

Encounter Crate

Dungeon Crawl

by Brandon Perkins



This module is intended for use with minimal required tweaking or customization. That said, feel free to alter it any way you might need for your campaign. The inspiration here is to capture the feeling and setting of the origins of tabletop roleplay. Within this dungeon are deadly traps, encounters with roots beyond the known age, and creatures from the minds of those that started it all.

Put on your +1 shirt of dungeon mastering and strap in, here we go...



This symbol indicates it's time to play a mood from the Syrinscape Ambient Soundset!



Special
Instruction
Module

© 2019 RealmSmith Inc.
All Rights Reserved.

Made in Canada

The Terror Below

Seith of Sundergall, the devourer of all things, has lived below the crust of the world in the deeps, in the caverns, in the dungeons. A gelatinous mass, older than reckoning and with an insatiable hunger for all things living and dead. It has devoured the earth and stone, carving its way across the deep places seeking its fill, but never finding satisfaction. What once was a simple gelatinous cube has become a terrible creature of legend within the deep places. Drow fear it, goblins worship it, and the world above knows nothing of it.

Long ago, Seith was captured by a wizard who had been seeking to destroy the creature. However, he quickly discovered that the creature itself could not be killed by conventional means, at least not at its current size and power. At the time of capture, the cube was a 70 foot terror with the ability to dissolve anything it touched, driven by an unnatural force of will and wisdom of its own. The wizard's plan to capture the creature within a magical barrier had worked, but his efforts to maintain the magic had kept him in a state of constant exhaustion. To protect the world and to attempt to starve the creature to death, the wizard sacrificed his own life to power the force that held Seith in place within the dungeon floor. But over time, as Seith starved, Seith shrunk, and developed a new hunger for magic.

A small town exists above the borders of this dungeon. To its dark misfortune, goblins have discovered the dungeon and Seith within. In their worship of Seith, they have begun to feed the townsfolk to it. Over a very short

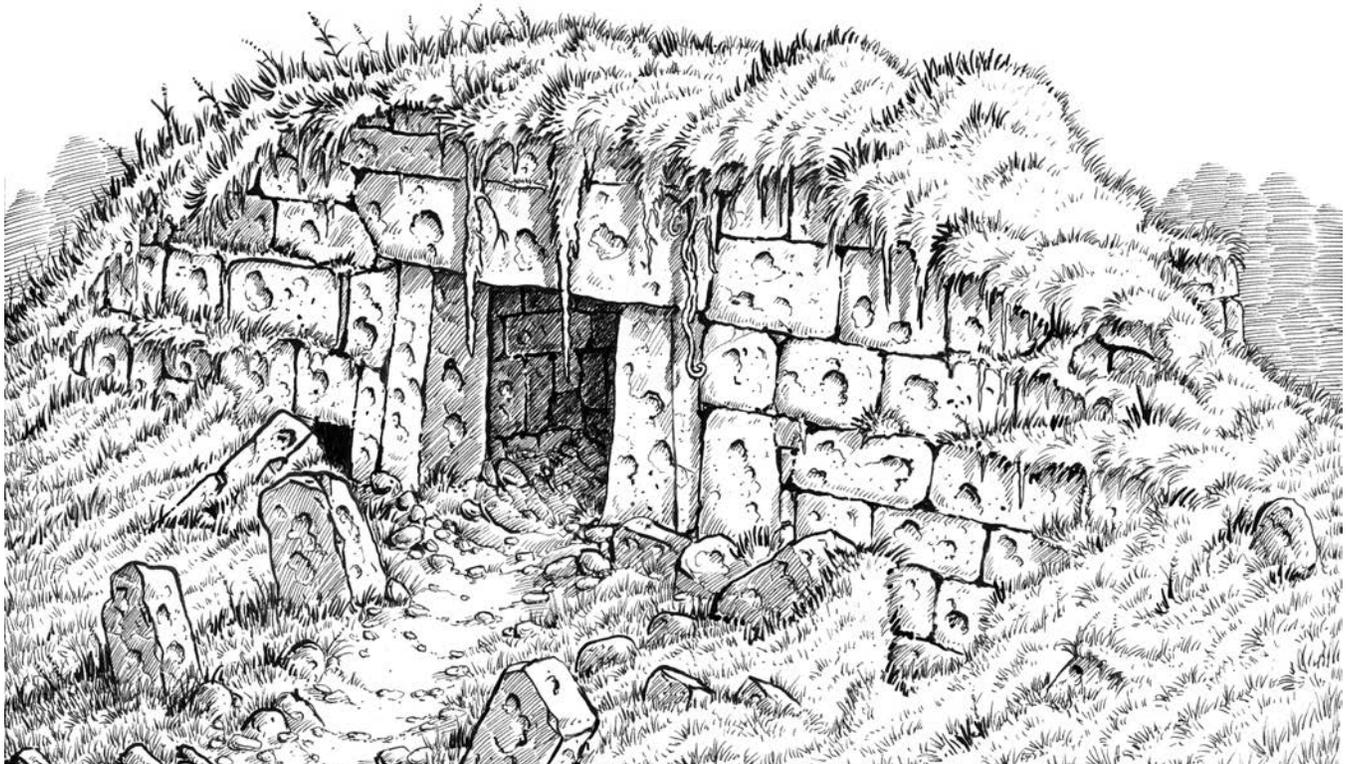
period of time, nearly all of the people have been quietly trapped and taken to the depths to be fed to Seith.

