

 **MONKEYDM**

# PERILOUS EXPEDITION

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**5TH EDITION ADVENTURE**

**FIGHT FOR FAME AND GLORY**

## PERILOUS EXPEDITION

**PERILOUS EXPEDITION IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 4 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## PLOT HOOK

On practically every town board and on the lips of every town crier is only one name: Almendrud. The heroes hear this nobleman is in search of adventurers to aid him in a new expedition. They are told to meet his associate in a tall tower known as Archeologicus Post.

### 1. AWAY WE GO!

In which the heroes begin their expedition on an extraordinary contraption.

#### CHAPTER 1.1. A SHIP WITH NO SEA

Read this:

'As you heroes walk the path given to you by a small flyer, you take a quick glimpse at it. "The Almendrud Academy of Archeology is in search of helpful adventurers for an exploration! Pay is 500 gold per adventurer." It sounds like an ordinary job. Guide a few archeologists through their desired region, in search of some ruins. Nothing too unknown. A few hours into your journey, however... as you near the distant tower known as Archeologicus Post, you do see something beyond your idea of normal. Hanging on the side of the tower, chained to it and yet... afloat, a large, full-sized ship. It has no water underneath, nothing. It is simply a floating vessel! And it is... marvelous. The closer you get, the more marvelous it seems. What a ride this will be!'

Any player observing the tower may make an attempt at discerning what the ship is by performing either a **DC 14 (Intelligence) Arcana** check or a **DC 12 (Intelligence) History** check, provided they are proficient in the respective skill. A success will reveal that such a boat is referred to, most often, as a "Skycarver" and it is a mix of engineering and magic. It is also VERY expensive.

The players will arrive at the base of a large stone tower, with all types of what seem to be mechanical bits and cogs up the walls, all connecting and heading upwards, either near the ship or connecting to the ship itself. The door to the tower is large and made of two individual wooden blocks, expertly carved. Once they knock, they will be welcomed by Daniel "Handy" Harding

#### DANIEL "HANDY" HARDING

**Information:** In front of the players rests a human man, around mid-thirties, who looks almost scarily gaunt. His face is old and wrinkled, with his body a mess of skin and bones. And yet, his eyes flicker with joy and intellect. His white shirt, vest and pants have oil and soot over them, with his twirled mustache being the only clean bit of his whole persona. On his back, you just now see, a metal contraption, almost a backpack of sorts, with appendages extending from it. Around 6 or so gloved hands, all holding on to something different.



With joy, Daniel will welcome the party in, recognizing them as adventurers. He'll excuse the mess, press a button, and then say that Mr. Almendrud is upstairs, in his office, but will be down soon. The whole inside of the tower is a mess of random creations, all of which belong to Daniel. He is the main aid for this upcoming expedition, which, he will detail, they will go on with his ship. Which he can man pretty easily on his own.

#### CHAPTER 1.2. A GENTLEMAN

After a few moments of discussion, the party will begin to hear footsteps from upstairs, as the large figure of Lord Almendrud descends.

#### LORD WOLFSTEIN ALMENDRUD

**Information:** A traditional orc gentleman, dressed in a pinstripe suit, smoking a pipe, wearing a monocle and having a very precise demeanor. His voice is as posh as can be. Some adventurers might have heard of him.

Lord Wolfstein Almendrud introduces himself, before saying that no adventurers have accepted the job so far, due to fear regarding riding Daniel's Skycarver (the ship). He'll also mention that he is in dire need of adventurers because his last expedition ended with the opening of a devil portal.

**GM Note:** This, of course, is a reference to [The Infernal Excavation one-shot](#), which the players might or might not have heard about! This has no effect on the session, just thought it's a fun thing.

In case players wish to haggle with for more money, they must perform a **DC 14 (Charisma) Persuasion** check. He will then offer up more coins.

## CHAPTER 1.3. RIDING THE SKY

Read this:

'The next morning, after a surprisingly tasty breakfast, you all ascend atop the tower and make your way onto the deck of the Skycarver. Although it goes without saying, it is a surreal creation. It floats in an unnatural, buoy-like way, going up and down as if it were riding on the high seas. You see Daniel quickly move himself from one side to the other of the boat and, but a few minutes later, alongside Daniel and Wolfstein, you ride out.'

## 2. SMOOTH SAILING

In which the players find out that even in the sky, sailing is difficult.

