

# BEYOND THE GRAVES



This one shot ideally uses the 2014 D&D Rule Book and Monster Manual  
if you don't have it, then use online

Everyone starts at Level 3 and  
has one health potion.

You wake up in a graveyard  
without recollection of how you  
got there...

Skeletons start to rise from the  
graves with no explanation...  
12 in total, **see stats p272 of the  
Monster Manual**

Once skeletons are all dealt with, a  
skeleton deer rises up...

"Sup bro's, I need you to get, my  
ribs. Thanks, bro..."

Then sinks back into the ground.  
Leaving behind a shopping list for

***Ribs X6***

DM asks players to make Perception or Investigation roll (players  
choice) Depending on roll outcomes players notice certain graves  
glean an eerie green light. For Perception or Investigation.

**(DC 10) 1-10** it's not a rib grave.

**11 or higher** is a rib grave, within the rib graves there are pocket  
dimensions.

If a rib is found the DM throws a **D6** and whatever number it lands on  
is the grave the players enter. There are 6 in total in the 1-shot. (if a  
grave that's been done comes back up, don't do it, keep rolling till you  
get a number you haven't done yet)



# Grave One

## Location: Cave

**You appear to be stuck in a cave.  
No way out can be seen.**

There is a key in a tube.  
There is dripping water coming from the ceiling.  
You must get the key out of the tube to reveal an exit.

Information for DM.

The tube is made of enchanted plastic—it cannot be broken—and has an enchantment on it that when you put an arm in it, your skin gets liquified, taking 1d4 acid damage. Stalactites are on the ceiling, dripping water, DC 8 perception roll to notice.

The tube is at waist height, but the opening is just large enough for the key to fit through

They need to get water into the tube, to get the key to float up in the top of the tube.

The tube can't be broken into, but can be moved.

When they attempt to fill the tube it is a DEX dc 15 roll and they have to succeed 3 times to get the key.

With every fail, they got hit on the head with falling debris.  
**2 D6 damage**

When they get the key, a door appears with a sign saying 'rib this way' -  
They receive a rib and get teleported back to the graveyard.

## **Grave Two**

### **Diner/Restaurant**

The sign on the door says  
Health and Safety F-  
The diner looks like a 1990s American diner.  
There is a Kitchen, the diner itself and a suspicious-looking toilet.

**Serves a random assortment of meats.**  
**Behind the Counter is a golden rib trophy.**  
**The owner is by the till and is a flesh golem**  
**“if you touch my trophy I’ll kill you” he says “Hi my name Gristle we just**  
**got some new stock if you want a meal”**  
**and before you can say anything he takes you to a table.**

**As you sit down you notice a customer being dragged into the kitchen**  
**they shout “I’ll never complain about the food again” when they’re out**  
**of sight you hear the swish of a meat cleaver and then Dead silence.**  
**You notice the chefs are sentient blobs of meat. Bound to go ham on**  
**the adventurers when they grab the golden rib.**

### **Info for the DM**

**Gristle: HP44**  
**See monster manual (P169)**

**Except he has no berserk feature or damage immunity or magical**  
**resistance.**  
**Sentient blobs of meat 7 of them.**

**See Monster Manual Grey Ooze P243 of 2014 monster manual, except**  
**with no damage resistance and no corrosion metal and meat coloured.**

**If anyone eats food, they will instantly have to do a CONS saving**  
**throw DC12 - If they fail, they have to run to the toilet. They then have**  
**to make a DEX saving throw to not fall into the poo chasm below.**

**There is a glowing orb assigned to the table of the DMs choice. If any**  
**players roll an investigation roll and get 17 or higher they will notice**  
**it.**

## **Grave 3**

### **SHOP**

**g=gold piece**

**Pop up shop within the grave.**

Sign on the counter says:

**Today's Special Golden rib 75g**

The shop is a large dark room with small amounts of light being omitted from various glowing liquids and the shop keeper himself.

There is a back door that leads to an alleyway  
DMs can choose to add more items in the shop.

**A floating skull called Dug owns the shop**  
**Each player has 100g. There is a rib available for 75g.**  
**Players can haggle depending on rolls. Rolls can be**  
**persuasion or deception-DM'S choice**

**Special items available:**

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**1X 20g alchemy jug [see 2014 DM'S guide ]**

**3X 1-tap mace with 1 charge left. see the free pages of**  
**our homebrew book**

**1X health potion 50g 1 left.**



**DUG**

## **Grave 4**

**Healing room with bonus GAMBLING!!**

**RAT races 6 rats each has a different colour around its neck. Green, blue, red, black, yellow, purple,  
The skeleton JEFF is the commentator/sports pundit. He comes up to you and says here are the rules.  
all players bet on just one rat at a time 5g minimum bet. Dm bets on the other 5.**

**The rats go to the track, DM and players roll and take turns, The first to five successful roles wins.  
Successful roll are whoever roles the higher, Win money back and if you win 3 times in a row you get a gold rib. When you get the golden rib the minimum bet is 1G. [for DM if players win they get 2 to 1 gold back so if they bet 1 they get 2 back].**

**The next room is a healing room with a discount on healing potions, 6 for the price of 0 [there free] but its not an off-licence. So players must drink them in there.  
Healing potions heal 2d4+2 healing.**





## **Grave 5**

**Cave 45ft long 50ft high 65ft wide.**

**Manticore fight [monster manual 2014 p213- all the same except HP 50] you enter a cave there are luminescent vines everywhere lighting your way. a manticore is asleep when you arrive there is a rib in his tail. you clatter onto bone pile waking the beast**



## **GRAVE 6**

**You fall into the middle of a clearing. 6 goblins surround you, 2 on the left and 2 on the right. There are 2 behind with one goblin boss, they also have an owl bear.**

**STATS GOBLINS AC 13 GOBLIN BOSS AC 15  
SEE MONSTER MANUAL 2014  
GOBLINS AND GOBLIN BOSS P166 OWL BEAR P249**



# Extra information

**THROUGHOUT THIS ONESHOT THE DM CAN DECIDE WHERE 'GLOWING ORBS' CAN BE FOUND. THESE ORBS CONTAIN POWER AND IF YOU COLLECT ALL SEVEN YOU CAN USE THE WISH SPELL FOR FREE. WHEN THE SPELL IS USED, THE ORBS ARE CONSUMED.**

**IF PLAYERS TRY AND USE THE ORBS BEFORE THEY HAVE ALL SEVEN THEY TAKE 1D6 DAMAGE PER ATTEMPTED ORB USE.**

**THERE IS ONE ORB IN EACH AREA. DMS CHOICE OF WHERE THEY ARE.**