Now, as the goblins began to feed Seith again, the cube had almost entirely devoured the wizard's barrier. The sacrifices made to Seith by the goblins had grown it from a starved 5 foot cube, to a 10 foot cube, and it appears to be growing more with every feeding. Still magically held within the floor, Seith grows stronger and will escape very soon.

In desperation, the few remaining townspeople are met by the party in an attempt to abandon their home for safer lands. They tell the heroes of those loved ones who have mysteriously gone missing. They suspect the answer may be found in the dungeon nearby.

Scaling Seith

Seith is based on the Gelatinous Cube monster stats. Higher level versions of Seith include all features and abilities that are found in the lower level versions unless stated otherwise. This is a deadly encounter intended to capture the threatening nature of original tabletop, so I encourage you to customize as you see fit for your party. I recommend scaling Seith's HP based on your party's average damage per round multiplied by the number of rounds you'd like combat to last. Eg. Party's weapon damage average is 45, you want combat to last 4 rounds. $45 \times 4 = 180\text{hp}$. This is not a hard and fast rule, and you may change it on the fly in combat if things aren't going as you'd intended.



Levels 1-4:

- ◆ Seith has weakened to be almost the same as a standard gelatinous cube.
- ◆ Unnatural Wisdom feature
- ◆ Insatiable Hunger feature
- ◆ All acid damage is 4d6, 8d6 if engulfed.

Levels 5-10:

- ◆ HP: 260 (25d10 + 100)
- ◆ Seith has resistance to all types of non-magical damage.
- ◆ Taste for Magic feature
- ◆ Growth feature

Levels 11-20:

- ◆ HP: 370 (35d10 + 200) -> 530 (50d10 + 300)
- ◆ Seith is resistant to all damage types.
- ◆ Killer Instinct feature.
- ◆ All acid damage 6d6, 10d6 if engulfed.

Seith's Features

Unnatural Wisdom:

Seith is a sentient being, able to use basic reasoning. Seith cannot communicate or understand any languages. But is clever enough to be able to control itself and its abilities with a small level of strategy, aggression and self preservation instinct. Seith is especially adept at trapping creatures in areas where they are unable to escape.

