

This pdf contains three scenarios, each one originally took up a single piece of paper in my DM notebook. They are largely self-contained scenarios but can easily extend into further consequences and other adventures. Each one requires a McGuffin—some item that the party is tasked to recover—either because it's intrinsically valuable or because some quest-dispensing NPC patron wants it. You can make up what the McGuffin is.

-Eight Demon River requires the party to wade into the midst of a great battle on the titular river, in the Far East.

-Temple of the Mantis takes place in a bizarre, mazelike extradimensional space, where the players must evade or defeat strange mantis priests to secure the McGuffin. I placed the portal to the Temple on the cold and unforgiving Northern Continent, near Vornheim (as in Vornheim: The Complete City Kit), but it can really go anywhere.

-Wargenfels finds the party clinging to life on the back of a giant the size of a mountain. I put it in Broceliande (see *Cube World #5: Warbox Broceliande* and *Cube World #6: Siege of Ortheque*) and I've included a few landmarks in the area around it, but it can go anywhere there are castles and mountains.

Although the notebook pages where these adventures were conceived have most of the important things laid out, they might be cluttered or hard to read so I've supplemented them here with regular text where I thought it would help.

EIGHT DEMON RIVER

After creating this scenario—the notebook version, I wrote up a semi-historical 17th Century Earth version as part of a larger, now-cancelled megamodule for Lamentations of the Flame Princess. Below is a slightly edited version of that, which fills in a little detail and might be easier to read than the notebook page. Once you read this, the notebook page can act as a "cheat sheet".

Background

It is said that the diabolical Leng Tch'e possessed (*the McGuffin*), but where the ancient wizard might be hiding was a mystery until just days ago. At this moment he sails boldly down the Yangtze in one of his immense tower ships, surrounded by a small private navy. Neither the rulers of the 300-year old Ming dynasty nor the upstart Qing rebels are ok with a mad sorcerer terrorizing traffic on Asia's largest river and skirmishes have been breaking out all along the vast, half-mile-wide waterway—with Leng Tch'e gaining the upper hand at every turn. He leaves a trail of floating red lanterns in his path to mark his dominion.

The chaos of the situation provides a rare opportunity to steal or at least examine (*the McGuffin*) before it is once again hidden by the unpredictable Leng Tch'e, seized by one or the other side in the Chinese imperial conflict, or sunk to the bottom of the river. When the party arrives (locals will be glad to ferry them down or up the river in exchange for extreme hazard pay) out of a thick fog (visibility: 100'), yet another small-scale naval battle has broken out. Tch'e's black-bannered flagship dominates the center of the scene.

Encounters

As the party moves toward Leng Tch'e (from upriver or down), roll d4 on this table until the same result is rolled twice, then ignore that and roll a d6 instead, if the same result is rolled twice after that, roll a d8, and so on through d10 and d12 up to d20. If the same result is rolled twice on a d20, then go to 20.

- 1 Sail between two war junks firing flaming arrows at each other.
- 2 Fusillade of arrows from passing tower ship—if above decks: save vs Breath or else choose: take 3d6 hp or take d8hp and dive into the river.
- 3 War junk attempting to board your vessel across a boarding net on a dropped frame. (This is kind of like a giant wooden bed frame with a rigging net instead of a mattress. It's held upright on the attacking ship, then dropped over so the enemy can crawl across it onto your ship.)
- 4 Turtle ship empties cage full of alligators down a ramp onto your deck. d4 crocs per character.
- 5 Sinking wreck of a massive tower ship, crew is diving into the river—ship can't sail but does offer some cover.
- 6 You're moving toward chain stretched across banks pulled tight on massive winches
- 7 Smoke and mist combine—visibility 2'. You hit something, roll again.
- 8 Iron-prowed junk about to ram you, you have 2 rounds to react.
- 9 Your vessel drifts toward a *Stinking Cloud* spell explodes just ahead, you have one round to decide what to do.
- 10 War Junk has locked in on your ship as its next target. Expect arrows.
- 11 Mounted trebuchet from tower ship lands shell right on your deck, save vs Breath or take d12.
- 12 Two turtle ships with a chain stretch beneath are closing in on you, you have 4 rounds to react.
- 13 Adjacent ship crashes tilting the deck, if above-deck, save or slide into the river.
- 14 A fire has broken out on the ship.
- 15 A war junk turned into a fire ship is headed toward you, you have 2 rounds to react.
- 16 Ship is sailing toward *Wall of Ice*, you have 3 round to react
- 17 d4 grappling hooks from a junk land on your vessel's deck. Junk is 50' away.
- 18 Tower ship and junk sandwich you in, deck cracks, your vessel loses half its hp.
- 19 Burning turtle ship full of *Confused* soldiers changed into human-sized turtles rams into you.
- 20 Leng Tch'e's Tower ship looms into focus, McGuffin on the second storey.

