

THE NEST

Adventure on a single page #10

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Introduction

Nico and Jan, apprentice heroes, have called on the adventurers. For an observation course, they accompanied a trio of heroes exploring an abandoned artifact factory. Obviously things did not go as planned: the place is partially collapsed and empty of the promised magical items. Searching for an explanation, the heroes went down a dirt tunnel into a room, there was noise, flames, screams, smoke... The apprentices courageously decided to flee and seek help. They would appreciate if the adventurers could bring the heroes back: they need to sign their internship report.

Angela the forked-tongued druid is



locked in a storage room of minor artifacts (pretty magic lamps of various colors) that **attract insects** in significant numbers. She has been separated from her pet companion **Lou**, a huge lizard.

Jarod, a handy jack-of-all-trades and trap enthusiast, has weakened part of the nest by trying to dig an exit.

The eggs

- They are fragile and glow with a visibly magical orange light.
- **Crushing an egg** would alert the whole nest.
- **A small tunnel** appears at the bottom of the room. Jarod has installed **several traps** there.

The mushroom farm

- Huge mushrooms grow on a shiny soil.
- Magical surges occur regularly, the workers are immune but the adventurers aren't... **ID6** determines their effects:

1 Blurred vision. **2** A magical lightning bolt runs across the room. **3** Gravity stops working for a short time. **4** Metallic objects become red hot. **5** Time speeds up. **6** The adventurers' skin become as shiny as the moon.

The queen

- Huge **famished** creature.
- It spends most of its days eating and laying eggs.
- Much smarter than its children, **it is not from our world**. Its goal is to collect enough magic in its body to be able to return home.

The food supply

- Moist and **sticky**, a suffocating smell of mold and mildew.
- Workers are busy turning and flipping bits of mushrooms.

The nursery

- Dozens of larvae are swarming and growing before one's very eyes.
- **Lou**, Angela's pet companion, is curled up in a corner, **starving**.

STARTING THE ADVENTURE ↓

The temple

- A largely **collapsed** elven ruin.
- It is richly decorated but only a few rooms are still accessible.
- **Two formicæ guards** stand in front of the tunnel entrance, they communicate by touching each other's antennae.

The formicæ

Humanoid insects of unknown origin. The species is divided into workers, guards and queen. The individuals are deaf and communicate by exchanging pheromones. Another odd thing is, only the queen has a mouth and can eat. Workers grow huge mushrooms on magic springs to feed her.

Marie, insectophobic fire mage. She **smoked a tunnel** to keep the insects away. Marie can use her powers to find her comrades.