

THE TOURNAMENT OF TOKENS

ADAM DEWEES

**A level 1-5 one-shot adventure
for the world's greatest roleplaying game**



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A NOTE FROM THE AUTHOR

Thanks so much for downloading this adventure! If you have any questions or feedback please get in touch! You can reach me on Twitter [@Adam_DeWees](#) or email oneshotonslaught@gmail.com.

If you enjoy this adventure, I'd be thrilled for you to share about it on social media, or leave a review on the product page so others can hear about your experience!

You can listen to myself run this entire adventure over on our [Halfway to Heroes](#) podcast. This adventure is created based off of our very first arc of that show and takes four episodes to complete (roughly four hours).



ON THE COVER ALT TEXT

In the foreground, a group of adventurers crowded together. In the background there is a large clockwork dragon. The cover shows Claire, Minley, Ultrex, Merlin, Ubo, Clyde, Uthor, Wake, Klooog, and Quickness of Turtle.

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SCRIMORE COMPETITION

Tournament of Tokens is a DUNGEONS & DRAGONS adventure module for a party of four to five characters from 1st to 5th level. It should take three to six hours to complete, depending on which elements the PCs encounter. This adventure module can be placed easily in your home campaign/published adventure, or ran as a stand-alone adventure.

RUNNING THIS ADVENTURE

It's recommended to read the adventure module in its entirety before running it. The module refers to the Dungeon Master's Guide, Player's Handbook, Monster Manual, and the Elemental Evil Player's Companion. Creatures written in bold refer to the corresponding entries in the Monster Manual or Appendix A - Monsters & NPCs.

Magic items and spells written in italic refer to the corresponding entries in the Dungeon Master's Guide, Player's Handbook, Elemental Evil Player's Companion or Appendix B - Magic Items.

There are many places that this adventure will ask for a check. This check will always be 12 for levels 1-4, and 13 for level 5s. The one exception is if the check says to increase or decrease the difficulty (which will give the number to add or remove).

When your players are searching for chips, let them describe the areas that they would like to search. If it makes sense for them to find a chip without a check consider letting them find it without a check. If they're vague in their area they would like to search, consider adding to the DC.

There is potential for this adventure to come down to a tiebreaker which involves the amount of time a team took to finish the dungeon. Consider using a stopwatch to mark the real playtime for the adventure or use the time tracking system at the end of the adventure.

READ-ALoud TEXT

Text in boxes similar to this are meant to be read aloud by you as the dungeon master. Feel free to change or shorten any as you see fit.

ADVENTURE BACKGROUND

For years the town of Brightbank has held an annual tournament open to the bravest and the brightest. The premise was simple: enter the dungeon and emerge with the most Chips of Valor at the greatest speed. The winners would each be granted a magical item as well as a bounty of gold.

There is a chance of death and a guarantee of danger. Does your party have what it takes to become Superiors?

ADVENTURE HOOKS

There are many ways to get the PCs involved in the adventure module. The following hooks can help you set the events in motion.

JUST PASSING THROUGH

The party is passing through a town when they notice posters covering buildings and fences; they read: "Prove yourselves in the Scrimore Competition!"

INVITATION

A runner approaches the party and says that they are invited by Governor Wake to attend the Scrimore Competition in the nearby town of Brightbank (or any town you would like to use). They are handed a wax sealed envelope with directions to the town and an overview of the competition.

INITIATION

Instead of running this as a town competition, you could require your players to collect a certain amount of Chips of Valor before finishing a trial in order to be initiated into a certain guild/group/club. You will need to rework the intro text to fit the scenario of the group that your party is trying to join.

TRAVELING PEDDLER

A traveling peddler offers discounts for each token the group brings back from their pocket dimension dungeon (the entrance to which is a side door on their wagon). The items they sell are from adventurers who have died in the dungeon. You will need to rework the intro text to fit into this scenario, skipping the town event and going straight to the peddler and the dungeon.

THE TOURNAMENT

"Well we'd better get started." – Ubo

CHAPTER OVERVIEW

Upon arriving in the town of Brightbank, the players will learn of the Scrimore Competition through a speech being given by Governor Wake. It will be suggested that any group that would like to participate simply sign up at the registration table. Once your party has signed up, you can call their team name anytime you would like, allowing for them to spend as much time in town as they'd like or get them straight into the dungeon.