In addition to what's there, the notebook page, set in the *Cube World* includes:

- The Wizard's familiar, a poisonfeather bird, with stats
- A D20 encounter table if the players approach on land
- Two maps of the river including a "zoomed out" one showing Leng Tch'e's allies along the eastern shore.

Leng Tche a fearsome WIZARD



HD: 3HP: 15
Atk: +3
Save or
D20
His
Familiar

Poisonfeather
Bird

Ship Trebuchet

Save Or D12 to PEOPLE
D20 to SHIPS

Weight

Lanterns
Mark
his
Do-
Min-
ion

Lion-
head
Oare
and
his
crouling
Minions

Eight Demon River

River Flows North-South

North
already
CONQUERED, Leng Tche's
Lieutenants
Control
the Ports

Battle

Due to
mist
visibility
is
only
100'

2400 Feet

1 mile

1 mile

Leng Tche's allies
Waiting to Join
Him (South)

shore is tall grass and
bouldery mountains

N
W
E
S

Opium
Queen's
Den
(Pale
Fang)

Monastery

SK in-
eating
Ghosts

Fishing
Village

(Armor
thieves)

- Ships of 2 Factions choke the river bend
- A battle of local Forces vs. the pirate fleet of Leng Tche
- Local lords offer a bounty for the head of Leng Tche
- Fall in the river? 1/4 chance of alligator
- Visibility is like 100' due to mist
- Roll d10 until you get the same result twice. Then ignore that and roll d6 until you get the same roll again, then d8, d10, d12 etc. If you roll the same result twice on a d20, go to 20.

- Sail between 2 Junks shooting flaming arrows at each other.
- Arrows from a passing tower ship. Save or Choose: take 3d6 or d8 & jump overboard.
- Junk crew drops a boarding net on a frame onto your ship.
- Turtle ship empties d+alligators per pc onto your deck.
- Wrecked, falling tower ship, it can't sail, crew is abandoning ship.
- Round before you hit a chain stretched across the river.
- Smoke + mist = 2' visibility. You hit something. Roll again.
- 2 rounds before that junk rams you!
- One round before you drift into that stinking cloud spell!
- Junk locks onto you. Arrows incoming!
- Trebuchet shell - save or die
- 4 rounds to react before 2 turtle ships w/ a chain stretched between hit you
- Crash! Your deck tilts - save or slide into the river.
- Fire on your ship.
- Junk on fire coming at you, 2 rounds to react
- You have 3 rounds before you hit that wall of ice.
- d+grappling hooks from a junk 50' away land on your vessel.
- Tower ship & junk sandwich you in, deck cracks, your ship loses 1/2 its hp.
- Burning turtle ship full of confused soldiers turned into human-sized turtles crashes into you
- Leng Tche's tower ship approaches

Random
Encounters
On land
around
here

- 1-2 Bandits following Leng Tche
- 3-4 Imperial (d8) soldiers
- 5 Tiger
- 6 Crane demons
- 7 Salamander Men
- 8 Violet leopard
- Orchi (d8)
- Zombie S

The spiders that live in his hat can steal your thoughts. They can all join to form one giant mega-spider.