Insatiable Hunger:

Seith is able to dissolve any non-magical matter. Its hunger is powerful, and it can dissolve unconscious or dead organic matter in a single round of combat. Living organic matter takes extra acid damage (determined by party level scaling). This also adds the Corrosive Form feat as found on the Black Pudding monster

Taste for Magic:

Seith now has a taste for magic, giving it the ability to dissolve magical items, and it will regain 1d4 hp per spell level from magical attacks. Eg. A spell cast at 3rd level heals Seith by 3d4. A spell cast at 4th level heals Seith by 4d4. Etc.

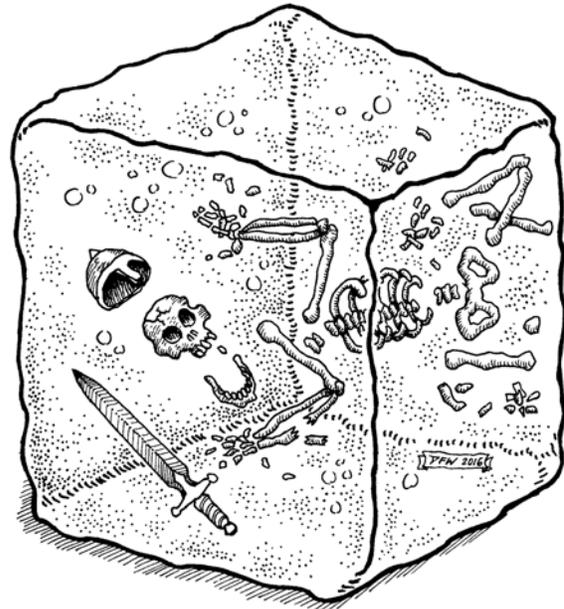
Growth:

Seith is able to grow one additional square foot larger as a bonus action. This effect can stack to an unlimited size. Seith can not shrink and is limited by the size of a space.

If Seith is too large for the space it inhabits, Seith will have to dissolve its surroundings until it fits the space to be able to move at regular speed again. While dissolving, Seith's movement speed is one third of its regular movement speed.

Killer Instinct:

Seith will target a single creature at the start of battle and will maintain focus on that creature until it is unconscious or dead.



Dungeon Design

Dungeon Entrance:

🔍 *Play Syrinscape Mood*

The dungeon entrance is hidden, but has been accessed recently. A DC 10 Perception/Investigation roll will reveal scratch marks down the face of the secret door. The door has three holes in it. Inside each hole is a small switch, all three must be triggered simultaneously to open the door.

When the door opens, it slides down into the floor. This causes it to block a passage on the second floor. When this door is opened on the second floor, it raises up to block the entrance again.

Occupants:

The dungeon is crawling with goblins everywhere. Regardless of party level, these are standard goblins. If you like, feel free to augment them with magic items or special feats. They often are accompanied by rust monsters that they have trained to attack armor and weapons of intruders. Rust monsters also roam the dungeon on their own.

Roaming Encounters

d6	Description
1	4 Goblins, 1 Rust Monster
2	2 Rust Monsters
3	2 Goblins, 2 Rust Monsters
4	3 Goblins, 1 Rust Monster
5	2 Goblins
6	1 Goblin

Encounters

1. You Had One Job:

🔮 *Play Syrinscape Mood*

The party enters a small room to find 4 sleeping goblins scattered around the floor. They are laying in such a way that the party would have trouble crossing the room without waking the goblins. They appear to have been working on a trap in the room, and the trap is nearly complete, just not yet hidden. The entire floor of the room looks as though it would open into a spike pit.

A DC 15 Investigation check within 5 feet of the trigger reveals that it is a tripwire stretched across the middle of the room.

DC 15 Stealth check allows a party member to move through the room without waking the goblins.