### CHAPTER 2.1. MAKE YOURSELF AT HOME!

Read this:

'As you ride through the sky, you see landscapes quickly move from below you and you transition from forest, to mountain, and then slowly into a steppe of sorts. The weather is noticeably colder, especially this high, but it doesn't bother you too much, especially since the speed at which you are going ain't that fast. Then, Daniel, who is at the wheel, turns his head towards you. "Do me a favour, would you kindly go below deck and shift the temperature field? We'll get to the desert soon, so we'll be needing a little cooling." He then turns back to his sailing. All is well.. for now.'

The players must now explore the ship, finding the so-called "temperature field".

### AREAS OF THE AIRSHIP

#### 1 - ALMENDRUD'S CHAMBERS

The door to Almendrud's chambers is closed, with him casually writing into his journal on the inside. Although he is prone to being polite, he is also not too interested in talking. If the players do persuade him or annoy him enough to come out, he will, although reluctantly. As for letting them inside, that is something he doesn't desire to do.

#### 2 - EMPTY CHAMBERS

An open door leads the players to empty chambers, prone for the taking, but also prone for passing through, as it also has an additional door.

#### 3 - DANIEL'S CHAMBER

Daniel's chamber isn't locked, so the players can walk inside without issue. Upon walking inside, they find a bag resting on his bed. Upon closer inspection, this is a **bag of holding** filled with all manner of tools and mechanical creations, as well as 200 gold pieces. The players may steal if they so desire.

Any player may look through the room with a **DC 12 (Wisdom) Perception** check, finding a photo on his bedside counter. The photo is of a beautiful elven woman with very long brown hair. On the back, in black ink, is written "To my beloved Daniel, good luck on your travel! - Hope."

#### 4 - SPIRAL STAIRCASE

A standard spiral staircase, which will lead them to the lower level.

#### 5 - TRAPDOORS

Two small locked trapdoors rest on the deck of the ship, with a light buzzing sound coming from underneath them. A player may attempt to unlock these with a **DC 15 (Dexterity) Thieves' Tools** check. Under each trapdoor rest 3 crystals, connected to wiring, which crackle every now and then. One is orange, one is blue, while the last seems to be purple.

- Removing an orange crystal disables the "temperature regulator" feature of the ship.
- Removing a blue crystal disables the "gravity regulator" feature of the ship.
- Removing a purple crystal disables the "engine turbo" feature of the ship.

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### MAP 1: AIRSHIP 1



## 6 - POWER CRYSTAL CHAMBER

Read this:

'As you walk inside, you can almost feel the energy around you shift. Brightly shining in the middle of the room is a crystal of unknown origin, crackling and forming small, bug sized explosions of arcane energy. On the ground, wires and pipes connect it to five or so different exit points. Weirdly enough, you almost feel like your magic is enhanced in this chamber, yet you don't know as to why.'

Any player proficient in the Arcana skill or in Jeweler's Tools may make a **DC 16 (Intelligence) Arcana or Jeweler's Tools** check to discern the nature of the crystal. On a success, they discern it is an Arcanum shard, a powerful gem that can harness immense magical power. Surely, one of these many exit points connects it to some arcane weaponry. On a failed check, they get briefly electrocuted by the crystal, taking 1d6 lightning damage.

In order to find the switches, the heroes must make a **DC 12 (Wisdom) Perception** check, finding them on a success. If they do not find them, they will take a long time searching below and wasting time. You may proceed to the next chapter.

## 7 - REGULATOR SWITCHES

Read this:

'On the wall, rusty and dusted, but barely noticeable, are three large switches attached to a panel. Underneath each switch there is a streak of color and a name. The leftmost switch has the name "temperature regulator" and an orange streak. The middle one has the name "gravity regulator" and a blue streak, while the last one has a purple streak and the name "engine turbo". Currently, the middle lever is in the middle, while both the other levers are down.'

If the players pull up the temperature regulator, they will feel the temperature almost instantly increase, as it gets a little cozier.

The gravity regulator can be pulled either up or down. If pulled up, the gravity eases up.

While the switch is up, all creatures will receive an additional 10 feet of movement and their jump height increases by 10 feet. In addition, their weapon attacks will deal 1d4 less damage.

While the switch is down, all creatures will have their movement speed reduced by 10 feet and their jump height reduced by the same amount. All weapon attacks deal an additional 1d4 damage. In addition, all flying creatures coming near the ship must make a **DC 10 Strength saving throw** or be brought down on the deck.