Leng Tche's
Fleet is like
50 ships,
the local
lords, like 90



Top

His Juggler:
HD: 5 HP: 15
Atk: Flaming razor

disk-2d6
+6 to hit

HP: 400 Crew: 100x10

HARD to MANUEVER, Archers & wizards.
Trebuchet: save or die to people,
d20 to ships

HP: 30 Crew: 20+2d100
Crew have AC18 beneath the roof

Lvl: 8
Magic User

HD: 15 HP: 75
Atk: D8 Per Round
D8 H.P.
Plus web

10/10 hit
(as spell)

AP: 30 Crew: 20+2d100
RAM: D6+7x10
Sailed or Rowed

HD: 3 2d4/d10
Atk: +3

When in doubt...
Next thing you
see, roll d4:

Tower ship 400'

Turtle ship 120'

Junk 200'

Eastern Snubnose Alligator

When in doubt...
Next thing you
see, roll d4:

Alligator

HD 3 HP 11 Speed 120' (swimming or on land) **Armor 16 Morale 7 Attacks 2** attacks Bite 2d4 Claw d10

Crane Demons 9' tall, bent and cruel

HD 5 HP 25 Speed 120' (including flying) **Armor 15 Morale 12 Attack +5** to hit d8hp claw, anyone hit must save or believe they are a crane for five rounds **Defense** Demons don't need to breathe or digest, don't age, and are immune to poison, etc. and cannot be mentally controlled with magic. Holy water does d6hp. Only weapons coated in holy water, the blood of another demon, blessed by a cleric (or wielded by a blessed individual) can harm these demons.

Crowling thief 2' tall humanoid with the head of a crow

HD 2 HP 8 Speed 120' Armor 15 (high dex) **Morale 7 Attacks** : +2 to hit, d6hp lt crossbow or d4hp dagger **Special** Sneak Attack 3, Climb 5, Stealth 5

Giant Pangolin 15' tall, bipedal

HD 6 HP 30 Speed 120' Armor 20 Morale 7 Attacks 3 attacks two claws for d10 Sticky tongue grapples with 18 Str

Humans This is most sailors in the fight, plus the bandits and the imperial soldiers

HD 1 HP 5 Speed 120' Armor 16 (brigandine armor) **Morale 8 Attack:** +1 d6hp short sword or shortbow
(as turtles: the same but AC 18)

Leng Tch'e

HD 20 HP 50 Speed 120' Armor 12 Morale 10 Attack: +1 short sword d6 **Spells left by the time PCs get to him** *Time Stop, Maze, Power Word Stun, Duo-Dimension, Barrier, Disintegrate, Interposing Hand, Phantasmal Supergoria, Animate Dead, Protection from Normal Weapons, Confusion, Gust of Wind, Dispel Magic x 3, Hold Person, Webx2, Summon, Spider Climb, Sleepx3, Faerie Fire*

Lion-Headed Ogre

HD 8 HP 40 Speed 120' Armor 17 Morale 10 Attack: +8 d10hp warscythe **Spells** *Darkness* (reverse of Light), *Stinking Cloudx2, Web, Wall of Fog, Protection from Normal Missiles, Transmute Rock to Mud, Wall of Stone* **Special** wears 2000gp worth of gems

Octopus Witch

HD 8 HP 124 Speed 120' Armor 14 (high dex) **Morale 11 Attack** +2 to hit short sword d6hp, **Skills** Climb: as level +2, Sneak attack: as level, Stealth 5 (Their black clothes add 1 to any Stealth roll in the dark) **Spells:** (d4 per round) *Command, Silence 15' Radius, Sleep, Forget, Charm (anything), White Tentacles (as Web but inflicts D4 per round)*

Poisonfeather Bird

HD 3 HP 15 Speed 120' Armor 14 Morale 10 Attack +3 to hit save vs poison or take d20hp

Salamander Men broad, hunched, amphibious, with pinched eyes and spinal fins

HD 4 HP 16 Speed 120' (also swimming) **Armor 16** (tough skin) **Morale 9 Attack** +4 to hit, poleaxe d8hp **Special** Immune to fire. Skin is poisonous—save or take d6hp

Skin-Eating Ghosts Skinny wild-eyed green and blue-skinned fanged weirdoes with bright orange hair

HD 2 HP 8 Speed 120' Armor 15 (only magic or silver weapons hit) **Morale 10 Attack** +2 to hit d6 plus save or need to eat a day's rations immediately **Special:** Undead. Hold water does d8hp to them.

