

QUARTERSHOTS
BOOK II

Lairs & Labyrinths

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gms need backup plans

Whether you run out of prepared material, the players go off “the rails,” or your campaign is a sandbox, you’ll often need to improvise lots of new material on the fly. Often those improvisations make for the most memorable sessions, but sometimes great ideas are slow to come.

Rather than risk your game grinding to a halt as you try to come up with something fun, wouldn’t it be nice if you *always* had a backup plan?

QuarterShots is your backup plan.

This book is packed with original side quests that can be dropped into any fantasy tabletop role-playing game, with zero prep. You can grab this book in the middle of a session, flip to a fitting two-page adventure and seamlessly start running it after reading only the first few sentences.

Each adventure has its story summarized at the top, so you can quickly pick out an adventure that fits your session. The rest of the details are presented in small, quickly digestible packets of information. The use of icons and text formatting means you can skim any adventure to get all you need to know, without slowing down your session.

These adventures are made to fit seamlessly into pretty much any fantasy campaign regardless of the ruleset. The stories are self-contained and can be modified on the fly to fit your style. Each adventure offers convenient places for you to drop clues or hooks back to your campaign. Our job isn’t to tell you what story to tell, but to help you tell *your story*.

Sound good? Then continue reading... or just set this book behind your GM screen and wait until you need it.

Your backup plan is here.

how to use the adventures

Each QuarterShots adventure is designed to be short, concise, and open-ended. There are details sprinkled throughout, to inspire, but not overwhelm. These adventures are story frameworks that you, the Game Master (GM), will fill out with improvisation.

When you’re GMing a session and you either run out of prepared material or the players decide to go a direction you haven’t planned for, just grab this book and flip through it.

The side margins let you quickly find the kind of adventure that fits:

Mystery - There are story elements for PCs to figure out.

Escape - PC cannot easily return home.

Treasure hunt - PCs are searching for something or someone.

City - The adventure starts in town.

Puzzle - Something is offered for PCs to solve.

Trap - The adventure contains an ambush, trick, or literal trap.

Mind Game - Someone is trying to trick the PCs.

Once an adventure grabs your attention, read the short summary at the top. This explains the beginning, middle and end to the adventure. If it fits your session, you’re ready to go.

There is no need to read the whole adventure before you start. All information is presented as needed, in straightforward bite-sized boxes. We use these icons to represent three different types of information:

ICONOGRAPHY

ARROW

► This information is either immediately or eventually apparent to your players, regardless of their actions or abilities.

magnifying glass

🔍 This is information hidden from the players. PCs trying to investigate, having specific abilities or asking the right questions might earn this.

question mark

? This is information that might be true depending on how the adventure progresses, or that you can choose to make true.

These adventures are light on certain details so they can easily fit into any fantasy campaign. You will need to improvise information such as shop prices, value of treasure and the amount of damage dealt.

Since these adventures are compatible with the vast majority of TTRPGs, at any level of play, this book cannot provide stat blocks. You are the best person to determine the right monster/NPC stats to challenge your players with.

NPC descriptions are presented at the end of most adventures:

non-player characters

Name	Race	Description	Treasure
Merchant	Elf	Middle-aged, bald, tall and lanky, wearing a scarf, absent-minded	
Leader	Human	Mid 30s, stocky build, short dark hair, dark clothes, cocky	Healing Potion
Archer	Human	Early 20s, green and grey tabard over leather armor, jumpy	
Wild Boar	Beast	Scar across snout, smells of elderberries, "hangry"	

Since D&D is a common reference point for most GMs, when an adventure discusses spells or other mechanics, we tend to use terms such as "Detect Magic-like spell," "Advantage," or rolling "Saves." It's up to you to decide what those terms mean in your game, and how difficult any rolls should be.

To help keep your sessions running smoothly, we are continually making "Combat Prep Packs" for our favorite systems. The latest Prep Packs, VTT compatible digital maps and PDFs of our handouts are available at:



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If you have any questions, or if you didn't receive your free PDF of this book, drop us a line at service@deckanddicegames.com.

Now go have fun!

Lairs & Labyrinths

the adventures



mystery

escape

treasure hunt

city

puzzle

trap

mind game

mystery

escape

treasure hunt

city

puzzle

trap

mind game

PCs find themselves in a cave full of statues, with no exit. They meet a Medusa who has the ability to free them, but refuses because she is lonely. If they don't appease her, she tries to turn them to stone.

the cavern

- ▶ Limestone steps lead down 20 feet. At the bottom is a dwarf statue holding a glowing lantern, illuminating a 10-foot radius.
- ▶ From the bottom, many other statues are visible. Some also hold glowing lanterns, lighting small spots of the main cavern. The ceiling is 30 feet high, with platforms to the west and south, and a pit in the east.

