

THE SERPENT'S STONE
A YOUTH D&D ADVENTURE
FOR UP TO SIX PLAYERS
AGED 10-15

Partway up Erodan Mountain stands the temple of a secret order, dedicated to an ancient serpent goddess. Although clandestine in nature, the priests and priestesses of this temple were many, for they guarded jealously a precious artifact that once belonged to the goddess they served.

But in recent years, this order has perished, for a mysterious plight has befallen its members, and those that dare to enter are never seen again, lost amidst a hail of shrieking voices and a thunder of iron.

A former apprentice – now old man – has approached your band of adventures to recover this sacred artifact for him. In exchange for your services, he promises a handsome reward and permission to keep whatever other treasures you may find.

The risks are undoubtedly great, but the rewards may be even greater.

Do you dare enter the temple of the Serpent's Stone?

This is an adventure for up to six player characters at level 4. It is a youth-gaming event for kids between 10 and 15 years of age. Players should be familiar with the 5th edition rule set of Dungeons & Dragons, but need not be experts (some experience is necessary, however, and this is not a “learn to play” event).

Characters will be pre-generated and will be presented to the players at the event for selection. All necessary accessories will be provided, including miniatures and a 3d temple to explore. Players need bring only their favorite - and luckiest! - dice (d4, d6, d10, d12, and d20).

The adventure will be mastered by Stephen Duall, who first began playing in the 1980s and has led campaigns for over five years with his own children.

Parents are welcome to watch the game and are required to pick up their children in person at the end of the session.