Tiger

HD 6 HP 24 Speed 150' Armor 16 Morale 10 Attack 3 attacks: 2 claws +6 to hit, d4+1hp and a bite +6 to hit, d10hp. If the first two claws hit the same target, the tiger may make two additional claw attacks in the same round on that target.

Violet Leopard Orchid Zombies— their bodies are overgrown with the infectious blooms that cause silence. Attack anything living.

HD 2 HP 8 Speed 120' Armor 12 Morale 12 Attack +2 claw, bite or weapon d6; on a successful hit, save vs Poison or slowly turn into an npc zombie over the course of an hour (and a skeleton d4 weeks later) **Special** 1 out of every 4 zombies carries a pack containing items worth d100xd10sp. Usual undead immunities and vulnerabilities. Exude silence in a 15' radius.

SHIPS

Junk Typical triangle-rigged asian sailing ship

HP 30 Crew 20+d100 Special: d6+7x10 ramming damage, sailed or rowed

Turtle ship A wide ship covered in a rhino-hide roof

HP 30 Crew 20+2d100 Special: The crew have AC 18 beneath the roof, rowed

Tower Ship Massive square floating fortress designed for river combat with a 5-story archery tower in the middle

HP 400 Crew d100x10 Special Tower ships are very hard to maneuver. A trebuchet on the roof (save vs Breath or d12 to personnel, 2d10 to ships) and archers in the windows.

TEMPLE OF THE MANTIS

To set this adventure up, the players need to:

- Know there's a McGuffin in the temple
- Gain access to a secret portal or door somewhere that leads to the extradimensional space of the temple
- Also (if they're clever) gain access to an even *more* secret door.

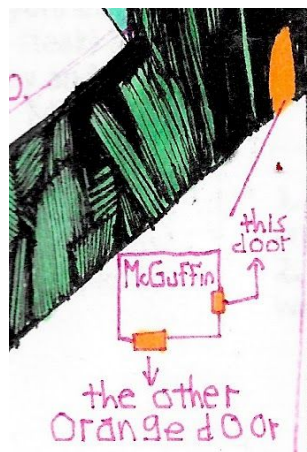


The first secret door will put the PCs at 1, very close to a pair of priests, the second secret door will lead to one of the dark blue doors (the first party member to use it goes to one, the next to the other, alternating back and forth). These positions are more hidden.

The mantis cult itself is a bizarre insect cult which insists the world is an illusion and that the predator insects already rule it. Nobody likes them.

Other things to note:

- Scale for the map is up there under the mantis priest's mantis form stats, if it's unclear how far a gap is, just make something up, nothing in the design will be ruined.
- The way back out to the world is back through whatever door you came in.
- Light is very important here, because the only light is the torches the priests hold. Priests will be able to see party members' lights from across the complex, but won't know they're intruders unless they're within 30'.
- Remember in mantis form the priests can't cast spells.
- Changing to or from mantis form takes the place of the movement part of a priests' turn. They keep their gear when they transform but must relight their torch.
- The sharks are actually sacrifices to the mantis god, the priests plan to ritually eat them.
- Each door leads to the other door of the same color except the one the PC entered through.
- Priests can use any pink door to go to any other, players have to roll d10 and exit through a random door after a stranger moment of insect-like kaleidoscopic vision.
- The doors in the floor are flat portals like trap doors.



