

INTRODUCTION

Nothing Ever Happens Here!!, is a Dungeons and Dragons 5th Edition One-Shot Adventure, based within the lands of The Sword Coast, and is intended for four to six, 1st level characters. Players creating new characters can reference the official Players Handbook.

This adventure is written for the Dungeon Master. It contains the complete Dungeons & Dungeons adventure, as well as descriptions for every creature and magic item. Grey Boxes are to be read aloud to the players. Dm's may wish to alter the number of creatures for each encounter suitable to the size of the group. This adventure is based on 4 characters.

WHAT'S (NOT) HAPPENED SO FAR

In a sleepy village, miles from anywhere, nothing much ever happens.

Several situations happen simultaneously, or, so it seems:-

Bardon, a farmer is worried about his brother, overdue for a planned visit.

After the visit of a mysterious stranger to the Isolde Manor, Lady Isolde, a local noble has been acting out of character, being cruel, oh so cruel... in her dealings with people. Her eyes, it is said, gleam with an inner demonic fire.

An old man, a traveling trader, arrives at the Stag Horned Inn. He wears non-descript clothing and a slightly worn and faded blue cloak. He seems to be waiting for something, or... someone.

There has been a terrible shaking of the ground recently. That never happens here...

All are intertwined in a macabre story of the search for power and glory, the helplessness of the weak and the subversion of good. All is not as it first appears in the sleepy village.



ADVENTURE HOOK

A portal opens above a rain soaked, muddy road. You tumble out, weapons clattering all around you as you fall to the wet ground. Staggering to your feet, you look around, dazed and slightly confused wondering where you are, you see other adventurers around you in the same situation. Picking up your equipment lying around where it fell, you see a crumpled piece of parchment lying on the ground. Picking it up, you see a seal, which depicts an oak tree and 2 lit candles hovering above the crown of the tree. Turning the parchment over, the words, "Help Us", are scrawled.



Before continuing with the adventure, it is appropriate at this point for the characters to take a few minutes to introduce themselves and discuss the current situation.

It is grey and wet in the twilight of the day and street is deserted, but they can see it is a village, with a few cottages hap hazardously placed around a small square where the characters are.

You see a warm, welcoming glow coming from a large building set to one side of the small square. A sign depicting a Stag with antlers and the word "INN" is scrawled below, hangs dripping above the door.

ADVENTURE BACKGROUND

The area around the village is made up of rich farmland, woodland and distant forests, now ruled over by the recently widowed Lady Isolde, a kind and generous benefactor.

There have been disturbances and earth tremors locally, centered around the nearby manor house.