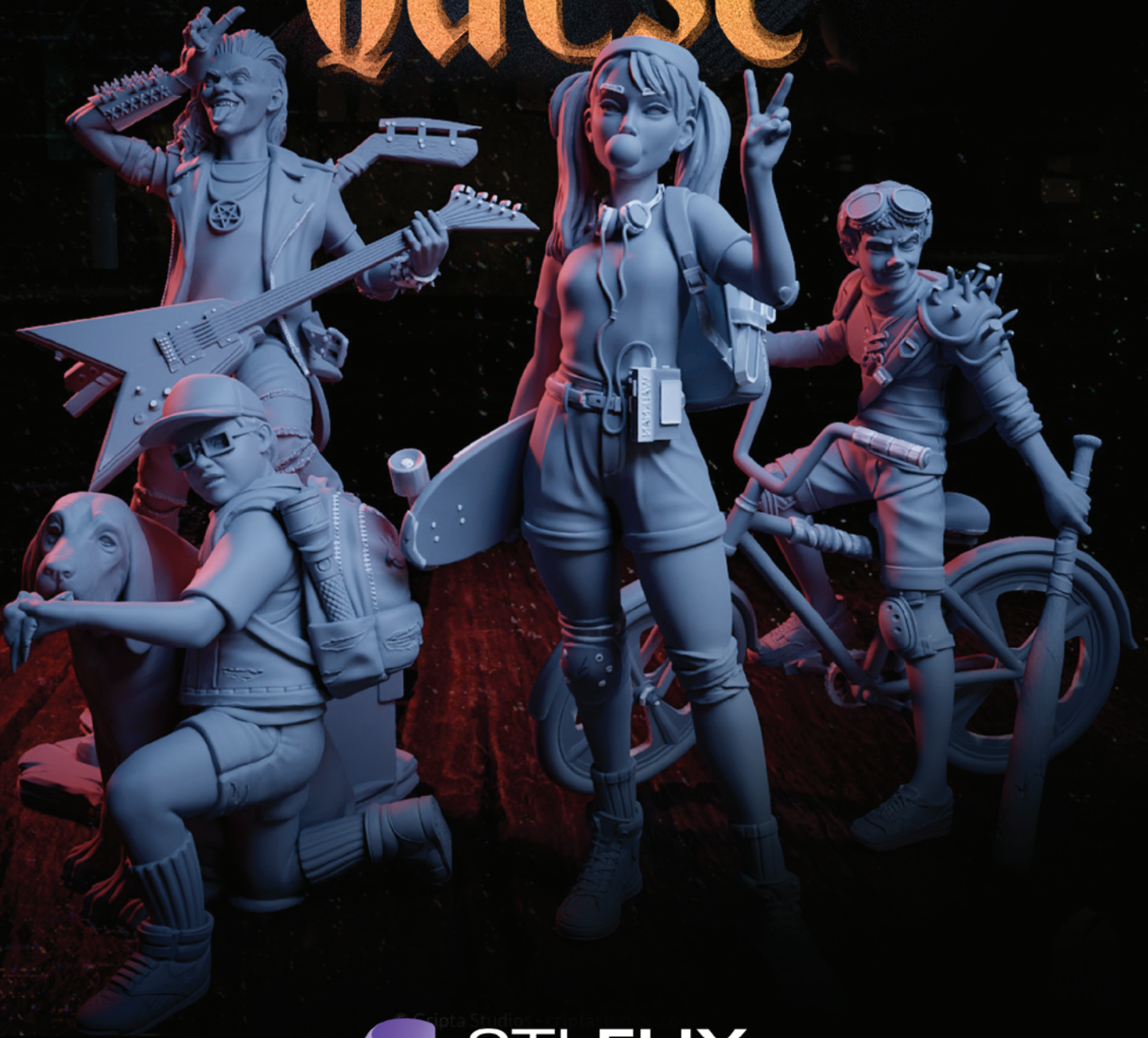


NOSTALGIA QUEST



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The Nostalgia Quest is a low level fantasy adventure set both in the real world and in the plane known as Underdark. The adventure begins with a group of friends gathered in a basement for their regular Dungeons & Dragons session. Unbeknownst to them, their innocent game takes an unexpected turn when a mysterious portal opens in the basement, unleashing otherworldly creatures.

These creatures, drawn to the powerful energy of the kids' imagination, seek to capture and harness it for their own malevolent purposes. As the adventure begins, the players find themselves transported to a fantastical world, where they must navigate strange lands, encounter new allies, and confront the lurking horrors that threaten their very existence.

Preparing the Adventure: As a DM, before playing this adventure, ask adventurers to provide relevant information about the character they will be playing. We recommend that the DM read the adventure in its entirety before starting it. Make your own notes, and separate key moments, names, and tables. It is necessary to familiarize yourself with the statistics of the monsters present in the document provided with this one. And of course, don't forget to print the miniatures of this bundle before playing.

DM Decisions: It is always recommended before starting an adventure — if you are playing with a new group — that you determine the house rules and the golden rules of your table. We recommend that you always use common sense over the rules and that you make adjustments as you play, and the group interacts with the world. As a DM, you can change things up if the adventure is too easy or too difficult for the group. The texts present in this adventure are suggestions, modify the text and read aloud only what you think is necessary.

OVERVIEW

In the small town of Blackwood, a group of friends gathers in a basement for their regular Dungeons & Dragons session. Unbeknownst to them, their innocent game takes an unexpected turn when a mysterious portal opens in the basement, unleashing otherworldly creatures. These creatures, drawn to the powerful energy of the kids' imagination, seek to capture and harness it for their own malevolent purposes. As the adventure begins, the players find themselves transported to a fantastical world, where they must navigate strange lands, encounter new allies, and confront the lurking horrors that threaten their very existence.

PART I - THE BASEMENT

Describe the Scene to your players: The adventure starts in a basement, a dimly lit but cozy space adorned with posters of classic fantasy movies and shelves filled with books and board games. The air is thick with anticipation as your characters gather around a sturdy wooden table, their character sheets and dice at the ready. The sound of rain tapping against the basement windows sets a foreboding atmosphere as T-1000, your DM's dog, snores in the background.

The table's surface bears the signs of countless campaigns, marked by coffee cup rings and the indelible ink of forgotten characters. The table's edges are lined with shelves, meticulously organized to display an impressive collection of role-playing books, each one holding a wealth of lore and inspiration.

In this cozy basement sanctuary, time seems to slow down as your imagination takes flight. The familiar click of polyhedral dice and the shuffling of character sheets are met with shared laughter and eager huzzes. In your minds, you all are transported to a world of your creation, where heroes and villains clash amidst fantastical landscapes, driven by the collaborative storytelling that has forged unbreakable bonds.



Adventure Introduction

As your characters enter the cave, they discover a large, dark cavern. The walls are covered in a thick, black, sticky substance. The air is thick and heavy, and the only light comes from a small, glowing orb in the center of the cavern. The walls are covered in a thick, black, sticky substance. The air is thick and heavy, and the only light comes from a small, glowing orb in the center of the cavern.

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Level Overview

Number of monsters:

Area: 1000 sq ft

Level: 10

Time: 100 minutes

XP	GP	SP	MP	PP	CP
1000	1000	1000	1000	1000	1000

Area: 1000 sq ft

Level: 10

Time: 100 minutes

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Доколку си **Dungeon Master** кој е заинтересиран за кампањава, пиши ни на figuramkd@gmail.com и ти го праќаме бесплатно цел PDF во кој ќе најдеш подетални информации за околината и карактерите :)