- The orange doors lead to a 10' x 10' room which has the other orange door on the other side. The McGuffin is in there.
- The statue's eyes are heavy as boulders but worth 10,000gp each.
- If you have a search-the-body or treasure table you can roll once for each priest (tempt parties to take them all on). If you don't, give each priest various religious items worth 500gp.

MANTIS Priests

GIANT MANTIS FORM:
H.D. 7 H.P. 35 **17**

Speed: 120' ^{Secret Door leads from earth to 1 or the blue doors}
Morale: 11
Attack: 2 Atk +7 d8 h.p.
start here unless...

can take the form of a giant mantis at will

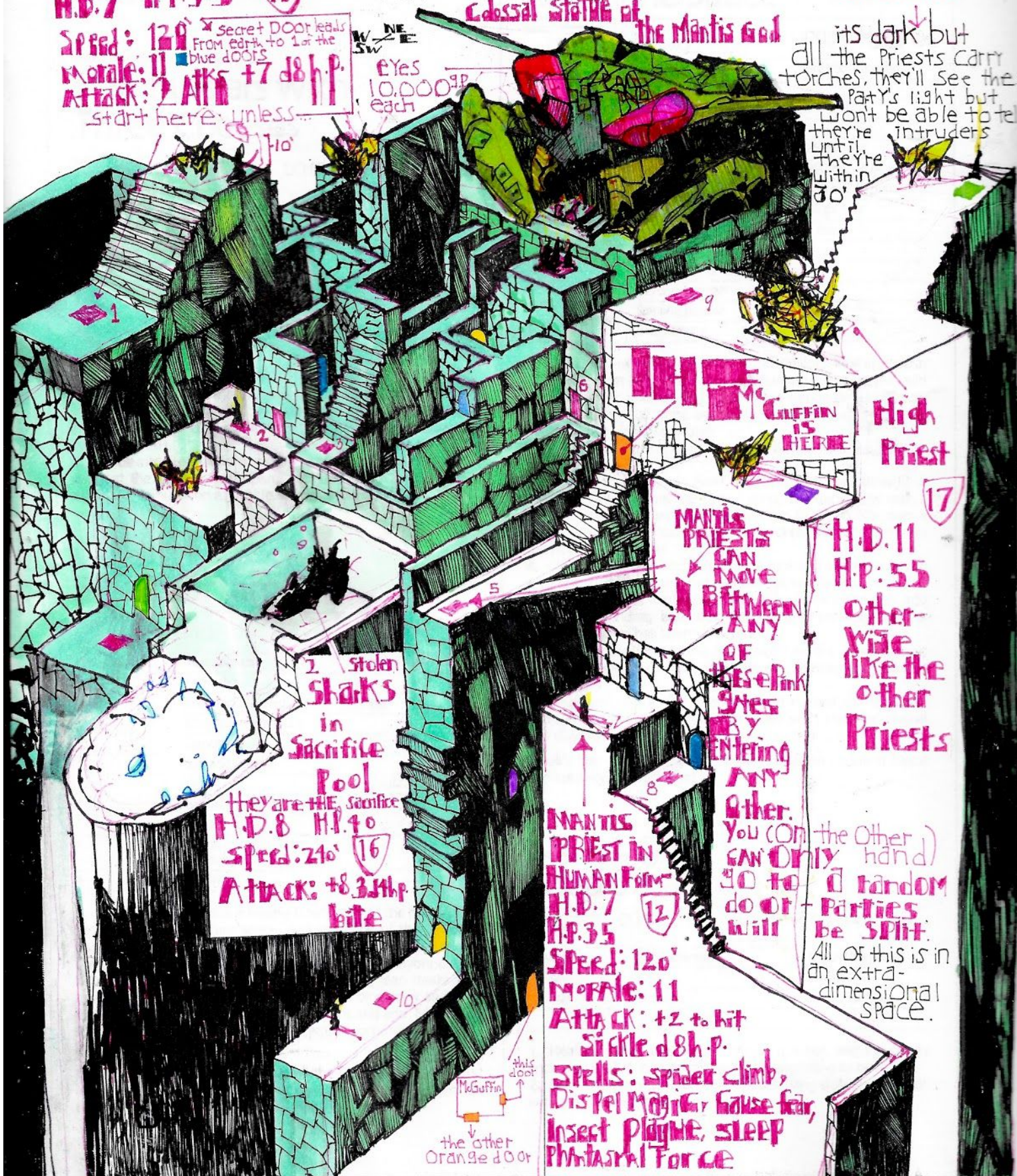
Doors lead to the other door of that color, pink doors lead to a random other pink door.