2. The Bottomless & Topless Pit:

While walking down a corridor, the party discovers a 10 foot by 10 foot pit in the floor that descends 50 feet into blackness below as well as another 10 foot by 10 foot hole that ascends 50 feet into blackness above. At the top and bottom of the pit are connected portals. The skeletal remains of a human are endlessly falling between the portals. Scratched into the wall are the words "Woe to ye who rides... it's not as fun as it looks - Signed, Martek i5"

3. Hallway of Shackles:

🔮 *Play Syrinscape Mood*

As you enter this hallway, the party will notice 20+ sets of shackles bolted at various heights down the length of the hall. Some are normal shackles, but others are magical and will attempt to lock onto player limbs and throats.

Once a player is within 5 feet of a magical set of shackles, the shackles will attempt to lock onto the closest limb that is not already shackled (DC 19 Dex save, 1d4 bludgeoning damage and the limb is immobilized on a failed save)

If all 4 limbs are shackled, the shackles will attempt to lock onto the user's throat and initiate a choke. Use drowning or breath holding mechanics to determine effect of the choke.

Players can use regular shackles on their limbs. This will cause the magical shackles not to target those limbs, as they are already shackled.

4. Wizard's Study:

🔮 *Play Syrinscape Mood*

The wizard that once lived here left his study in immaculate condition. As you enter, you notice small bugs crawling and devouring the dust, leaving a sparkling trail behind them. However, with time, they don't seem to be keeping up with the dust, leaving sparkling streaks and spirals all over the room.

2 Rust monsters wait in ambush from some high perch DC 18 Perception to spot them

The room contains a Glittering Link of Chain.

This link can be pulled from either side to become a 50 foot chain of unbreakable mythril. Tugging the chain three times returns it to a single link of chain.



5. Seith's Chamber:

 *Play Syrinscape Mood*

This 20 ft. by 20 ft. room is covered in runes and shows signs that it once was much larger and has shrunken to its current size. In the floor is a 10 ft. by 10 ft. acid pool. This pool is actually Seith, who has recently finished devouring the magical barrier that held it.

Elsewhere in the dungeon, goblins were preparing another goblin as a sacrifice to Seith. If the players interrupted this, Seith will be angry when they arrive in the room. If Seith is angry, Seith will emerge from the pit as soon as the party reaches the halfway point of the room. If Seith isn't angry, it waits until they leave the room to follow them. Once Seith begins following them, it will never stop.

When Seith leaves the pit, the room begins to magically shrink, closing to a minimum size of 5 feet square.



Appendix: NPCs & Monsters

PART 1: Death on the Highway

Goblin

Small Humanoid (goblinoid), neutral evil
Armour Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Senses Stealth +6
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Gelatinous Cube

Large ooze, unaligned
Armour Class 6
Hit Points 84 (8d10 + 40)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive perception 8
Languages -
Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

DUNGEON CRAWL

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Rust Monster

Medium monstrosity, unaligned

Armor Class 14 (Natural Armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses Darkvision 60 ft., Passive Perception 11

Languages --

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Credits

Written By: Brandon Perkins

Layout, Design & Editing: Jason Azevedo

This work features art by Daniel F. Walthall, found at: drivethrurpg.com/product/181517, available under a CC BY 4.0 license: creativecommons.org/licenses/by/4.0/

© 2018 RealmSmith Inc. All Rights Reserved



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game

Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Open Game Content: The Open content in this book includes the monster names, descriptions, monster statistics, and monster abilities. No other portion of this work may be reproduced in any form without permission.

WANT TIPS ON HOW TO RUN YOUR MODULES?



FOR MEMBERS ONLY

Well, do we have the show for you!
Introducing...

TALES FROM THE SHATTERED SHIELD

JOIN US as we pit our noobs against the treacherous peril found in our encounter crates each and EVERY MONTH!



Debuts FEBRUARY 10TH, 2019 at 6pm EST!

If you're not a MEMBER OF THE REALM, be sure to follow the instructions in the letter from your most recent crate or visit: www.realmsmith.tv

© RealmSmith Inc. All Rights Reserved.

