



CURSE OF THE ANCIENT EMPEROR

5TH EDITION ADVENTURE

DELVE WITHIN FORGOTTEN DUNGEONS TO LIFT AN IMMEMORIAL MALEDICTION

MONKEYDM

CURSE OF THE ANCIENT EMPEROR

CURSE OF THE ANCIENT EMPEROR IS A CLASSIC DUNGEON-DELVE WITH AN AZTEC FLAVOUR FOR DESIGNED FOR 3-6 LEVEL 10 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.



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Plot Hook

Though it may be small, the island of Qilo is filled with large beasts. But it wasn't always like this. A long time ago, the large dinosaurs that now plague the island were only the pets of the people. But when the royal family were overthrown, their last great emperor cursed the reptiles to rebel and grow, slowly destroying the inhabitants. Now, 100 years after the death of the great emperor, the curse of the dinosaurs is too strong to control and they are almost endless, so the people of the isle have called for help.

CHAPTER 1. GROWING THREAT

In which the players find out what their assignment is.

1.1. A SHORT STAY

Read this:

'The smell of fish and salt water is still too powerful in your nose. It was beautiful at first, with the azure ocean extending before you, as you onboarded a tribal boat, moving towards the small isle of Qilo. Hanging not too far off the western coast of Bricia, this island once used to be a place of prosperity, with beautiful temples and a culture of dino-taming. Now, in a few hours, you are finally able to reach it. But, it has been long since it has been that land of beauty. After the rebellion, the dying emperor, a known sorcerer and tyrant, cursed the beasts to grow and turned against their masters as they had turned against him. Ever since, people have left the island and not much has remained of society there. But one brave village still remains, led by the Tribal Chief, Romanus Ragnus. And recently, knowing you are capable adventures, he brought a ship to port, telling you to fall in line and get onto the ship, as much is to be earned. And soon... you shall meet the man. But for now, it's only you, the waves, the seasickness and the expectation.'

The party now has a brief time of respite on their boat. Give them the opportunity to introduce themselves as well as discuss what their relationship is to each other (in case this is not taken as part of an ongoing campaign). After giving them a few minutes, you may move on.

Read this:

'As you discuss amongst each other, you see the distant isle begin to get larger and larger in the distance, with the tribesmen moving about to make the ship quicker and bring it to port. Within a short while, you find yourself at shore, and within an even shorter while, you are in the village's main building, face-to-face with the large figure of the Tribal Chief.'

The party now meets the Tribal Chief, Romanus Ragnus, who will have a brief chat with them.

ROMANUS RAGNUS

Information: Of dragonborn descent, Romanus shines bright with golden scales and a black beard, as well as long black hair. He looks strong, imposing and beautiful, almost like an emperor of his own, but you see he seems to be wearing the same type of attire as the rest and carry himself the same way. He speaks slowly and calmly, almost whispering.

Romanus will explain to the party the state of the town. Although they are strong enough to fend for themselves, each year, their enemies grow bigger and bigger. And the only way to fully stop them is if they reach into the Tomb of Emperors, where there is said to be an item strong enough to end the curse: the Holy Golden Mask of Qilo's first emperor. The only issue is that such a trip could not only take time, but also forces, which the town has to use to defend themselves against the dinosaurs. As such, strong adventurers sound like the best option. As for what they get in return, Romanus will tell them that they can keep three bag's worth of the gold they find inside the tomb. They can make attempts to persuade him into giving them more gold with a **DC 15 (Charisma) Persuasion check**.

With that said, he will bow to the party and thank them for their aid, before telling them he'll have one of his men take them to the tomb.

1.2. THE JOURNEY TO THE TOMB

Read this:

'Taken by a small series of rowboats, you are rowed on your way towards the Tomb of Emperors. You break through into the darker parts of the isle's jungle, but even so, through the vast canopy of trees, you can see, towering in the distance, a gigantic temple of stone and gold. However, you reckon you are a little ways away, when the warriors dock their rowboat on the side of the riverbank and all get onto one boat. "We're not going that far in, brothers. Too many dinosaurs. But good luck. And don't put any of your body parts in the water. They can smell it." And with that being said, you are left to make the last leg of your journey on your own, through the muddy riverbank, in the sound of distant dinosaur screeches.'