empty space all around

Colossal statue of the Mantis God

its dark but all the Priests carry torches, they'll see the party's light but won't be able to tell they're intruders until they're within 30'

W NE
SW E
eyes 10,000' each



High Priest

17

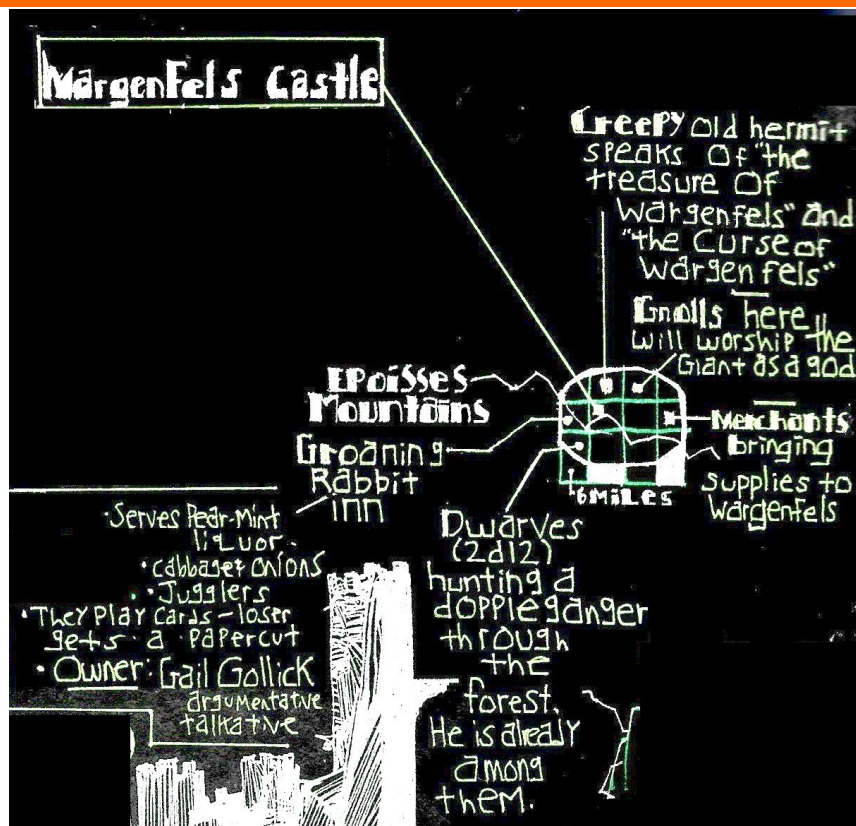
H.D. 11
H.P. 55
otherwise like the other Priests

MANTIS PRIESTS CAN MOVE BETWEEN ANY OF THESE PINK SPACES BY ENTERING ANY OTHER. You (on the other hand) can only go to a random party's be split. All of this is in an extra-dimensional space.

