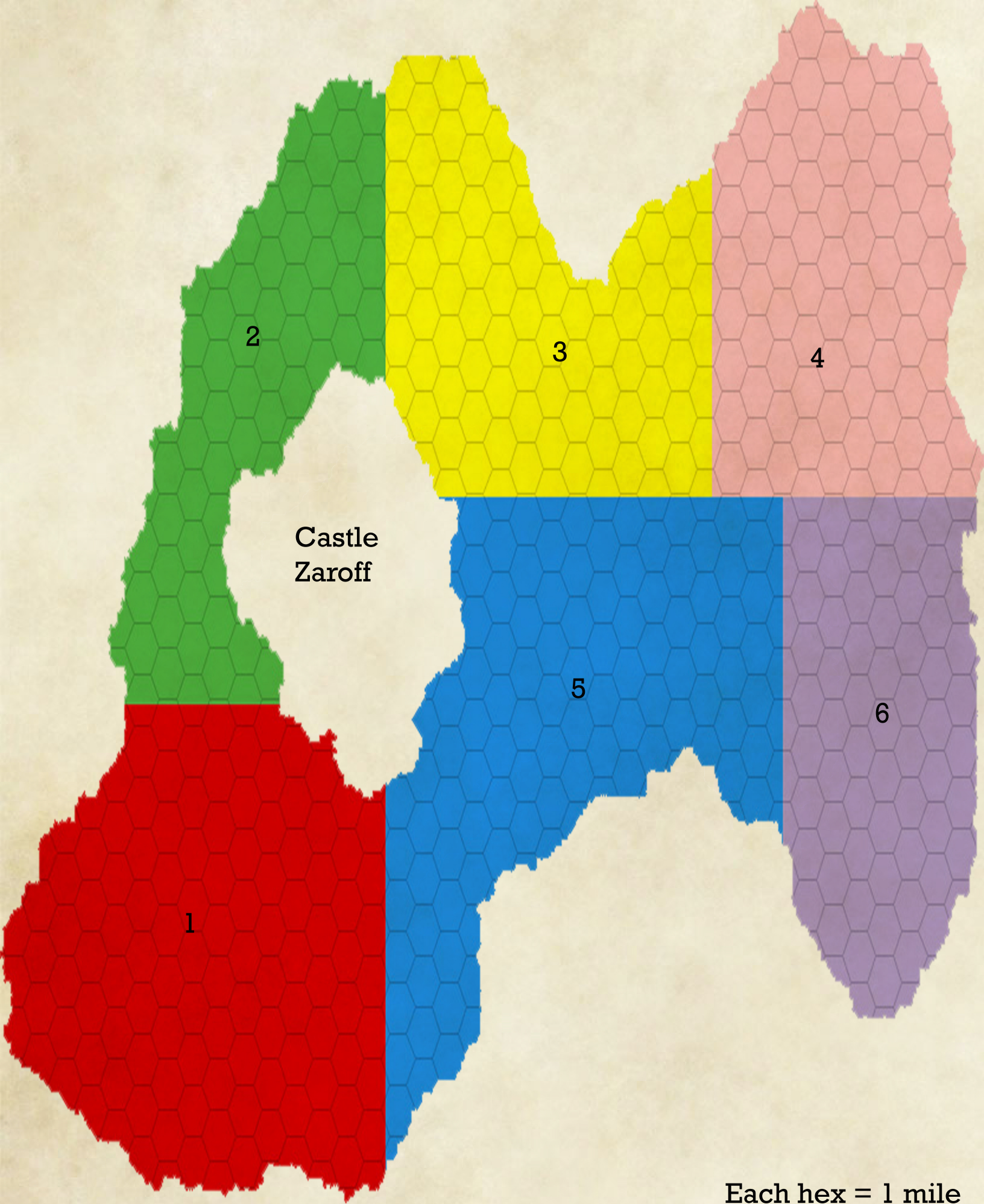
- Each player will receive a *Cloak of the Manta Ray* (*Dungeon Master's Guide*, 159) and each with a *Ring of Free Action* (*Dungeon Master's Guide*, 191)
- The players will be teleported to one of the above mentioned places.

ZAROFF LIVES

After the three days Zaroff himself comes to you and congratulates your success in evading him. He says as promised he will personally teleport you out of his hunting grounds.

- The players will be teleported to one of the above mentioned places.

THE END



Castle
Zaroff

Each hex = 1 mile