If you chose the guild initiation or the travelling peddler then you will need to adjust this chapter to fit into that scenario, ultimately ending with the group entering into the dungeon. Reminder: if you choose one of these options then your players will not be competing against other teams necessarily, but will still be wanting to get as many tokens as possible in the dungeon.

WELCOME TO BRIGHTBANK

The adventure begins with the party arriving in town for the competition. There is a festive excitement throughout the town with plenty of street vendors, crowds and streamers throughout.

Approaching the town square, they will see the majority of the townsfolk gathered around what looks like a set of cellar doors. Standing on a nearby podium is a woman with dark skin and thick black hair pulled back in a long ponytail. She is in the middle of addressing the town.

"Welcome everyone! It is the day that we here in Brightbank look forward to above all other days! We have quite the lineup for today's event with a lot of town favorites returning to try their hand for another victory. We're about to start any minute now but if you'd like to throw your hat in the ring feel free to come on up, give your team name and sign your waiver!"

And with that the woman climbs down off of the pedestal and walks into the cellar doors.

The crowd disperses somewhat as townsfolk begin to make their way into taverns, shops and food vendors. Once they can make their way nearer to the dungeon doors, they will see a registration table with two humans. One has red hair, a clean-shaven face, a nametag that says Jeremy, and looks to be a teenager. The other looks to be in their 20s, has short cropped hair, and a nametag that says Tiana.

Upon hearing that the party would like to join the competition the two will explain the rules of the competition (as seen below), and ask for a team name. They will explain that they are actually the last spot available, and now Kloog will select the first team randomly (you as the DM can either roll to see if they go first or just have them go first. If they aren't first, they will most likely want to explore town a bit which is left vague as to be easily slotted into any campaign).

Scrimore Competition

- 1. The goal of the competition is to find and collect the most Chips of Valor of any team*
- 2. If there is a tie between two teams, the team with the fastest time at entering and exiting the dungeon will be the winners*
- 3. The team with the most chips and the fastest time will win the grand prize*
- 4. No one under the age of 16 may enter into the competition. There is a high probability of loss of life or limb.*
- 5. You will turn over all weapons and items upon entering the dungeon and select one item from our available selection.*



THE DUNGEON

CHAPTER OVERVIEW

Once you are ready to have the party enter the dungeon Kloog will approach and lead them down to the first room. Upon entering, Wake will be waiting to explain the item selection room and to ask for all other items in return.

This section is the meat of the adventure. The party will be going room-to-room looking for Chips of Valor. Each room in this dungeon has at least one chip to be found and it is up to your players to find those chips to beat the other teams. If there is a tie between the amounts of chips found between two or more teams it will come down to the amount of time the dungeon took to complete.



Kloog calls out your team name, his voice seeming to come from multiple areas around the town square at once.

“Alright team, you’re up! Follow me and we’ll get you started.” Kloog leads you through the cellar doors and down a stone staircase lit by torches on either side. He opens up a set of wooden double doors at the bottom of the staircase and lets you all in.

Inside you see a small square room with shelves lining the walls with various items. Governor Wake is standing and waiting in the center of the room before she says “Hopefully Jeremy and Tiana explained the rules to you before signing up. I’ll need all of your items and weapons. You each can pick one and only one item from the wall.

1. ITEM SELECTION

Kloog leads the party down the stairs to meet Wake in a room that is lined with shelves and items on the walls. There is a set of iron doors to the north.

The group must now pass over all of their weapons and items (magical and non-magical) to Wake. They may attempt to sneak an item past Wake with a slight of hand DC 13 (at your discretion if the item would be feasible to sneak).

They will each get to choose one item from the list below.

After they have each selected their final item, Wake wishes them good luck and opens the iron doors to the north before closing them behind the party.

Items

Garden shears	Bag of Ball Bearings
Short bow & ammo	10-foot wooden pole
Crossbow	Fishing pole
Dagger	Steel mirror
Shield	Shovel
Long Sword	Crowbar
Hand Axe	50 feet of rope
Great Club	One chip of valor
Flask of holy water	Multitool
Unlit torch	Lockpick



2. CLOCKWORK SOLDIERS

After entering the room, wake closes the iron door behind you. You're standing in a rectangular room. Much like the past room it looks like it is carved entirely out of stone. There are torches lining the wall, lighting up the room as well as a chandelier hanging from the vaulted ceilings. There are two long tables going down the center of the room. Standing at either side of a large bronze door in the far wall is a 6-foot-tall soldier made entirely of metal and gears. You see steam pouring out of their backs every few seconds through vents. They each hold a metal shield as well as a longsword. They are currently standing in defensive positions, though they're not acknowledging you.

