

The Dungeon master should know;

Each "window" is actually door into a new room. In the first room there is a fire elemental 8hd. All the other rooms except 4,5,6 and 11 have random monsters inside. As dungeon master you have the power to choose. If the adventurers look for treasure they will find one parachute with a couple of holes in it. Other than that there is a lump of moldy cheese and two weird potions, one is a potion that makes you fly no matter what for exactly one hour, The other one is a laughing potion, the player has to say "I know right" to every question his character is asked and then laughs until the character gets some sleep. In room 4 there is a gaint spider web, The charecter gets caught in it and the spider is coming ...it's gaint, make a saving throw. In room 6 there is nothing just a room. In room 5 and 11 there is a big pile of gold, 100gp each.

The Adventurers should know;

Hey Dungeon master, tell the Adventurers this!

They start on the rock and have to roll a 1,2 or a 3 on a d6 to jump on to the plane, if they fail they have to try again next round. The Adventurers get to pick which room they land in, but one person per room. All adventurers are level 2. The adventurers don't know what type of potions they are until they taste them. If the adventurers are on 1 hit point, then the plane falls down and the adventures have only a parachute with holes in it. They have to come up with an invention or plan in under 1 minute (in real life time). I hope you enjoy this game. -Sadhbh

Please fold this so that the plane side is only showing. Then put the sheet down so that the adventurers can see.

The Abandoned Plane