- Anyone who steps off the stairs is cursed so they cannot exit the cavern while Medusa wants to prevent them. Teleport magics do not circumvent the curse.
- Medusa is in the *Art Studio*, watching the PCs via a "wall projection" from a pinhole in the *Secret Door*. She sketches the PCs, picking one as her favorite.
- A few moments after the last PC is trapped, singing is heard from the south. See *Her Song*.

secret door

- Near the west platform is a secret door made to look like the cavern wall.
- It can be detected from the outside, but is locked from the other side.
- There is a small pinhole in the door.

art studio

- ▶ This room is full of art supplies: easel, canvas, oil paint, brushes, charcoal.
- A charcoal sketch of PCs shows one PC was focused on more than the others.

living chamber

- ▶ A table with two dinner settings, two chairs, landscape oil paintings, an unlit candle, wine barrel, and pot of stew.
- ? If the PCs haven't called out to her, Medusa is patiently waiting for them here. She offers wine to her favorite PC.
- The barrel wine and pot are enchanted to be endless.

museum of regret

- Medusa hangs many paintings here: completed portraits of each of the still standing statues as she imagined they had appeared alive. Each is set in a fanciful scene, such as: picking flowers, riding horses or holding Medusa in a loving embrace.
- ? If PCs search all the paintings, they'll find an unbroken mirror on the back side of one of the frames.

cavern of statues

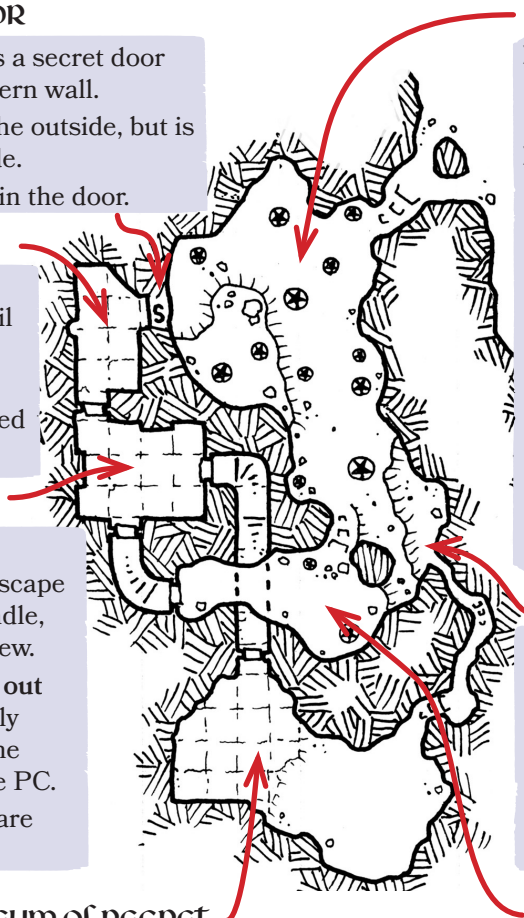
- ▶ There are 14 statues. Many are covered in lichen, pocked and cracked with age. See *Statues*.
- ▶ The floor is littered with broken weapons, empty frames and tiny shards of broken glass.
- The glass shards are broken pieces of several mirrors, too small to use against the Medusa.
- The following items have magic enchantment:
 - Hilt of broken sword. See *Sword*.
 - A scroll inside a petrified scroll case held by a statue. See *Statues*.
 - Lanterns with Continual Light-like spells cast on them.

concealed passage

- This pit is filled with four feet of broken statue pieces.
- Medusa discarded the visitors that angered her the most.
- ? If someone climbs into the pit, they can uncover a passageway to the *Museum of Regret*.

southwest platform

- ▶ The western end of the raised platform ends in a locked iron-bound door. A broken statue is nearby, on its side.
- The statue is of a rogue, stooped over, trying to pick a lock.