This room has the potential to be the first combat encounter the party has. The clockwork soldiers (Appendix A) will only attack if they are touched.

- There is one Chip of Valor in the hanging chandelier 15 feet above the ground (perception check to discover it)
- There is one chip in the chest of the clockwork soldier on the left (perception/investigation check to discover it and sleight of hand check to grab through the spinning gears without touching the soldier, waking it up)

SCALING THIS FIGHT

Below are suggestions for scaling this fight:

APL 1: Reduce their damage die to 1d6 and remove multiattack

APL 2: Remove multiattack

APL 3: Raise their HP to 30

APL 4: Raise their HP to 40

APL 5: Raise their HP to 40, raise their damage die to 1d10 and make one a variant (exploding).

3. DUNGEON FOREST

As you the door swings open you see something that actually takes your brain a moment to comprehend. It looks as if you're in the middle of a forest. The "room" is huge, there are a few trees scattered around and they're about 20 feet tall and even a small pond. Looking up you do in fact see a ceiling about 40 feet high and also walls on the far ends, making up a 100 by 100 square room. Straight ahead from the door you see a 30-foot-high stone wall that has been smoothed down with a ledge atop of it, you can't make out what's up there from this angle.

This room of the dungeon has been made to look like a small forest. The door is on the ledge in the northeast corner of the room, high up on the ledge. The party will need to get up to the top of the ledge and then solve a puzzle to get the key which opens the locked door (unless they have another way to open the door such as a lockpick).

- There is one chip in the pond (perception check to discover it, advantage if they jump in the pond)
- There is one chip in the top of the tree nearest to the cliff (perception check to discover)

Once your party manages to make it to the top of the cliff one way or another, read the below text.

Up here you can see that it is a smooth flat surface of stone much like the wall below. There is a large iron door against the far wall to the east.

There is also a life-sized stone statue of a medusa planted between you and the door.

The door is locked (DC lockpicking to open or using a key to open). The medusa has a necklace around her neck, but it is turned to stone and a part of the statue. Let your players get creative with how they get the key. Perhaps they show the medusa her own reflection in a mirror or the pond water below which you can choose to animate the full medusa (Appendix A), or just the key. Maybe they carefully chisel the necklace away from the statue and use the key while it's stone. This is a chance for your players to get creative.

4. PORTCULLIS PUZZLE

"Close the portcullis." – Ultrex

As you walk through the iron door, you see a rectangular room with wooden floors. The room is split in half by a portcullis directly in front of the door with narrow walls on either side.

Through the bars you can make out a door on the far end and a few wooden boxes and barrels on the other side.

This room is a mix of combat and puzzle. For your party to find a way to open the portcullis, they will first need to find two pressure plates on the floor (DC investigation or perception). Once they step on both of the pressure plates and hear the clicks (at least 30 pounds is needed to trigger), the portcullis raises up. If they remove pressure from the plates, then the gate closes (DC athletics/acrobatics check +2 difficulty to make it through before it closes).

On the other side of the portcullis there are wooden barrels and crates in the far back corners of the room. Hiding behind the crates is a clockwork spider currently rolled into a metallic ball (Appendix A), on either side; for a total of two spiders. Once a player approaches within 5 feet of a box, they will unroll and begin to attack.

During the combat, the party will most likely be split while two of the party are at the entrance holding open the portcullis.

- There is one chip in the boxes. Players will need to search through or break the boxes. If they search through each box and barrel, it will take some time (roll a D20 to determine how many minutes, with the number rolled being the number of minutes). If they smash open the boxes, have them roll a perception or investigation check to search the debris for the chip.

SCALING THIS FIGHT

Below are suggestions for scaling this fight:

APL 1: Two Clockwork Spiders

APL 2: Add one Clockwork Spiders

APL 3: Add one Clockwork Spider and raise their HP to 30

APL 4: Add two Clockwork Spiders

APL 5: Add two Clockwork Spiders and raise their HP to 40

5. REST AND RELAXATION

As the door swings open you are greeted by the smell of sweets as you see a room with plush chairs scattered around next to tables that are filled with all manner of juice and cookies taking up the majority of the tables. You see a streamer that says "Rest and Relaxation Room".