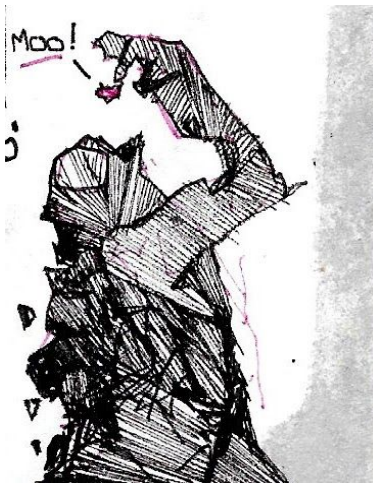
MANTIS PRIEST IN HUMAN FORM
H.D. 7 **12**
H.P. 35
Speed: 120'
Morale: 11
Atk: +2 to hit
Sickle d8 h.p.
Skills: spider climb, Dispel Magic, House fear, Insect plague, Sleep, Phantasmal Force

2 Stolen Shaks in Sacrifice Pool
they are the sacrifice
H.D. 8 H.P. 40
Speed: 240' **16**
Attack: +8 3d6 bite

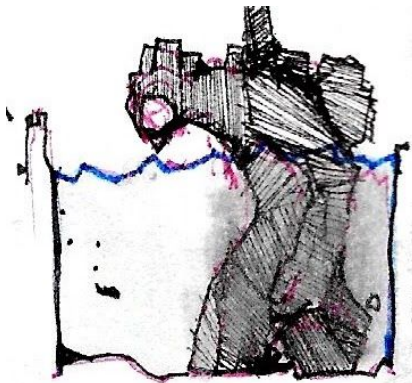
this door
McGuffin
the other Orange door



The castle that dwarves call Wargenfels and the elves call Époisses lies within the mountain that cross the barony of the same name. Whatever the party is looking for is supposedly in it.



It should be large and relatively fragile (a model of a hidden city? a jade statue?) though not too hard to find once the players fight, sneak or charm their way into the castle. The Baron is out but Sporvin Vale (bottom right) will receive unexpected visitors on his behalf and treat



them as cordially as their bearing and manner of approach warrant. They have no idea there is a secret door beneath the great hall. The difficulty comes when the PCs find what they're looking for. At this point the mountain beneath them will begin to move. The rest is, I believe, laid out pretty clearly. There are some ideas over on the right about where the giant could tromp if need be—through the mountains, a river, a city, fields full of livestock. Have fun!

Wargenfels before Mountain Moves

None of the 40 Soldiers in Wargenfels Castle have any idea there's a ~~McMuffin~~ inside. Nor are they aware that the Mountain it was built on is alive. The Mountain will become active when the McMuffin is discovered.

Creepy old hermit speaks of the treasure of "Wargenfels" and "the Curse of Wargenfels"

Gnolls here will worship the Giant as a god

Epoisses Mountains
Groaning Rabbit Inn

Merchants bringing supplies to Wargenfels

Dwarves (2d12) hunting a doppleganger through the forest. He is already among them.

Floor plan can be whatever

Drawbridge

Floors & ceilings will collapse as Mountain moves

Getting around the Castle should be pretty easy before the Mountain wakes up.

Serves Pear-Mint liquor

cellar & onions

Jugglers

They play cards - loser gets a paper cut

Owner: Gail Gallick

argumentative talkative

secret door under carpet in great hall

The McMuffin is heavy and fragile (Giant crystal?)

And the adventure is likely mostly about

getting it and yourselves away alive. However if the party tries to

climb inside it...

Brain 100hp Save or take 2d6 electrical each round
Stomach 100hp Save or take 2d6 acid each round
Trying to fuck with the (crystal) heart or other organs, valves & muscles keep opening and closing save or take 2d6 each round. Organs have 100hp.

Living Mountain

H.D. 40

H.P. 400

Speed: 200'

Morale: 12

Attack: +7 2d100 crush

(only hammers, Picks etc. magic work)

Special: Once it awakes the Mountain will be active for hours before going to sleep in some new place. it will head north (See: Warbox: Brocelande Cube World 5)

Eats meat

-3 to notice things

+1 to hit anything it can't see

Once it's awake, untethered creatures must save or die from falling

each round and unprotected

(16) Soldiers H.D. 1 H.P. 5 Creatures take 4d6 from debris
Speed: 120' Morale: 8
Attack: +1 d8, longsword or d6 hp longbow

once the Mountain awakes, the garrison may join forces with the party - or they might blame them for it.

Good hearted and hard-working and Dutiful