If the players pull up the turbo switch, the whole ship will begin moving at a quickened pace, but the crystal will begin to radiate. All players are deafened, but all creatures on the ship's floor will take 1d4 lightning damage at the start of their turn from the increased electrical field. They will also hear Daniel shout for them to pull it back down from upstairs.

## 8 - WEAPONRY CHAMBER

Read this:

'You walk through a narrow door and find yourself in a room filled with all sorts of weaponry. Cannonballs, harpoons, spears, axes, everything one might expect. What you also find is a large metallic box, the lid of which you open with a loud thud. Inside, three small glass vials, with a swirling purple-ish color to them.'

Any player may attempt to investigate the vials with a **DC 13 (Intelligence) Investigation** check. On a success, they discern that this can only be energy syphoned from the main Arcanum crystal.

**GM NOTE:** Each vial can be open and drank like an ordinary potion. When a player does this, roll 1d4. On a 1, the energy overflows them and they take 2d6 lightning damage. On a 2-3, they regain one expended 1st level spell slot, if they have any. On a 4, they regain one expended 2nd level spell slot, if they have any.

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## MAP 2: AIRSHIP 2



## 9 - MEDICAL ROOM

The door to the medical room is partly off its hinges, for it to open again, one might need to put it back. This requires a **DC 12 (Strength) Athletics** check. After that, the party may walk inside. Inside one of the coffer, they will find two **potions of healing**.

If the players did not fail to find the switches, give them a little time to explore before moving on to the next chapter. There is no need to rush them, however if you feel they are wasting time mumbling about, proceed. If they go up after pulling the switch, proceed to the next chapter.

## CHAPTER 2.2. DANGER!

*Read this:*

'As the ship soars through the sky, you feel ever so calm. Up here, no threats could possibly come upon you. You are too far up for anyone to even notice you and the element of speed is also in your favour. Few beings could possibly keep pace, much less come at you from a distance. The only thing you see is a flock of four or so birds in the distance.'

*If there is a character with a passive perception above 14, read this to said character:*

'&lt;character&gt;, you begin to hear the faintest of sounds. You just about make out a song... a lullaby maybe? You look towards the side once more. What from a distance looked birdlike now looks a little... humanoid.'

Any player proficient in the Nature skill may now try to identify the creatures with a **DC 15 Intelligence (Nature)** check, realizing they are harpies on a success.

*Read this:*

'Quickly, the distant creatures begin to come ever closer, gaining ground on you, before you slowly begin to hear their song louder... and louder... and louder. Roll for initiative.'

The players must now take on 4 **harpies**. Wolfstein Almendrud ( **noble** ) will lock himself in his room before even hearing the sounds, taking him out of the encounter. Daniel Harding, on the other hand, will need to save against getting charmed. If not charmed, he will try to operate the ship while screaming in fear. If charmed, he will mutter "Hope!" and move towards the harpies. Without him manning the ship, it will begin to head down and the players must either take up the wheel or free him before they crash.

**GM NOTE:** The idea is **NOT** to crash your players. It is a threat, for spectacle, but let them always be *just* in time with saving the course of the ship. The ship crashing would make for a VERY brief adventure. Although if you're players have been naughty, why not ?

## CHAPTER 2.3. BACK ON TRACK...?

*Read this*

'With those pesky harpies taken care of, you find yourself breathing heavily, but luckily, you are safe, soaring through the sky. It is only then that you see Daniel "Handy" Harding looks up at all of you, before standing up straight. "Too much... stress... I will..." Before he even gets the chance to finish his sentence, you see the inventor faint and hit the ground like a slab, while the wheel of the ship is untended to. You look up in front of you only to see large mountains up ahead. Someone has to man this ship!'

One of the players must now take up the ship's wheel, making three subsequent checks. If the turbo mode was activated, they will make all checks at disadvantage.

For the first check, the ship is heading down towards the mountains and they must pull it up to not crash. The player manning the ship must make a **DC 12 (Strength) Athletics** check, using their entire strength to pull the ship's wheel up. On a failure, the ship scrapes against the mountains. Every player takes 1d6 bludgeoning damage from the impact.

For the second check, they must find a way to stabilize the ship's engine, using one of the many buttons they see on the wheel. The player manning the ship must make a **DC 14 (Intelligence) Investigation** check to find the right button. On a failure, the ship's engine overflows with energy and everyone takes 2d4 lightning damage before the engine ultimately gets back on track.