You hear the voice of Kloog fill the room "This is the rest and relaxation room. If you wish to rest up in this room you may, but remember your time will still continue!"

And with that, an hour glass on the wall turns over as a thirty-minute timer begins.

Here the party has the choice to take a short rest (adding 30 minutes to their timer) or to continue on without resting.

- There is one chip in the hourglass. If the players break it open, they're able to find it easily.

6. INDIVIDUAL TRIALS

Straight ahead of you are six doors. Above each door is a word. From left to right the words are "Strength", "Finesse", "Intellect", "Bravery", "Charisma"

A booming voice from Kloog echoes throughout the walls
"You must each now make a choice. You will each get to choose one door, and one door only!"

The players are presented with a choice. Each player must choose one door and one door only. The options are strength, finesse, intellect, bravery or charisma. If there are more than 5 players, the extra players may choose to instead go through a side door along the wall that does not have a word above the door. It leads straight to area 7 and offers no chips. Above each door has a quote under the one-word description. These quotes are at the start of their read-aloud text boxes. There is a key near the exit to one of the rooms (you choose one that a character chooses to place it) that has the chip of valor symbol on it. Above the key reads "The key to your success.". This key can be used in the final boss fight.

STRENGTH

Above the door reads "Strength can be measured in more ways than one.". There doesn't appear to be anyway to open this door until you look down and see that there are fingerholds at the bottom as if you need to be able to lift the door before even trying your trial.

Once a character opens up this door (Athletics check) they find themselves in an empty room save for an arm-wrestling machine at the center of the room. Underneath the machine is a box with reinforced glass where a coin of valor can be seen. If the character beats the arm-wrestling machine (Athletics check) then the top folds over on a hinge and allows the players to retrieve the chip. A character may also attempt to break the glass with an athletics check (+2 difficulty). After completing the challenge (win or lose) they will be able to go through the door at the far end of the room and meet back up with the others.

In the center of this otherwise bare room is a strange contraption mounted on top of a box with a thick glass box. It looks like a clockwork arm stuck in an arm-wrestling position. Inside of the reinforced glass box you see a single chip of valor.

On the far end of the hall you see another door.

FINESSE

Above the door reads "Everything has a weight to it. Not until you learn to control your own will you be able to control others."

Inside this room you see a series of stone platforms that are raised above the ground stretching the full length of this corridor.

At the end you see a pedestal with what looks like a chip of valor placed atop it. The pedestal is on a platform that leads to a doorway.

There are several checks to be made in this room. The first is acrobatics to jump from platform to platform (one check should suffice here unless you'd like to add more). If a player fails a check, they will fall 10 feet to the solid floor below taking 1d6 bludgeoning damage. There is a ladder built into the wall on the entrance side for them to climb up and attempt again.

Once they get to the pedestal, there will be an investigation or perception check to notice the weight-sensitive tile that the chip is currently resting on. They will need to replace the chip with something of similar weight (5 pounds or less) or else arrows will shoot out from small holes in the wall, causing a dexterity saving throw with 2d6 piercing damage if they fail.

INTELLECT

Above the door reads ““To solve this room, you must be smarter than half of everyone.”.

Inside this room you see a table with a stack of 12 Chips of Valor on the table. Also, on the table is a scale with two arms and trays commonly used to balance food and money at a grocer. There are 3 vertical tally marks currently glowing blue in front of the scale.

Written on a scroll next to the scale it says “Before you are 12 Chips of Valor. Only one is true, the other 11, worthless. The 11 imposters are the same weight while the true chip is slightly heavier. You may use the scale three times and three times only to try to discover the one true chip of valor. If you leave the room with more than one of these chips in your possession, you will be penalized one chip.”

This is a common logic puzzle with a few solutions. You may want to research all of the various solutions prior to running this section, or you can just reason out if the character’s plan would indeed work or not. If they’re not able to solve the puzzle and just choose a chip at random, then roll a d12. If you hit 12, then they chose the correct chip. If they’re able to narrow down the chip to a smaller group, then roll the die closest to that amount (a d4 if they’ve narrowed it down to 3 unless you’re able to roll a d3). If the die lands on its max value, then they have chosen the correct chip.