The party must now choose 1 person to lead the rowboats, who must make a **DC 18 (Wisdom) Survival check**. On a successful check, the party moves through the better part of the riverbank, arriving at the gates of the tomb with relative ease.

On a failure, the party has issues with rapids. Each player must roll a successful **DC 15 Strength saving throw** or fall into the water and take 2d4 bludgeoning damage from the rapids. In addition, if at least 1 party member fell into the water, the party also encounters 4 **plesiosaurus**, which take them by surprise. Once they defeat these, they reach the gates of the tomb.

Upon reaching the gates, read this:

'It is with the utmost amazement that you find yourself nearing the gates of the tomb, lavishly built with a bright-colored sandstone and bits of gold. In the sunset light, its color and evocative power is something... almost surreal. And this tomb is to be your target.'

If the players have not encountered the 4 **plesiosaurus**', have 4 **allosaurus**' appear from the jungle shortly after they step onto the tomb's grounds (map 1).

Once the party can examine the Gates of the Tomb without being bothered, you may proceed to the next chapter.

1.3. THE GATES TO THE TOMB

Now in front of the Gate to the Tomb, the party must solve the Gate Encounter in order to open the gate. The base way of opening it is done in three steps. The first is to fix the statue-puzzle (by putting the serpent statue back up, and by staying in the needed spot at the same time). The second step is to fight the emerging defenders. The third step is to place their bodies on the Sun Sigil. Alternatively, with enough luck, the party can skip this chapter altogether with a lucky Thieves' Tools check.

AREAS OF GATES TO THE TOMB

1 - GATE

Read this:

'Seemingly made of pure gold, the gate to the tomb does not seem to have any easy way of protrusion, but rather has a large golden plate, on which some writing in draconic is written, adjoined by some writings.'

GM NOTE: In case none of the party know any draconic, nor have the ability to *comprehend languages*, you can go about this two ways. The first and easiest is to replace the language with one which the party understands. The second is to keep the language as is, but allow them to make a **DC 15 (Intelligence) Investigation check** to decipher a few of the drawings. This second version makes the puzzle harder, but might work well with savvy, veteran groups!

Any player that approaches the plaque can first make a **DC 15 (Intelligence) Investigation check** to look over the drawings. One shows 6 humanoid statues and 2 serpent ones, the second a warrior, the third a the light of the sun.