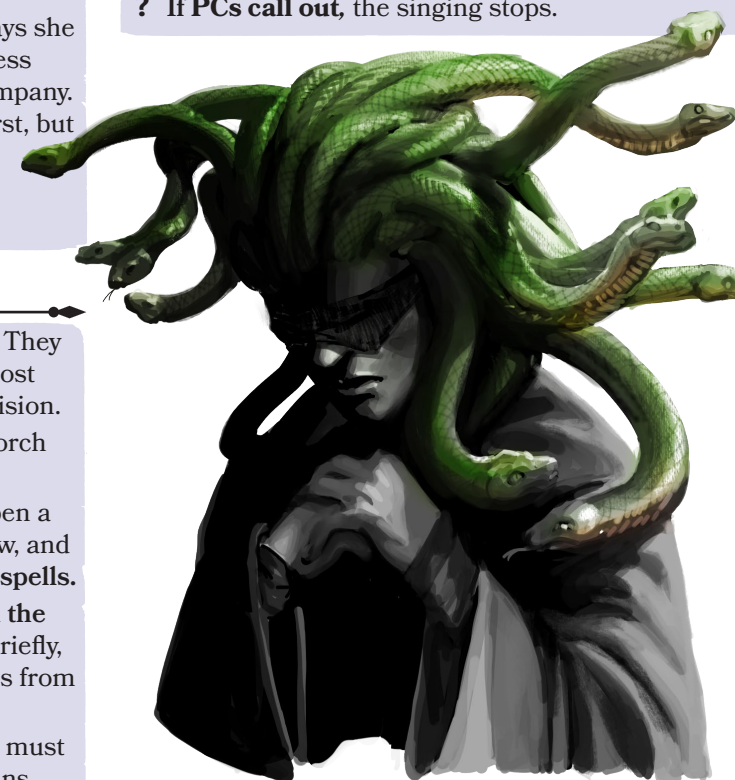
medusa

her request

- ▶ When the PCs find her, she is blindfolded and welcoming. She is curious, asking PCs names, backgrounds and stories of travels. She is most attentive when her favorite PC is speaking. She comes across friendly, but awkward, with occasional social miscues.
- She doesn't want to hurt PCs, but is trapped and will harm them so not to remain alone.
- ? If they ask how they can leave, she says she can release them, but won't do so unless someone stays behind to keep her company. She is friendly about the request at first, but soon gets less patient and then angry.
- ? If PCs refuse to leave someone, she threatens to remove her blindfold.

her song

- ▶ Before they meet Medusa, a sorrowful, lilting song can be heard echoing through the cavern.
- PCs can barely make out some of the lyrics:
 - These caves I wander, ceaselessly*
 - A ghastly terror to all who see*
 - Oh how I long for this curse to break*
 - That I'd find someone for companion's sake*
- ? If PCs call out, the singing stops.



the sword

statues

- ▶ The statues are petrified adventurers. They have surprised looks on their faces. Most are squinting or trying to block their vision.
- Each statue that carries a lantern or torch has had Continual Light cast upon it.
- One statue looks like he is about to open a scroll case. The petrified case is hollow, and holds a scroll of three Stone to Flesh spells.
- ? If PCs try to turn a statue (other than the dwarf) back to flesh, it comes to life briefly, then screams in agony, falling to pieces from the deep cuts caused by many cracks.
- ? PCs who examine statues for cracks, must make a perception check. Failure means they think a statue is crack free.
- The only truly crack-free statue is the dwarf at the foot of the stairs.
- ? If the dwarf is turned to flesh, he introduces himself as Rir Anvilbreaker. He is a finely dressed cleric wielding a two-handed mace. He will happily join the party.
- ? If Rir is shown the sword hilt, he says it is E'llwydel, the sword of an old elven friend. See *The Sword*.
- Rir is able to share info about Medusas. He forgot that he carries a steel pocket mirror.

- A broken sword is lying under the statue of a disarmed elf warrior. The blade lies 5 feet away.
- The hilt remains magical, and is intelligent.
- ? If a PC spends time studying the sword, it introduces itself as E'llwydel. It is a pacifist and actually happy to discover it is missing its blade.
- It can produce light in a 30-foot radius, detect evil and turn its owner invisible once per day.
- ? If PCs ask it to stay behind with the Medusa, it does so happily. This satisfies Medusa's request.

non-player characters

Name	Race	Description
Tisiphone	Medusa	Soft spoken, melancholy, even her snakes seem sad, drooping listlessly around her face
E'llwydel	Sword	Silver hilt engraved with arcane symbols, missing its blade
Rir	Dwarf	Black hair, green eyes, well-oiled beard, finely dressed, mithril belt buckle

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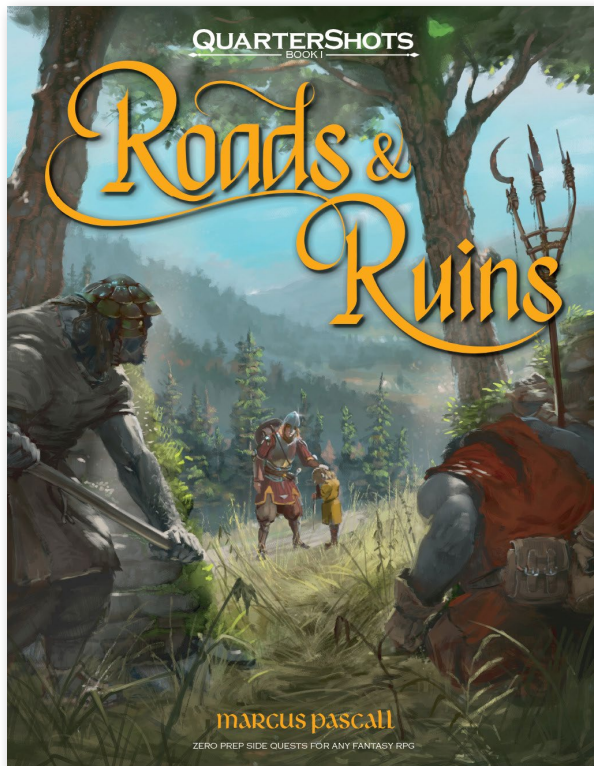
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