[Opening story:]

You all are adventurers and you're already in a party together having a nice drink at the tavern. You all know each other only a little as you haven't done many adventures together, but you know that everyone in the party is friendly and looks out for each other. You all are looking for easy local tasks or bounties to pick up and so you decided to stop in the town during lunch to grab a few drinks from the long trek and to check for anything from the villagers.

[Enter Tavern]

—----------

You now are in control of your characters, what are you guys doing?

—----------

Unless one of the players asks about any quests in the local area, the bartender will mention a local dungeon.

—----------

Hey there! (he says in a gruff voice) Need anything to drink? Y'know from the looks of ye you look like someone who would be interested in a bounty…

Yer see there's a local dungeon in the area that has been causing trouble for the village guards for awhile now. We've been wanting to send some men to clear it but it seems our village doesn't have men to spare. S'possedly the Mayor will pay those who clear out the dungeon handsomely.

[Exit Tavern]

—----------

There does appear to be a bounty on the bounty board outside the tavern reading off what the tavern keeper mentioned. It appears the reward is the dungeon's loot as well as 200 Gold coins

—----------

After the tavern, you all get on your donkeys and head to the dungeon where the locals directed you. You notice when arriving that the forest seems to.. Have split in half. The side that you are currently on is green, lucious, and prosperous. The fire flowers around you even seem to be lit giving a magical feel about the forest. Meanwhile the other side of the forest is completely dead and there appears to be no living creature or any sign of life. The only thing separating the two sides is the unmistakable dungeon in front of you, its eroding stone brick giving it an eerie and desolate look along with the weird fungus growing on its side and the smell of death hangs in the air.

—----------

What do you guys do?

—----------

SIDE NOTES: these were used for my personal game but maybe it will give you an idea.

The clockwork soldier holds a key that unlocks the lab and jail cell.

The chest in the jail holds a sword that is blue colored with a mysterious air about it. You should take this to an appraiser or blacksmith for further details.

Acid Rat

Small Beast, Any Alignment

Armor Class 10 Natural Armor
Hit Points 5 (2d4)
Speed

STR	DEX	CON
8 (-1)	14 (+2)	12 (+1)
INT	**WIS**	**CHA**
4 (-3)	16 (+3)	6 (-2)

Saving Throws DEX +4
Damage Immunities Acid
Senses Passive Perception 14
Languages --

Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Bite: 1d4 Piercing Damage and 1d4 Acid Damage; Range 5ft

Spit: 1d6 Acid Damage; Range 20ft

Aeor Soldier

Medium Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON
14 (+2)	11 (+0)	13 (+1)
INT	**WIS**	**CHA**
1 (-5)	14 (+2)	1 (-5)

Skills Survival +5
Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 12
Languages Zemnian --

Challenge 1 (200 XP) **Proficiency Bonus** +2

Anti-magic immunity: To the strange power core that these creatures are maintained by aren't affected by any kind of anti-magic sort of a dead magic Zone.

Actions

Multiattack. The armor makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Armed Skeleton

Medium Undead, Lawful Evil

Armor Class 13 Natural Armor
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON
12 (+1)	14 (+2)	15 (+2)
INT	**WIS**	**CHA**
6 (-2)	8 (-1)	6 (-2)

Skills Athletics +3
Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses Darkvision 60 ft, Passive Perception 9
Languages Understands all languages it knew in life but can't speak

Challenge 1 (200 XP) **Proficiency Bonus** +2

Armed Advantage. The skeleton has advantage on Strength (Athletics) checks made to grapple.

Actions

Multiattack. The skeleton makes four melee attacks.

Claw. Melee Weapon Attacks: +3 to hit, reach 5ft., one target. HIt: 3 (1d4 +1) slashing damage.

Mechanical Spider

Small Construct, Any Alignment

Armor Class 12 Natural Armor
Hit Points 9 (2d4 + 4)
Speed 20 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	18 (+4)	6 (-2)	12 (+1)	5 (-3)

Saving Throws CON +6
Skills Acrobatics +5, Stealth +5
Damage Immunities Poison
Condition Immunities Poisoned
Senses Darkvision 30 ft., Tremorsense 10 ft., Passive Perception 11
Languages --

Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., 1 target. *Hit:* 5 (1d4 + 3) Piercing damage.