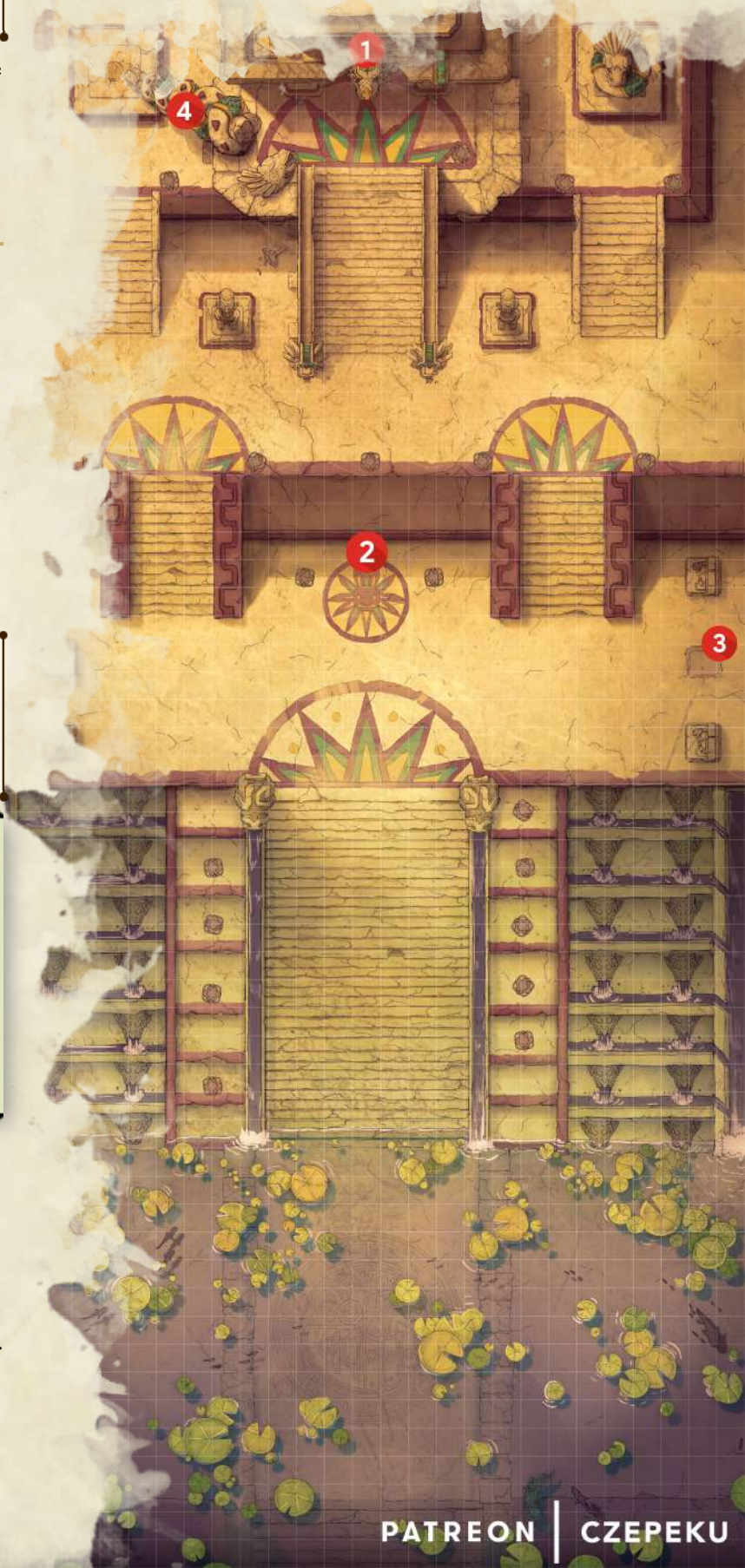
Additionally, any player may look over the draconic writings, which say: "Those worthy enough will return all my defenders to their place, then stand their ground and fight. Then, they are to take the path towards the empire of the sun."

Alternatively, a player may make a **DC 30 Thieves' Tools check** to break the gate with intricate lockpicking, in which case you can move to the next chapter.

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MAP 1: TOMB'S GATE



2 - SUN

Read this:

'Carved into the ground with intricate gold, the stylistic interpretation of the sun rests atop the middle of the Tomb's Gate Platform, with draconic writing on it.'

A creature may analyze the platform with a **DC 15 (Intelligence) Investigation check**, first realizing that it looks arcanic in nature. A player may then make a **DC 18 (Intelligence) Arcana check** to further analyze it. On a success, the player identifies a link of enchantment magic. A *detect magic* spell also immediately identifies this magic, but the enchantment cannot be dispelled.

The writing in draconic spells out "Behold, the Empire of the Sun! From here one can see the truth."

If a player steps within the sun, their eyes begin to glow with strong enchantments. They gain the effects of a *see invisibility* as long as they remain within the circle. This will be important later. Any creature that has seen the effects of the sun or has stepped within it can make a **DC 15 (Intelligence) Arcana check** to realize what it does.

Upon defeating the enemies summoned by the first part of the puzzle, at least 1 body must be brought to the sun circle, at which point it will start glowing and open the last lock of the gate, fully opening it. When it does, you may proceed to the next chapter.

