

Adventures and Encounters

written by A J | January 14, 2025

Welcome to our Adventures area! From intricate plot twists to full-blown campaigns, find inspiration for your next session right here. Don't miss out on our latest creative concoctions—subscribe and get notified whenever we post new adventures that are sure to add that extra spark to your RPG experiences. New players should start with Goblin Raiders or the Village of Cresthaven.

Learning to Play

GOBLIN RAIDERS

An ideal start for learning as you play, Goblin Raiders is designed to guide new players through the basics of Cresthaven RPG. Set against the backdrop of Cresthaven and Darkwood, this adventure calls upon heroes to tackle the goblin threat at the Ruins of Darramoka. Engaging for a party of five and a Dungeon Master, this quest not only introduces low-level monsters and dungeon exploration but also ensures players level up as they unravel the adventure, providing a practical and interactive learning experience.

Complete Setting

VILLAGE OF CRESTHAVEN

Cresthaven is a vibrant, living village set in a rugged landscape, defined by its resilient community and the adventures that await within and beyond its borders. It's a complete setting for players and DMs, alive with intertwined stories and questing opportunities, making it an ideal place to explore, engage with unique NPCs, and create memorable campaigns.

Free Adventures

GIANT SPIDERS OF CRESTHAVEN

The quaint Village of Cresthaven is beset by fears of giant spiders that have brought disappearances of crops and livestock. A band of heroes, prompted by these ominous tales, ventures forth only to be ensnared in the spiders' dark, web-laden lair. This quest, meant for 4 to 6 players of levels 1 to 3, challenges adventurers with traps, ambushes, and treacherous environments, promising to test their wits, resources, and bravery.

The Curse of Eternal Beginnings

This encounter is designed for 4-6 adventurers of levels 3-5 who enjoy resource management, problem-solving, and unraveling dark mysteries. The party is cursed by the cunning hag Grythessa, doomed to awaken at the start

of their journey every time they take a long rest. With illusions, enchanted minions, and the oppressive Veilwood Forest working against them, players must strategize to break the curse before they are trapped in an endless cycle of despair.

The Infernal Gauntlet

The Infernal Gauntlet is a high-stakes dungeon encounter designed for 4-5 players of Level 4. Trapped by the enigmatic "Architect of Despair," players must navigate a series of deadly rooms, each testing different skills and attributes.

Cloverspring Swamp: A Black Dragon Encounter

This encounter is well-suited for a party of 4-6 adventurers of 5th level or higher who are comfortable with a challenging fight. The young black dragon, Tenebris, offers a cunning and sadistic foe that can be particularly effective in a swamp environment.

Fangs and Fury on the Savannah

Face a territorial troop of baboons on the scorching savanna in this exciting encounter! Perfect for Dungeon Masters (DMs) seeking to challenge players with a tense social situation. This encounter will test the party's social skills, combat prowess, and ability to adapt to a potentially explosive situation. Will they appease the troop, fight their way through, or find a clever way to sneak past unnoticed?

The Artist's Gateway: A Puzzle Encounter

This enigmatic archway challenges players with a vibrant display of color and a cryptic riddle. This encounter is perfect for integrating artistic themes and rewarding creative thinking. Difficulty: Medium.

A Feast for the Colony

Encounter a relentless swarm of giant ants in this thrilling cave adventure. Perfect for a DM looking to challenge players with an overwhelming enemy force. This encounter will test the party's combat skills, resourcefulness, and ability to adapt to a seemingly impossible situation. Will they fight their way through the endless horde or find a way to escape the tunnel before they are overrun?

Kobold Cult Collusion

Encounter a fanatical Kobold Cult in the catacombs! Can you defeat their leader Korvus Blackwood and his priestess Sister Seline while they command an army of skeletal warriors? This exciting encounter is designed for adventurers of level 3-4 and offers a challenging tactical battle against cunning enemies. Will you prevail and uncover the secrets of the cult, or

succumb to their dark magic?

ARACHNID AMBUSH

A serene journey from Cresthaven village to a nearby stream takes a perilous turn as the party encounters an elaborate trap set by fishing spiders, turning an unassuming path into a battleground. “Arachnid Ambush” presents a quick, intense combat encounter against seven venomous spiders, testing the party’s might and strategy. Perfect for game masters and players looking for a swift and thrilling challenge, this encounter promises swift action and potential rewards for the brave□□.

Jungle Whispers: A Rainforest Encounter

Players navigate the perilous terrain of a rain-soaked rainforest, ensnared by a goblin shaman’s snare trap, while fending off an ambush. The encounter tests the party’s ability to escape traps, battle goblin skirmishers, and survive the shaman’s primal magic. Suitable for a party of four level 2 characters, this encounter requires players to have skills in perception and combat strategy, along with the potential for quick environmental adaptation and role-playing interactions.

Caravan In The Crosshairs

“Caravan in the Crosshairs” is an encounter for four level 5 characters, combining aerial threats from griffon-riding bandits and environmental dangers in a snowy mountain pass. As the caravan faces a surprise attack, the adventurers must navigate treacherous terrain and combat both bandits and the harsh elements.

Moonlit Glade

“Moonlit Glade” is an engaging encounter designed for 2-4 level 3 players in the Cresthaven RPG. Set in an ever-shrinking mystical glade, players are tasked with solving a complex riddle to appease forest spirits and escape an ominous fate.

Hostage at Owlbear Ridge

“Hostage at Owlbear Ridge”, is an encounter for 2 level 4 adventurers who have been dispatched on a critical mission to negotiate the release of a hostage held by kobolds and their owl bear ally.

Oozing Dungeon Peril: A Gelatinous Cube Encounter

As you make your way through the dimly lit stone corridors, the air becomes heavy with a foul, garbage-like smell. The hallway ahead is filled with debris – broken furniture, old weapons, and piles of unidentified remains.

Paid Adventures

THE TOWER OF HORACE SHARPCHEEKS

Horace Sharpcheeks' tower, once overseeing Cresthaven, lies in ruin after a mysterious explosion, spawning a call to adventurers to investigate and clear out infesting goblins. This adventure, ideal for new Cresthaven RPG players, promises an exploration of hidden caverns and forgotten magic, available for purchase to bring this tale of intrigue to your table. Delve into the ruins, unearth the secrets, and be the heroes Cresthaven needs. For purchase at DriveThruRPG.

THE SANTA SITUATION

Nicolas, the beloved leader of the elves, has been taken, and time is running out to save him. "The Santa Situation" is a thrilling Cresthaven RPG adventure designed for 3-5 midlevel characters, where bravery and cunning are the keys to success. Compatible with OSR titles and adaptable to various d20 systems, your party's quest to rescue Nicolas promises to be a memorable journey filled with holiday heroism. For purchase at DriveThruRPG.

Bestiaries for Published Adventures

These monster lists can be used with the following published adventures. Just replace the stat-blocks in the adventures with the ones provided.

- Lost Mine of Phandelver
- Isle of Dread
- Ruins of Castle Mistamere

Additional Adventuring

Cresthaven RPG is fully compatible with modules from:

- 2016 One Page Dungeons
- 2015 One Page Dungeons
- 2014 One Page Dungeons
- Basic Fantasy
- Swords and Wizardry
- Dungeon Crawl Classics
- 5th Edition
- 3rd Edition
- Pathfinder

Basic D&D from TSR (from the 70s, 80s or 90s) will work to with a little tweaking to the monster stat blocks.

Notes on converting Pathfinder Adventures. Check out our conversion for the
Crypt of the Everflame