One sample solution would be to split the chips into 3 stacks of 4. Place a stack of 4 on either side of the scale. If they balance out, then you know that the heavier chip is in the pile which is not weighed. You can then place 2 chips on both scales from the group that has yet to be weighed for your second use of the scale. Whichever side is heavier, take those two and weigh them against each other. The heavier chip is the true chip of valor.

There is an exit door at the end of the corridor.

BRAVERY

Above the door reads “Monsters, demons, dragons and the undead. None of these hold a candle to what lies behind this door.”.

Inside the hallway the room is well lit by torches lining the wall with a small table with a single lit candle on top of it. When the character first walks in they get a quick glimpse of something they fear at the end of the hallway (if you’re not sure what your player’s character would fear, you could always consider a lich or a mind flayer). The torches then go out, leaving just the lit candle and making it too dark to see the end of the hallway where the creature was.

The goal of this corridor is that they character is meant to blow out the candle, casting the room into total darkness. There is a chip of valor underneath the table where the candle was resting, but it is concealed by a modified illusion spell. This spell hides the chip as long as there is any source of light in the room.

Once the character reaches the end of the hallway, they will find a door leading to the exit.

CHARISMA

Above the door reads “Charisma is such a versatile tool. Through fear or friendship, being charismatic can leave a lasting memory of a person.”.

The inside of this corridor is remarkably bare. It is a straight passage to a door on the far end. Flanking the door on either side are two stone statues of bugbears.

This corridor is meant to be a roleplay puzzle. The statues are able to move from the waist up with their feet forming out of the ground. They are 10 feet apart with the door right in the middle. The statues are sentient and able to speak. They very much enjoy their life and are best friends. They love this time of year because it’s the only time they get to interact with anyone other than themselves.

Have fun with this encounter. Choose any of the below options for the character to win over a chip of valor (or 2!).

- The statue on the left (Stix) has two Chips of Valor. The statue on the right (Sox). I think it’s only fair that they share the chips. Let your player come up with a compromise to try to get one of the chips (or both) themselves. Have a persuasion, deception, or intimidation check depending on their method.
- Use the classic one guard always lies and one always tells the truth. If they’re able to find out which statue is telling the truth, then they will give the character a chip.
- The statues get awfully bored down here and love stories. If your character tells them an entertaining story (performance check) then they will gift the player a chip.

DEVOTION

Above the door reads “How much would you give to prove your devotion? Would you give it all?”.

The inside of this corridor is divided by walls of hot blue flames spaced evenly until the back wall. There doesn’t appear to be a way around the flames...

This puzzle is meant to test the character’s faith and devotion. Every wall of flames they walk through will cut them down by half of their current health (so each wall of flames will do progressively less damage but still get them very close to zero). Make sure to describe the intense burning and pain as they walk through each wall of magical fire. Once they walk through the fifth wall of fire, they will fall unconscious briefly, landing in a pool of cleansing water just in front of the exit. This will reinvigorate them and bring them back to full health (even if they were lower than full at the start of this room). There is also a single chip of valor in the 5-foot-deep pool of water.

7. MONTY HALL PUZZLE

After all of the players have completed their tasks and have exited their rooms, they find themselves in a hallway with one single iron door across from them all.

This next room has bright blue and orange carpeted floors and three large purple doors set in the back of the room. One labeled with a 1, one with a 2, and the final door with a 3. On the wall to the left is a plain iron door.

You hear Kloog's voice magically amplified in the room "You've got to know when to risk it and when to play it safe while you're out in the world. Will you wager 5 Chips of Valor to see what is behind one of these 3 doors? Or will you save your chips and continue on your path."

This is the classic Monty Hall puzzle. Once the players choose a door, Kloog's voice will respond "Very good choice! Now, if we remove door <pick a door they haven't chosen that does not have the 10 chips inside>, would you reconsider your choice and choose the other door or would you stick with door <their door number they chose>?"

Whichever door is chosen, the players will need to slide 5 chips into a slot in the center of the door to open it.

1. Behind door 1 is a mimic chest that attacks once they attempt to open it.
2. Behind door 2 are 10 Chips of Valor
3. Behind door 3 is a Potion of Superior Healing

After the characters have made their final choice and have finished with their door, they may head to the final room of the dungeon.

Above the door exiting this room inscribed in blue arcane letters is the message "A good adventurer knows when all is lost. A great adventurer knows there is always more to lose."