3 - MISSING STATUE

Read this:

'Without much observation, you notice that where there should be three statues, one seems to be completely missing, without any sign that it was ripped away or taken.'

The players may analyze the space of the missing statue with a **DC 15 (Intelligence) Investigation check**, realizing it might be arcanic.

A *detect magic* instantly detects an enchantment trace. This can be dispelled as if it were a 7th level spell. If dispelled, the temple begins to shake, and the gate begins to move, as if it were about to move. For the continuation of this chapter, this part of the puzzle is considered as completed and the snake-statue is the only needed part.

If any party member steps within the space of the missing statue, they will hear rumbling, as the gates' central plaque begins to move, but not open just yet. If the party member steps away, the door returns to its original state. A **DC 15 (Wisdom) Insight check** can be made to better understand the mechanism. It is most likely pressure based, but enchanted so that it requires a life from, not just a weight.

This statue spot represents one half of the first step in unlocking the door. If the snake-statue has been fixed and a player is sitting in this spot, it will trigger the Defender Encounter, thus advancing the story.

4 - SERPENT STATUE

Read this:

'You notice, broken at the base and leaning against the ground is the large statue of a snake, bits of which seem to be made of gold and other gems.'

The players may analyze the space of the missing statue with a **DC 15 (Intelligence) Investigation check**, realizing it might be arcanic.

A *detect magic* instantly detects an enchantment trace in the base, but not in the broken body. This enchantment connects to the door, most likely. This can be dispelled as if it were a 7th level spell. If dispelled, the temple begins to shake, and the gate begins to move, as if it were about to move. For the continuation of this chapter, this part of the puzzle is considered as completed and the missing statue is the only needed part.

GM NOTE: It is very likely that the players notice they need to fix the statue and put it back up, but just in case they don't, be sure to give them a few extra hints, such as saying that the door is likely to be connected to the statues' state.

To put the statue back up, 1 party member must succeed on a **DC 18 (Strength) Athletics check**. On a failure, the party member does indeed put up the statue, but gains 1 point of exhaustion in the process. It must be kept up while one other party member stays within the missing-statue spot (area 3). Each turn the statue is held requires a **DC 14 Strength saving throw** to be kept up, or the statue drops. If ever dropped or left unattended, the statue falls and will require an additional check to prop up. A *mending* spell allows it to stay in place without needing to be held.

This statue represents one half of the first step in unlocking the door. If this snake-statue has been fixed and a player is sitting in the missing statue spot, it will trigger the Defender Encounter, thus advancing the story.

1.3.1 DEFENDER ENCOUNTER

Proceed to this portion of the story only once the puzzle has been solved by meeting requirements or dispelling the enchantments.

Read this:

'You wait for a second, watchful, seeing if the door will open, then begin to hear a strong hissing sound. You look as right above the gate, a gust of air emerges, then, what looked and felt like stone snakes slowly gain a scale-like texture. Even scarier, the waters below you begin to turn and rise, becoming a water elemental. Roll initiative!'

The party must now fight **1 water elemental**, **2 giant constrictor snakes** and **1 invisible stalker**. Sitting in the sun (area 2) will allow them to see the invisible stalker.

Once they are defeated, the snake bodies remain as corpses and can be dragged unto the sun. Once they are dragged into the sun, proceed to the next chapter.

1.3.2 THE SUN

Read this:

'As you throw one of the snakes' bodies onto the sun, you hear a magical sound emerge from the gate and you see it slowly open, with a small light coming from the inside of the tomb. Then, you watch as the serpents you had just killed begin to coil and fly, before returning to their initial positions and turning back into statues, almost like they had never fought you at all. The tomb is now open. You may pass inside.'

You may proceed to the next chapter.

CHAPTER 2. THE TOMB

In which the players explore the Tomb of Emperors.

CHAPTER 2.1. ENTRANCE

Read this:

'Passing immediately through the door, you find yourself heading straight into a small chamber, with two stone trapdoors on each side. Directly in front, an ornate golden sun, with writing in draconic looping around it.'