For the third and last check, they must once again pull on the wheel with enough strength. The player manning the ship must make a **DC 16 (Strength) Athletics** check, using their entire strength to pull the ship's wheel to the side. On a failure, the ship scrapes against the mountains once more. Every player takes 2d6 bludgeoning damage from the impact.

*Once all three checks are finished with, read this:*

'Although not as perfect as you intended it, you bring the large behemoth of a ship back on track and into the high skies, near the clouds. You breathe in deep and find yourself to be somewhat safe. In a few minutes, Almendrud comes out and helps shake Daniel awake. He then looks at you with a stern look "Rest briefly... We should be reaching the excavation site tonight. You've only got a little bit of time."

The players may take a short rest before you proceed to the next chapter.

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### MAP 3: THE EYE OF THE DESERT



## 3. THE EYE OF THE DESERT

In which the players make it to the site, decipher a code and fight a guardian.

### CHAPTER 3.1. DESCENT

*Read this:*

'Not that many hours later, you feel the pressure ease up and the engine calm itself down, as the Skycarver descends. You return onto the main deck only to find the land around you is no longer trees and hills, but rather dunes and sand. Below you, not too far off, you see a break in the sand, a large gap, with remnants of sandstone and rock. That is, without a shadow of a doubt, the exploration site. And that is where you shall go. In but half an hour, you are down in the dust and sand, in front of the weird gates to a long-forgotten temple. You see Wolfstein come down with you, as he too takes in the sight of it all.'

### AREAS OF THE TEMPLE

#### 1 - CRACKED SIGIL

On the floor rests, cracked and with sand over it, a sigil. Any player with a Passive Perception above 14 will notice it. A player may perform a **DC 15 (Intelligence) Religion** check. On a success, they recall this as the Eye of the Desert, a temple of old gods.

#### 2 - BUZZARDS

*Read this:*

'From above, you can just about make out buzzards with the happiest of looks to them. One seems to hold in his beak a large piece of humanoid bone. Something... or someone recently died here.'

#### 3 - SCRATCHED PILLAR

All of the pillars are covered with dust and partly broken. A player may look over the pillar with a **DC 14 (Intelligence) Investigation** check, noticing large claw marks on a success.

#### 4 - GATE

*Read this:*

'Upon approaching the gate, it seems quite enticing. Despite everything looking fallen and broken, it is in perfect shape. You get close to it and place your hand on one of the pillars and you suddenly feel yourself being pushed back as an arch of abjuration energy emerges out of nowhere. You feel the earth tremble a little, then you hear an echo of a voice. "You stand before the eye of the desert! You may not walk inside until I deem you worthy!" You watch as from inside, a large chimera-like creature, built of sand and with three heads, readies itself. Then, right as it steps forward, a wall of force forms itself behind it, guarding the entrance into the temple itself. Roll initiative!'

The players must now face a **chimera**, known as the Desert Warden, who speaks all languages and whose alignment is lawful good. If you are running this adventure with 6 players, add **2 dust mephits** to the encounter. Upon bringing the chimera to 20 HP or lower, it will stop attacking and bow its head, shouting: "Enough! You are worthy. Let us speak!"

You may now proceed to the next chapter.

## CHAPTER 3.2. THE DESERT WARDEN

Read this:

"The weird creature bows its head in retreat, as you hear all three of its beast-like heads speak in unison. "I am the Desert Warden. Welcome to the Eye of the Desert! You are worthy of seeing its treasures." With your bodies wounded, you bow your heads back in thankfulness, then watch as Almendrud himself begins to descend down into the crevice, joined by Daniel. He looks back towards all of you. "Thank you, adventurers! And thank you, Desert Warden! I am sure you and I have much to speak of. And it is clear that you will more than ensure I am protected. Adventurers, go with Daniel and return home. Your payment is already on the ship." And with that said, you say your goodbyes and return to the ship, where you receive your payment and head on to further adventures. Gods only know what that temple hosts inside...'

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### DANIEL "HANDY" HARDING

Medium humanoid (human), chaotic good

**Armor Class** 13 (leather armor)  
**Hit Points** 40 (9d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6  
**Skills** Arcana +6, History +6  
**Senses** passive Perception 11  
**Languages** Common, Dwarvish, Elvish, Gnomish  
**Challenge** 6 (2,300 XP)

**Spellcasting.** Daniel is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*  
1st level (3 slots): *detect magic*, *magic missile*, *shield*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



# THANK YOU !

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And now onto the next project...

Cheers !

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**A MASSIVE THANK YOU TO ALL MY PATRONS !**