8. CLOCKWORK DRAGON

You enter into this next room that looks to be a massive cave. The ceiling has to be over 100 feet high and from wall to wall is nearly as far. There are large stalagmites and stalactites all around the room, some growing to be over 15 feet tall. You see what looks like a crumpled pile of scrap metal in the center of the room, taking up a huge portion of the cave. Near the pile is a roaring bonfire reaching fifteen feet high. There is a door on the far wall with large orange letters that reads "Exit".

You hear a booming voice, Kloog again, say "What would a dungeon be without a dragon!"

At that moment the you see steam start to pour out from the pile of scrap in the center of the room. As parts start to hiss and whirl and clank together you see the form begin to take shape as a massive clockwork dragon slowly begins to take to its feet, staring down at you. It's eyes flash blue as does a large crystal set into the center of its chest, a slight indication in the center of the gem. Just then two large metal gates slide shut built into the chest to defend the gem. The whole room is lit by only by the massive brazier behind the dragon.

The clockwork dragon (Appendix A) is meant to be a challenging fight that has the opportunity for the party to flee instead of finishing the fight (the door on the far end of the room has a large exit sign and is unlocked). If they are able to kill the dragon, they will be rewarded with quite a few chips. NOTE: The chest of the dragon requires the key that one of the characters should have picked up from their trial room. The dragon's stat block will explain how this can be used.

There are a few chips in this area:

- The dragon's body has a total of 5 chips on its body. These chips have the same illusion that the bravery trial used, which means they will need the room to be darkened to find them or use a detect magic spell. Consider leaving out the illusion mechanic if no one used the bravery door as they would then have no way of knowing.
- There are two chips at the bottom of the fire. It will most likely need to be extinguished for them to be visible or for them to be picked up.

SCALING THIS FIGHT

Below are suggestions for scaling this fight:

APL 1: The clockwork dragon alone should be enough of a fight for your party. If you're confident in your party you could add one Clockwork Spider

APL 2: Add one Clockwork Soldier

APL 3: Add one Clockwork Soldier and one Clockwork Spider

APL 4: Add two Clockwork Soldiers

APL 5: Add three Clockwork Soldiers (including one variant)

9. WAITING ROOM

The below read-aloud text is structured as if the characters are the first team to enter the dungeon. It will need some adjustments if there have been other teams that have completed. There will be other adventurers lounging on the couches and the score board in the center will be updated accordingly.

You are greeted by a large circular room that has couches lining the walls. In the center of the room is Scoreboard with 10 slots in it. Jeremy and Tiana are the only two in the room lounging on the couches when you all enter. They quickly stand up and approach you all.

Jeremy says "Congratulations on completing the dungeon! Looks like you all even survived and are mostly in one piece! How many chips did you all manage to gather?"



RESULTS

Jeremy and Tiana will collect all of the chips and take note on their clipboard. They'll then grab a plank that has the party's team name on it and slot it into the corresponding slot (first place if they're the first team back).

To determine the results of the competition, consult the table below. Feel free to fudge things in favor of the party if you think everyone would have a better time if they had won! That's what this is all about isn't it? Having fun!

Team Name	Result
The Refundables	25 chips
The Funky Four	23 chips
The World's Worst Houseguests	18 chips
The D Team	17 chips
Crappy Cowboys	17 chips
The Majestic Geese	12 chips
The Moondogs	12 chips
The Shiny Boys	10 chips
The Foxy Irregulars	6 chips

You have quite a few options for the rewards for this dungeon. As the DM, you'll know the currency of your campaign more than anyone. One suggestion would be to have the first-place prize be 100 GP, second-place 50 GP and third-place 25 GP.

As for a magical item for the grand prize winners, you could either have a magic item you would like your players to have and use this as a chance for them to earn it or you could roll on the table of common magic items below. You could give your party one item or an item per player.

Magic Item	D20 Result
Alchemy Jug	1-10
Bag of Holding	11-20
Boots of Elvenkind	21-30
Bracers of Archery	31-40
Cloak of Protection	41-50
Goggles of Night	51-60
Robe of Useful Items	61-70
Sending Stones	71-80
Wand of Magic Missiles	81-90
Ring of Mind Shielding	91-100



APPENDIX A: MONSTERS & ENEMIES

CLOCKWORK SOLDIER

Medium Construct, Unaligned

Armor Class 16

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	3 (-4)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 1 (200 XP)

Death Burst. (Variant only) When the clockwork soldier dies, it explodes. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half as much damage on a successful one.

ACTIONS

Multiattack. This construct can make two Longsword attacks (remove if the APL of the party is 1 or 2)

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

CLOCKWORK SPIDER

Large construct, unaligned

Armor Class 14

Hit Points 21 (6d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Stealth +5

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1/2 (100 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) piercing damage.

Bolt. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one creature. *Hit:* The target takes 1d8 lightning damage

MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception 11

Languages --

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

CLOCKWORK DRAGON

Medium construct, neutral

Armor Class 16

Hit Points 51 (6d10 + 18)

Speed 30 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Acrobatics +2, Perception +4

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft., Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

False Appearance. While the clockwork dragon remains motionless, it is indistinguishable from a pile of scrap metal.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 +4) piercing damage.

Steam Breath (Recharge 5-6). The clockwork dragon exhales steam in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

APPENDIX B: DUNGEON



APPENDIX C: RIVAL TEAMS

THE REFUNDABLES (RIGHT)

MERLIN

A human male warlock. Merlin is a barber by trade and always has time to give a quick haircut (for a price).

ULTREX

Ultex is a warforged paladin that was created to defend Faerun from Illithid invaders. He is also deathly afraid of spiders.

CLYDE REEMERSTAT

Clyde the goliath barbarian spent most of his life on a small farm dreaming of becoming a blacksmith. With the winnings from the competition he will be able to afford an apprenticeship.

UBO

Ubo is a turtle artificer that loves all things technological. He can make almost anything, and some of his inventions actually work.

THE FUNKY FOUR

MINLEY

Minley is a 70-year-old high elf warlock. She dresses in pale white robes and has bright white hair. She has worked hard to gain the attention of her patron and to gain control of her powers.

CLAIRE RUNEFORGE

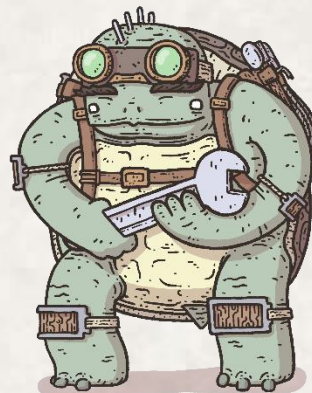
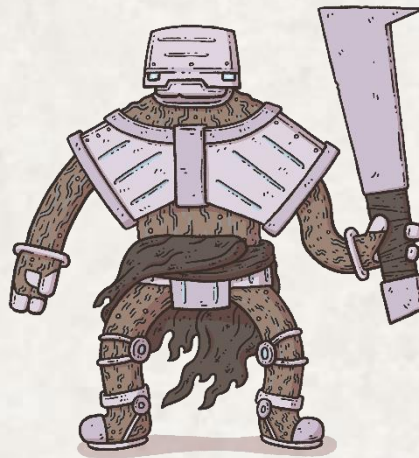
Claire is a young dwarven barbarian. She has red curly loose hair and thick muscled arms. She does not speak often and instead opts to let her strength and axe do the talking.

QUICKNESS OF TURTLE

Quickness of Turtle is a tabaxi artificer that resembles a calico cat. They are obsessed with technology and anything shiny.

UTHUR

Uthor is a silver dragonborn paladin. He takes his oaths seriously. His role in the group is to mostly stop them from having too much fun.



APPENDIX D: HANDOUT

Scrimore Competition

- 1. The goal of the competition is to find and collect the most Chips of Valor of any team*
- 2. If there is a tie between two teams, the team with the fastest time at entering and exiting the dungeon will be the winners*
- 3. The team with the most chips and the fastest time will win the grand prize*
- 4. No one under the age of 16 may enter into the competition. There is a high probability of loss of life or limb.*
- 5. You will turn over all weapons and items upon entering the dungeon and select one item from our available selection.*

ABOUT ADAM DEWEES

I have been playing Dungeons & Dragons since 2017. Not long after that, I began my first actual play podcast One-shot Onslaught. I'm the dungeon master and we play through one-shot adventures from DMsGuild.

In 2019 I finally took the plunge and started my first ever homebrew campaign which we record as a podcast. The show is called Halfway to Heroes and follows four students that have recently graduated from Scrimore Academy. This adventure is based off of the first arc of that show, Scrimore Academy.

Since then I have also helped start the podcast Roll for Weird and Sh*tty Cowboys. I would love for you to check out all of those shows especially if you enjoyed this adventure!

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