The writing around the sun writes "The paths of emperors cannot be walked alone, neither together. They must be apart, yet towards wholeness. Only so can the keys be found. And with keys will the golden gaze be met."

If the players analyze the trap doors with a **DC 15 (Intelligence) Investigation check**, then they'll find that both the trapdoors seem to having a magical trace, which can be identified as being enchantment with a **DC 18 (Intelligence) Arcana check**. A *detect magic* instantly detects the trapdoors.

The trapdoors only open if one person is sitting on top of each. No other way will open them. Once there is 1 person on top of both, the trapdoors will move with extreme speed, than close back up, locking the 2 players in opposite spots. Once the trapdoors have been opened for the first time, any party member with a passive Perception above 16 will hear a continuous clicking sound, like a timer-cog slowly spinning. When this happens, start a 25 minute timer and show it to your players. The party must arrive at the stairs to the second floor before the timer is up, or angry ghosts of the past emperors will arrive and the party must fight **12 ghosts**.

GM NOTE: If the timer expires, it should be a TPK. Consider giving them more time if you wish to complete the story. 12 ghosts is too much to handle for most parties. Also, keep the timer going during combat turns. This will prompt speed even more.

From below the trapdoors, the players can only return via teleportation spells or continuing on their path (map 2), which is detailed in the next chapter.

GM NOTE: This next chapter and next challenge is meant to force the party to split and work although apart, converging together once all is said and done. Be sure to emphasize that both paths need to be taken by some, in case no one caught wind of that via the clue written in draconic. If they do choose to try their hardest and go together, allow them to do this, the timer should be harsher on them and force them to rethink their decisions. Also worth mentioning, all doors can be open as normally from the opposite side (from area 3 to 1, from 6 to 4, etc.)

Multiple people can sit on the same trapdoor and fall together if you have odd numbers in your party. When all players have gone through a trapdoor, you may proceed to the next chapter.

2.2. THE WAY OF EMPERORS

With the party dropping down, they will be split into 2 groups. Group 1 will go through areas 1, 3 and 5 while group 2 will go through areas 2, 4 and 6. Then, they will converge in area 5, before completing the last of their jobs together.

AREAS OF THE TOMB

1 - SLUDGE ROOM

Read this:

'The stairs go down into a smelly room, which seems to be filled with a tub of green-black goo. You see a small door at the side of the chamber, which seems to have no keyhole or handle. Then, you hear the goo start to move and bubble over, as it slowly coagulates into a monstrous form.'

In order to complete this first challenge, the group must fight **1 black pudding**, which, when killed, will drop a golden key onto the ground. This is 1 key for the end door.

After the ooze dies, the door to the net room opens.

2 - RUNE ROOM

Read this:

'Immediately as you drop down, you see a skeleton to the side, resting with their hands holding onto a dusty brown-leather notebook.'

They can look inside the notebook. Inside it is written "The sigil says to speak truth, but... what does that mean? Why? It burnt so much, it was just a secret... Why?" A creature can also look at the body and identify the source of death with a **DC 20 (Wisdom) Medicine check** as being from burns..

Then, the party will see the large seal. On the seal is written, in draconic: "Speak the truth once hidden and the flames will cleanse you. Face those flames. Only then." If any creature steps within the sigil and speaks a lie, they will take 8d8 cold damage. If instead they tell a secret they know, a portion of the sigil will begin to light up and they will take 2d6 fire damage. If they step off the sigil, the light stops and must be lit once again. The same creature must stay within the circle and say 5 secrets, taking 2d6 fire damage for each one. Alternatively, multiple creatures can stay in the sigil and say secrets together, each taking 2d6 for each one said.

After the 5 secrets are said, the door will open and a key will emerge from the seal. This is 1 key for the end door.

GM NOTE: Although this puzzle is relatively simple, it is a great opportunity for character-building! Some spicy backstory information might be revealed, which is great.

3 - ARROW ROOM

Within this narrow hallway, walking forward is the only option. Once someone passes through this door, the pressure-plate linked spike-pusher will push them. They must make a **DC 16 Strength saving throw**, taking 4d6 piercing damage and being pushed 10 feet on a failure and taking half damage and not being pushed on a success. Once the trap has been detected, it can be deactivated with a **DC 16 Thieves' Tools check**. Starting from the square to the left side of the door, each square will trigger an arrow trap. To walk through, a creature must make a **DC 16 Dexterity saving throw**, taking 10d6 piercing damage on a failure and half on a success. Evasion works on this saving throw.

At the end of the hallway there is a key on the ground. This is 1 key for the end door.

4 - THORN ROOM

Read this:

'Before you, you see a room filled with branches and thorns, and you watch as some of it rip themselves from the wall and begin to move.'

The entire room is covered in a *spike growth* spell, requiring extra movement and dealing 2d4 damage for every 5 feet walked. Additionally, there are **4 skeletons** made from wood attempting to drag party members away from the door at the end of the room.

The door at the end of this chamber is open and the key is on the ground of the next area (area 6).

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MAP 2: THE TOMB

5 - SNAKEROOM

Read this:

'You look and notice on the central platform seems to be a golden key. Additionally, a hallway rests on the complete opposite side, with the left side of the room from where you are facing has a single door with 7 keyholes in it. On the right from where you are standing, the wall has two doors, both of which no keyholes and one of which is open.'

In this room, if any party member approaches the key, they will trigger the snakes. 4 swarms of small ottyughs (**swarm of poisonous snakes**) will emerge from the ground and must be fought off. The door to the other party's area (area 6) will not open until the snakes are defeated. If the key is picked up with a *mage hand* spell or another spell that does not require the party members to step on the central platform, the door opens without needing to kill the snakes.

The door to area 7 is wide open and the party can enter there whenever they wish.

6 - UNDEAD AMBUSH

Read this:

'You look about and find this room strangely empty, with nothing but a door on the side directly opposite yours.'

In this chamber, nothing can be found and the door does not happen. But when the party feels at their safest, a **mummy** comes from the hidden room and attacks them. When it is defeated, it drops a golden key, but the door doesn't open. They must wait for the other side.

GM NOTE: If it just so happens that the entire party went this way, then the door opens normally, in order for them to have a chance at continuing.



7 - WHIRLPOOL CHAMBER

Read this:

'At the back of this chamber, the only thing you can see is a small pool of water, at the bottom of which is a small golden key.'

When anyone reaches for the key from this chamber, this will summon a **water elemental**. The key can be grabbed from his chest with a **DC 17 (Dexterity) Sleight of Hand check**. Upon grabbing it, the elemental is slowed significantly and it can only use half of its normal movement.

8 - HIDDEN GOLDEN STATUE

In order to reach the hidden statue, the party must pass through the hallway. The hallway is trapped, but the trap can be found with a **DC 18 (Intelligence) Investigation check** and disarmed with a **DC 18 Thieves' Tools check**. If not disarmed, the first person to walk within the hallway triggers it, being shot with a poisoned dart. They must succeed a **DC 18 Constitution saving throw** or become poisoned for 1 hour. While poisoned in this way, they become sleepy. At the end of each of their turns, they must roll a d20. If the result is below 5, they fall asleep.

At the end of the hallway there is a door to area 9, which also requires 7 keys. The only reason to get in the hallway is to find the golden statue. If they find it inside its secret chamber, they can pick it up. It is a *statue of the emperor*.

STATUE OF THE EMPEROR

Wonderous item, very rare

While holding onto this statue, a creature can press its head, gaining advantage on all saving throws against spells and magical effects for the next minute. This ability can only be used on the Qilo Isle.

9 - LAST CHAMBER

This chamber can only be accessed if the party has all 7 keys. Once they reach this chamber, you can stop the timer, as the stairs reveal themselves to them. They hear the rumbling of the gears stop, as they are now safe.

Once they go down the stairs, you may proceed to the next chapter.

2.3. FINAL STEPS

To start off the chapter, bring the players to map 3, right where the stairs descend, then proceed.

Read this:

'You find yourself in a small, rectangular chamber, where a set of golden doors, simple, with handles, await you. From around you, you can hear faint hisses and you feel humidity in the air. You push through the large golden doors to find yourself in another small chamber, where you see 4 item displays, where only 1 golden statue remains.'

This is another *statue of the emperor* which they can choose to use. Then, describe the doors to each side.

Regardless of which side they wish to take, they can all walk together, then they can all continue through one of the 4 doors that unfold in front of them. In each chamber they pass through, they see old, dead beasts, as well as bodies and stains of blood. A **DC 15 (Intelligence) History check** will reveal that it is most likely the party aren't the first to try and raid the tomb. Some might have taken some of its defenders with it. Then, they shall reach the large, golden chamber. When they do, proceed to the next chapter.

CHAPTER 3. THE GOLDEN MASK

In which the party meet the defender of the golden mask.

3.1. THE DEFENDER

Read this:

'You find yourself in a large, golden chamber, at the feet of which rests a coiled serpent, the face of which you see is that of a humanoid. This is a naga. The naga uncoils itself, looking at you with large eyes. "Ah... Worthy ones! Whom have you come to bury? It has been... so long! A joy to see you here! But wait... No body? What is wrong?" The naga looks at you inquisitively and with anger. "Who are you, strangers? What happened to the emperor's guards?" It hisses.'

Talkative at first, the Naga, introducing itself as Juuso (**guardian naga**), says it has been the defender of the Emperor's Tomb for hundreds of years, but no emperor has been buried in very long. It will ask of the party what is happening.

JUUSO

Information: This guardian naga has been defending the dynasty for far too long. It never goes above ground and it only spoke to the caretakers that came to speak to it and none have come in very long. It does not know what happened above, that the empire has fallen or so on and so forth. It will get very angry when it discovers this.

The party can talk with the Naga about what has transpired above, but they must make a **DC 18 (Charisma) Persuasion check** to persuade it that they are telling the truth. If it doesn't believe them, it will attack and say "for the Empire!", in which case you should move on to the next chapter. If it does believe them, it looks at them funnily. Proceed normally through this chapter.

Read this:

'Hearing all the information from above, Juuso will begin to coil around. It believes you, yet it remains hesitant. So... If you are here for the blessed mask, I must say, you have reached thus far, so you are worthy. Very well. I shall fight you and see what you are capable of. Kill me if you must. Best of luck, adventurers. I have no use for this world, but to fight for the keeping of this mask.'

It will then prepare for battle. It can be persuaded to not fight with a **DC 22 (Charisma) Persuasion check**, but if not persuaded quickly enough, it will start fighting, proceed onto the next chapter when it does. If it is persuaded to just give them the mask, proceed to the final chapter.

3.2. THE FIGHT

As one final encounter in an attempt to retrieve the mask, the party must face Juuso, the Naga. As this is the King's Tomb, Juuso also has the following Lair Actions:

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Juuso takes a lair action to cause one of the following effects:

- The waters begin to coagulate into creatures that attempt to defend the tomb. **2d4 steam mephits** appear and aid Juuso.
- The waters fight back against the invaders. Each creature in the room must make a **DC 16 Strength saving throw**. On a failure, a creature takes 18 (3d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled by the waters (escape DC 16). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target takes no damage and is safe. A creature can also spend their action to help a grappled creature out of the waters.

Once Juuso is defeated, the golden mask appears from the ground. What also appears are 10000 gold pieces. Proceed to the next chapter.

3.3. THE RETURN

Read this:

'A few hours later, with the golden mask in your hands and your pockets filled with gold, you return to the town and to the tribal chief, who thanks you kindly and is forever thankful. You find yourself enriched and not long after, a few weeks, the curse is taken away. The dinosaurs return under the control of the people, nature is tamed and your fame grows even more.'

The end.

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MAP 3: NAGA'S CHAMBER



THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !