

Roll Through the Ages

a historical dungeons and dragons campaign



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Table of Contents

Introduction	pg.1
Level 1: Jurassic Period	pg.2
Level 2: Palaeolithic Era	pg.7
Level 3: Old Kingdom of Egypt	pg.11
Level 4: Classical Greece	pg.16
Player Resources	pg.x

This product was created for an extended project qualification. Thanks are given too all who helped specifically my product supervisor for helping me through this project . My mother for helping me with editing the book, and my friends who helped to playtest the campaign. This Campaign was originally played at twitch.tv/tobyncat.



Introduction

Where the characters meet and the game begins

the players start in a simulation and create their characters. This game is based in a video game format; this means the players will not know who each other are when the adventure begins. This story does not require any backstories as the characters are video game characters making this an easy campaign for beginner players.

The character customisation screen fades from your vision, and you appear in a long pure white hallway with a group of players. A loud booming voice seems to emanate from the walls, "hello players and welcome to Roll Through the Ages. You will work together as a group to complete quests, level up and walk your way through the history of Earth. Good Luck."

The voice dissipates and a door labelled 'level one appears' on your left.

[please allow this time for character introductions]

If the players decide to re-enter a level that they have already completed text will come up in their vision, asking if they are sure. If they respond yes go to the corresponding chapter and play through it again, however, they can say exit to return to the level selection room.

Players respawn in the level select room and must enter the level door before the quest is completed or they will not have succeeded in that quest and will subsequently have to complete another quest to progress. If the player is not present for the final quest completion, the next level door will not unlock for them.

Players who perform the Konami code by jumping, crouching, moving to the side and yelling will gain a randomly coloured party hat in their inventory.

An investigation check of 15 will show the players faint outlines of where level doors will appear down the hallway.

DC15 strength to kick the door down, behind the door is a black loading screen which can be passed through.



Level 1: Jurassic period

You can all see a sprawling jungle of fern trees and conifers ahead of you as you appear in a small clearing. The air is humid, and the sudden change temperature is shocking. There is rustling and squawking as white text appears before your eyes “level 1: Jurassic Period- tutorial”.

A perception check DC 10 shows a baby, Yi.

“A small bat-like form is shaking in a bush next to the clearing you are standing in. on closer investigation you can see this creature is a small feathery bird with bat-like wings. When you approach the beast, a thin white outline appears around

it and an information box appears next to it. (see right)”

After a DC 15 animal handling check, the players can enter a name for the Yi which will appear in the stat block.

Perception 15 lets the party see the tall pine tree that towers above the surrounding area.

The players must succeed in three nature/survival checks (DC 10) or fail five times to find the hollow tree. There are two tables one is encounters for successful checks, and the other is for failed checks. A different person must make each check.

Species: Yi
Size: approximately 5 inches
Quest: return him to his mother (the great hollow tree)



Success and failure tables:

Fail 1	The players enter a small clearing a DC 13 perception/ investigation check will show the clearing is full of quicksand pockets to get across the clearing you must make a DC 13 athletics/acrobatic check. (This DC is lowered at the DM discretions if the players develop creative solutions, e.g., using rope etcetera.)
Fail 2	<i>“Three small bird-like dinosaurs with large tail feathers fly down from the surrounding conifers. They look like they are acting aggressively towards the party.”</i> DC 18 animal handling to each creature will calm them down enough to avoid the combat. <i>“text appears before your eyes’ tutorial: combat’ the turn order of the players is displayed for a couple of seconds then it disappears. A voice echoes out saying ‘roll to attack your opponent on your turn”</i> [go to combat 1]
Fail 3	<i>“You find your way back to the beginning area.”</i>
Fail 4	<i>“A 5-foot wall of you pine trees block your way.”</i> if the players walk through it, they will take one damage each unless in heavy armour. If a fire spell is cast to light the trees it works but spreads quickly creating a small forest fire which will cause five fire damage unless put out quickly. Other methods of passing the wall are acceptable at the DM’s discretion.
Fail 5	[go to success 3]



Success 1	<i>“you come across a small pond. There is small salamander looking creatures swimming, with a nature check of 15 their information block” a dexterity/ animal handling check of 15 lets the players catch a salamander. Also, if they succeed in the animal handling check the stat block shows up with the ability to name the creature. Players can capture these creatures for pets, but they must be kept in water and be feed moss at least once per day/ level. For the stat block see below.</i>
Success 2	<i>“two small conifers whip their roots in your general direction, you must pass these to continue on your way.” If the party have already experienced a fight skip the next few lines and move onto combat 1, if not: “text appears before your eyes’ saying tutorial: combat’. A voice echoes out saying ‘roll to attack your opponent on your turn” [go to combat 1]</i>
Success 3	<i>“you arrive at a massive pine tree taller than any other you can see. You can see an opening at the tree’s base, and the inside of the tree seems to be rotted and hollow. Once you approach the tree around 15 Yi fly out of the tree, excitedly squawking once they see their brother in your arms. Finally, a larger (20 inch) Yi exits the tree. The child you carry flies out of your arms and returns to his mother. As they meet, your vision fades to white, and you are transported back to the level room.”</i>

As you re-appear in the level selection room, congratulatory trumpets sound from around you. The voice which greeted you says. "level one completed. Level two unlocked" as this dissipates the door labelled level two appears on your right.

Species: Chunerpeton
Size: approximately 5 inches
Warning: must be submerged in water 18/24 hours a day

Information for success one salamanders



Combat stat block-

Combat one:

SMALL CONIFERS					
<i>Small plant, unaligned</i>					
Armor Class 7					
Hit Points 22 (5d6 + 5)					
Speed 0 ft.					
STR	DEX	CON	INT	WIS	CHA
5 (-3)	5 (-3)	12 (+1)	8 (-1)	8 (-1)	10 (+0)
Damage Vulnerabilities fire					
Senses passive Perception 9					
Languages —					
Challenge 1/2 (100 XP)					
ACTIONS					
Root Whip. Melee Weapon attack: +2 to hit, reach 10ft, One target. Hit; 1d4+1 slashing damage. each creature has two roots that can attack if one is set on fire it can no longer be used to attack.					

Combat two:

EPIDEXIPTERYX					
<i>Small beast, unaligned</i>					
Armor Class 12					
Hit Points 17 (5d6)					
Speed 5 ft., fly 20 ft.					
STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	8 (-1)	8 (-1)	10 (+0)
Senses passive Perception 9					
Languages —					
Challenge 1/2 (100 XP)					
ACTIONS					
Bite. melee weapon attack: +1 modifier to hit, reach 5ft Hit: 1d4 piercing damage					



Level 2: Stone Age

You appear in a field. Behind you seems to be a small mountain range and in front of you, there is a forest. White text appears in their vision that reads, "level 2: Palaeolithic Era- two quests must be completed to pass this level". The texts fade from everyone's sight, and you are now free to walk around.

After each quest is completed white text will appear in everyone's vision saying "quest completed" .

Move to the section titled with the direction the players move in

Forward: Forest

After walking for about 10 minutes, you finally reach the trees. (a nature check of 10 will show these are maple trees). You can all hear a faint sobbing coming from inside the forest.

A survival/ perception check of 12 will lead the players to a small child who is the crying source. Once they come across the child, it is outlined in white, and a stat box appears.

A persuasion check of 10 will convince the child to follow the party. The child will babble at the party, but the only words they can adequately understand are "rocks", "warmth" and "hole home". To complete this quest, the players must get to the mountains and find the cave in which the child family dwells. The child will follow the party in any of the directions that they chose to go.

Species: neanderthal (child)	
HP:5	AC:10
Quest: return the child home	

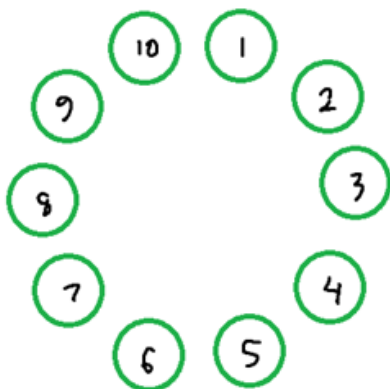
Left: Bushes

After walking for a couple of minutes to the left, you come across a small patch of bushes and trees. There are ten bushes/trees in total and right in front of you are three crudely woven baskets. Once picked up the baskets display a quest. This quest says, "pick the berries of the three non-poisonous plants. Each plant will have a piece to the riddle that, once solved, will reveal which berries are safe."



Players can make a survival/nature check of 15 one an individual bush to receive the information on it. Players do not know the numbers on each bush/tree. The safe trees and bushes have a star next to their number.

<i>Bush number</i>	<i>Information and scientific name</i>	<i>Line of the riddle</i>
1	<i>Viburnum Tinus: has round blue/black berries (bush)</i>	<i>Plants are numbered</i>
2	<i>Lonicera Xylosteum: has round red berries (bush)</i>	
3	<i>Rhamnus Punctatus: has small round black berries (tree)</i>	<i>the order of plants is clockwise</i>
4*	<i>Celtis Australis: has round dark blue berries(tree) safe</i>	<i>Viburnum Tinus will make you ill</i>
5*	<i>Nitraria Scoberi: small red round berries (bush)safe</i>	
6	<i>Taxus Baccata: small red hollow berries (tree)</i>	<i>This is plant 6</i>
7	<i>Ilex Colchica: holly bush with small red berries (bush)</i>	<i>One safe plant has the same letters in the number as the number</i>
8	<i>Hypericum Androsaemum: small black berries (bush)</i>	
9*	<i>Myrtus Communis: purple-black round berries (bush) safe</i>	<i>The quantity of letters is matched in all safe plants</i>
10	<i>Solanum Pseudocapsicum: round yellow berries (bush)</i>	<i>One tree is safe</i>



- the order of the trees and bushes



If a player eats a berry from a poisonous bush, they get the poisoned effect for 1 minute and 4-constitution mod poison damage. Once all three baskets are filled, the players must try the berries from each to test if they have chosen correctly. On incorrect choices, (see above for the effects on the player) the bush that they had wrongly decided gains a thin red outline. If they chose correctly, text appears before their eyes saying, “now return the baskets to the cave to complete the quest”.

Right: Mammoths

After walking for 15 minutes, you come across a woolly mammoth. As you approach it gets highlighted in white and a quest is displayed. It says, “kill the mammoth and return the body to the cave”.

--roll initiative—

Once the mammoth is killed the party must make 2 DC 15 strength checks to drag the body to the mountain’s caves.

WOOLLY MAMMOTH					
<i>Huge beast, unaligned</i>					
Armor Class 13 (natural armor)					
Hit Points 51 (6d12 + 12)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	5 (-3)	4 (-3)	10 (+0)
Senses passive Perception 7					
Languages —					
Challenge 2 (450 XP)					
ACTIONS					
Gore. <i>Melee Weapon Attack:</i> +3 to hit, reach 10 ft., one target. <i>Hit:</i> 25 (4d8 + 7) piercing damage.					
Stomp. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one prone creature. <i>Hit:</i> 29 (4d10 + 7) bludgeoning damage.					
REACTIONS					
Trampling Charge. If a player moves at least 10 ft. away from the mammoth it will charge straight toward a creature that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.					



Backwards: mountain caves

You walk up to the mountains and see a cave opening inside the cave is a group of 7 Neanderthals, (3 men, two women and two children). The walls have crude paintings of wild beasts, handprints and a couple of childish scribbles. The group is sitting around a small fire as they work on fixing their broken tools.

At this point, there are four different interactions groups can have depending on if and what quests they have completed. A minimum of two of these interactions will take place.

Strait to the cave after entering the level (no quests completed):

One of the Neanderthals spots your group and ushers you towards them. Using very primitive words, they explain that they cannot collect food as all their tools have broken and ask you to help them. This interaction displays two quests “forage for berries (left)” and “kill a Woolly Mammoth (right)”.

After finding the child:

--quest completed--

One of the women spot you walking in with her child, and she rushes towards you excitedly as the child runs into her arms. She thanks you for saving her child and asks you to join her family around the fire. At this point, the un-completed quests are explained if they have not already been.

After defeating the Mammoth:

--quest completed--

Your party drags the giant mammoth to the cave entrance on seeing this the inhabitants leap up excitedly grabbing some sharp rocks as they begin to strip away the hide and cut out portions of Mammoth meat which they then place over the fire. One of the Neanderthals invite your party to dine with them, and they offer to make one of you a cloak out of the mammoth hide. If the party accepts the invite to eat, they may take a long rest in the cave.

After collecting the berries:

--quest completed--

Your party brings back the baskets of berries which the Neanderthals happily take from you. They thank you for your help and offer you each a sharp spear-head as thanks.



Once two quests have been completed the player's vision fades to white and they find themselves back in the level select room. Another congratulatory trumpet sound erupts from the walls as the voice says "level two completed. Level three unlocked". The level three-door appears next to the level one door.

At this point the players level up.



Level 3– The Old Kingdom of Egypt

Once you walk through the level door, you find yourself in a room made of sandy bricks with only one exit. The white text appears in your vision, it says, "Level 3: The old kingdom of Egypt, escape the pyramid". The text fades, and oil lamps light up the room ahead of you.

Room 1- Mummification

In front of you, all is a dead body that is lying on a stone slab. There are four canopic jars on the wall to the right of the body, some sharp knives and long pointed metal sticks. There is also a piece of papyrus that has been placed next to the body.

The canopic jars are made of carved stone they all have small gold embellishments to exaggerate the features of the faces on the jar's lids. From left to right there is a jackal, a baboon, a human and a falcon.

A medicine/survival check of 13 will extract the specified organ from the body; this means that five checks in total will have to be made. If the roll is 5-12, the organ is punctured. If the roll is less than 5, they extract the heart, thinking that it is the correct organ.

The correct organs are:

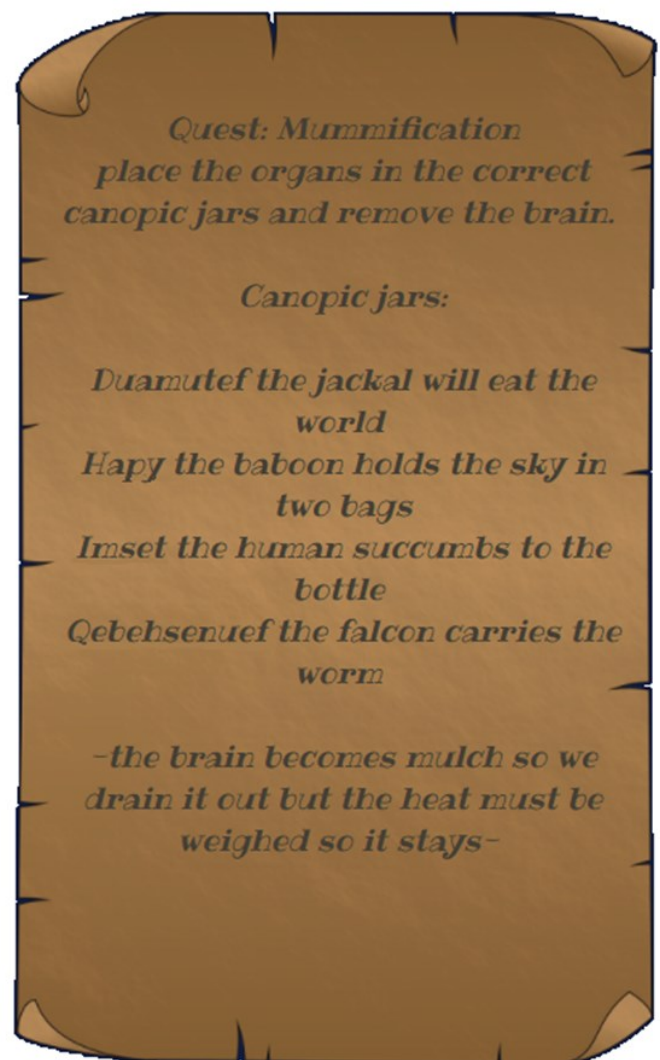
Jackal=stomach,

Human=liver

Baboon=lungs,

Falcon=intestines

The brain must be extracted and thrown away.



Once the correct organs are placed in the right jars, the body is wrapped in cloth by itself, and a sarcophagus appears around it. The lid of the sarcophagus slams shut and sinks into the stone slab then a pile of gold appears on top of the slab. The party gains 10gp per fully intact organ and 5gp per damaged organ for each person.

Simultaneously, a stone lowers on the north wall of the room, creating an exit from this room.

The hallway is covered in intricate paintings of the passage into the underworld that the Egyptian believed they took. At the very end of the hallway, there is a depiction of a heart being weighed against a feather. There is also a doorway to the left and another to the right. The party must choose the direction that they wish to go in. if they choose left go to Left[1] and if they choose right go to Right[1].

Left[1]-



The above hieroglyphs are written on the right-hand wall above four gems that are inset into the wall. The order of the gems is yellow, green, blue, red. On the opposite wall, there is another set of hieroglyphs.



Under this, it says in common “e and o do not exist, and vowels are hard to come by. The language is phonetic and may not be instantly understandable.” This displays the alphabet in hieroglyphics excluding e and o. the top set of hieroglyphs is translated to “press the gems in the order red, green, blue”. The party must translate the hieroglyphs and follow their instructions to unlock the next door.

“Once you press the gems in the correct order, they fall out and onto the floor, and a stone on the north-facing wall lowers, and you may continue.” The party gained a ruby, a sapphire and an emerald all worth 50gp each.

Once the players leave, they can go to the left or the right. If they chose left, go to Left[2] and if they go right to go to Middle.

Right[1]-

You walk into a large room with four intricate pillars decorating the room. As you walk in, you spot the exit on the other side of the room, but as your party walk towards it, a sphynx blocks your path.

The sphynx says “To pass me you must answer three riddles, for each wrong answer one of you will get hurt.

The first riddle is: What is always old and sometimes new; never sad, sometimes blue; never empty, but sometimes full; never pushes, always pulls?”

The answer to the first riddle is the moon.

“the second riddle is: In spring I am gay in handsome array; in summer more clothing I wear; when colder it grows, I fling off my clothes; and in winter quite naked appear.”

The answer is a tree.

“the third riddle is: Never resting, never still; moving silently from hill to hill; it does not walk, run or trot; all is cool where it is not.”

The answer is the sun.

When a riddle is answered incorrectly, the party must choose one person who will take 1d4 psychic damage from the sphinx.

After answering all the riddles correctly, the sphynx will move out of the way, and the part can pass into the corridor. At this point, they can choose to go left or right.

If they choose left, go to Middle and if they decide to go to the right, go to Right [2].



Left [2]-

You walk into a large room and see and exit on the opposite side on the room with sunlight shining through it. However, in front of the doorway is a large beast with the head of a crocodile, the front legs and mane of a lion and the hind legs of a hippopotamus.

--roll initiative— (stat block to the right)

Once Amit is defeated, the party can progress outside at this point go to End.

AMMIT					
<i>Large beast, any alignment</i>					
Armor Class 15 (natural armor)					
Hit Points 60 (8d10 + 16)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	14 (+2)	2 (-4)	10 (+0)	8 (-1)
Saving Throws Str +6					
Damage Resistances fire					
Senses passive Perception 10					
Languages —					
Challenge 4 (1,100 XP)					
Hold Breath. The Ammit can hold its breath for up to 1 hour.					
ACTIONS					
Multiattack. The Ammit makes one Bite attack and one Claw attack against two different targets.					
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.					
Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.					

Middle- hole

There is a 50ft cubed hole in front of you, on the opposite wall you can see another doorway and, on the north-facing wall, there is the exit. You can see sunlight shining through the exit. At the bottom of the pit, there are 5ft long spikes that will impale anyone who falls off for 1d10 damage and make them prone. There is a small 1ft square platform at the centre of the room, and right above it is a metal loop attached to the ceiling that could be used to hang something on. This challenge has no specific answer; the DM can decide what solutions are acceptable.

Once the party reach, they exit they may proceed, at this point go to End.



Right[2]- Mummies

You enter a circular room. There are two open sarcophaguses and two mummies standing around on the other side of the room. As soon as they spot your party, they begin to advance.

--roll initiative--

MUMMY					
<i>Medium undead, lawful evil</i>					
Armor Class 11 (natural armor)					
Hit Points 39 (6d8 + 12)					
Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)
Damage Vulnerabilities fire					
Damage Resistances necrotic					
Condition Immunities necrotic, poisoned					
Senses darkvision 60 ft., passive Perception 10					
Languages the languages it knew in life					
Challenge 2 (450 XP)					
ACTIONS					
Rotting Fist. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned.					
Dreadful Glare. The mummy targets one creature it can see within 60 ft. of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.					

Once the mummies are defeated, the part can move on, go to End.

End-

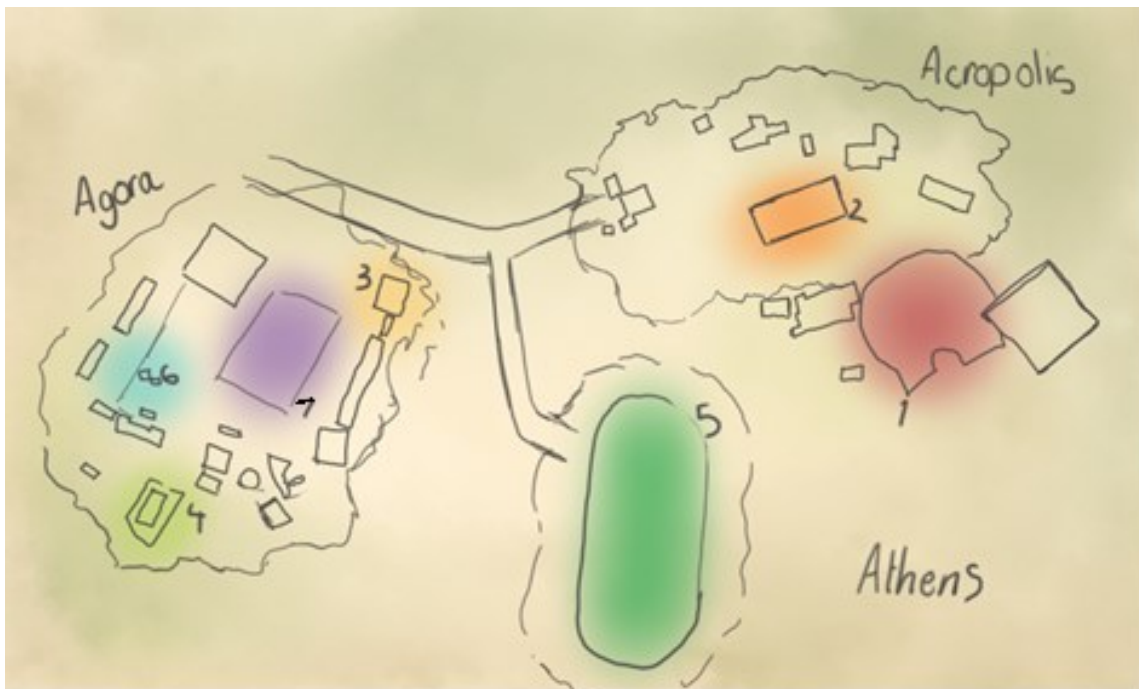
Your party manages to reach the exit doorway and as you do you can see two other entrances leading into the pyramid and one that leads outside. As soon as you pass the threshold into the desert text appears in your vision once again saying "Quest completed, well done" your vision leaves your character's body as it flies backwards revealing a massive pyramid. Your vision then fades back to white, and you appear back in the level select room. The congratulatory trumpet play again, and the voice says, "level 3 completed level 4 unlocked". The level four-door appears on your right, next to the level 2 door.

The party levels up.



Level 4– Classical Greece

As you step through the level 4 door, you find yourself in a bustling Greek marketplace at the centre of the Agora in Athens(7). You can see stalls set up around you selling fish, bread, cloth, vegetables and pottery. The general mummer of the crowded squares does not seem to shift as you appear amongst them. In front of your eyes, you see white text that says, “level 4: Classical Greece complete three quests and return to the Agora Centre”.



1-Theatre of Dionysus

Quest must collect props and costumes for a play.

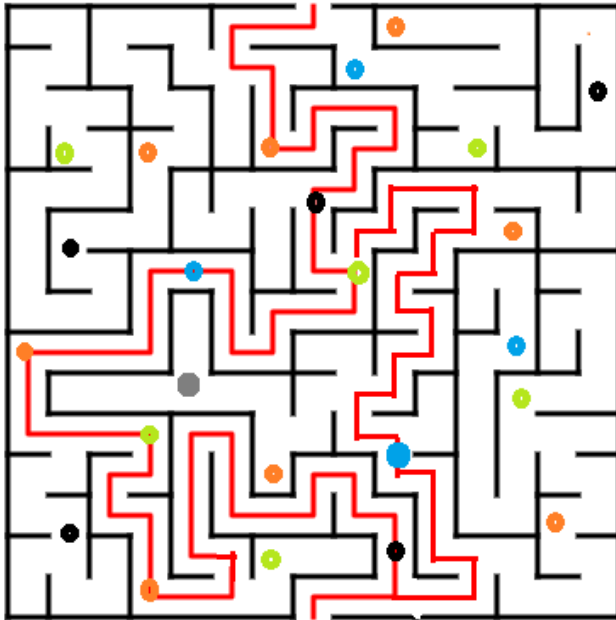
- collect cloth from the town square
- find three masks that are hidden in the theatre (under seats, backstage, and on stage) (14 investigation check-in each place)

Once all items are delivered to the theatre a very grateful playwright gives the party 50GP saying that they have saved the performance.



2-The Parthenon

Inside the temple, to Athena, there is an entrance into an underground labyrinth which contains a minotaur the quest says make your way through the maze defeat the minotaur and make it back out alive.



The red line is the solution. (a clean version of the maze is supplied in the player resources)

Orange dots are fire traps that shoot a burst of flame 10 feet towards a player once they get within 10 feet of it. It has a DC13 Dex save and deals 1D6 fire damage on a failed save. The green dots are poisonous dart traps the shoot poisoned darts at the players when they pass the area. It is a DC13 Dex save, or they take one piercing damage and 1D4 poison damage.

The black dots are 15ft holes that span the hall's width and are 80ft, deep. The blue dots are ice traps that work in the same way as the fire traps.

After finding their way through the labyrinth, they enter a 50ft square room with a minotaur on the other side—the minotaur charges at them.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal

Challenge 5 (1,800 XP)

Charge. If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The Minotaur can make two great-axe attacks or one gore and one great-axe attack per round

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



After defeating the minotaur, the party must make their way back through the labyrinth to complete the quest.

3-Mint

“you enter into a large room. A large mosaic covers the floor, behind a counter, there are three people on the opposite side of the room.” The Mint is a place where players can exchange items for money.

4-Temple of Hephaestus

The temple itself serves as an armour and weapons shop standard sets of armour are sold at the player’s handbook prices. There are three magical items in this store: Ariadne’s Ball of Thread, Pandora’s box of Holding and Nemesis’ mirror. The information on the items can be found in the player resource section.

5-Panathenaic stadium

Quest- “participate in the games”.

A giant stadium stands in front of you.

There are five categories the players can choose to participate in. they can participate in up to three of these categories. There will be 5 NPC competitors for each category, and they will all have a +3 to the needed checks.

The prizes are 1st-100gp, 2nd- 50gp, 3rd- 20gp

Competition	Description	Check
Singing	All participants are asked to sing a song for the judges.	Performance check
Horse race	You must race three times around the stadium. There is one check for each lap.	Animal handling check
Javelin	Participants throw the javelin one at a time, leaving them in the ground until all participants have thrown, this happens three times. If there is a draw, all winners throw against each other to determine standings.	Strength check
Running	Contestants are lined up and must run the length on the stadium twice (400 meters)	Athletics check
wrestling	The contestants are split into groups of two where they battle it out. Once a victor from each set is declared all victors fight against each other in a final match.	Three contested strength checks



6- The alter of the Twelve Gods

Quest- “place the correct offering on the correct alter for each god.”

If the players attempted to take any of the offerings out of the area, they are struck by lightning.

Offering description
A pottery plate that has a moon painted on it
A foot-tall metal olive tree
A vase adorned with painted dolphins
A pottery plate that has a sun painted on it
A finely crafted axe
A set of golden scales
A wooden caduceus with green painted snakes (a staff with two intertwined snakes at the top)
A small silver model of peacock
A stone statue of a boar
A small ceramic poppy
A stone statue of a dove holding a rose
A ceramic mask often used in the theatre



Alter description
the statue is of a man holding a lightning bolt in one hand and a set of scales in the other (Zeus)
the statue depicts a beautiful woman covered in a veil holding a peacock feather (Hera)
the statue is of a man who is holding a trident (Poseidon)
statue of a woman who is holding a cornucopia while a piglet runs around her feet (Demeter)
This statue depicts a man standing holding a lyre as swans flock around him (Apollo)
This statue is of a noble looking woman who is adorned in Armor with a pin that resembles an owl. (Athena)
The statue is of a woman who has a quiver of arrows slung over her shoulder and a bow in her hand. Around her feet are small woodland creatures (Artemis)
The statue is of a man who is standing in front of an anvil he is resting his wight on the handle of an axe as you can see his leg appears to have been broken and never properly healed (Hephaestus)
A beautiful woman is depicted in this statue. She has long waved hair and she holds an apple bearing an inscription that is un-readable (Aphrodite)
This statue is of a man who holds a goblet in one hand and a bunch of grapes in the other hand he is also decorated in beautiful robes. (Dionysus)
This statue is of a man wearing a soldier's uniform and holding a shield in one hand and a spear in the other. (Ares)
The statue is of a man who has winged sandals and is carrying a satchel (Hermes)

-Answers-
a->6
b->8
c->3
d->10
e->4
f->2
g->1
h->5
i->11
j->12
k->9
l->7

Once offerings are placed by the correct alter 250gp appear in the centre of the room. The party can take this money.



7- Agora Centre

After each quest is completed, the agora centre gets quieter and quieter after three quests are completed it becomes completely silent, and all shops are shut down. When the party arrives, they see why, as a chimera is currently patrolling in the Agora centre. The party may plan a battle strategy, but they must defeat the chimaera to complete the level.

--roll initiative--

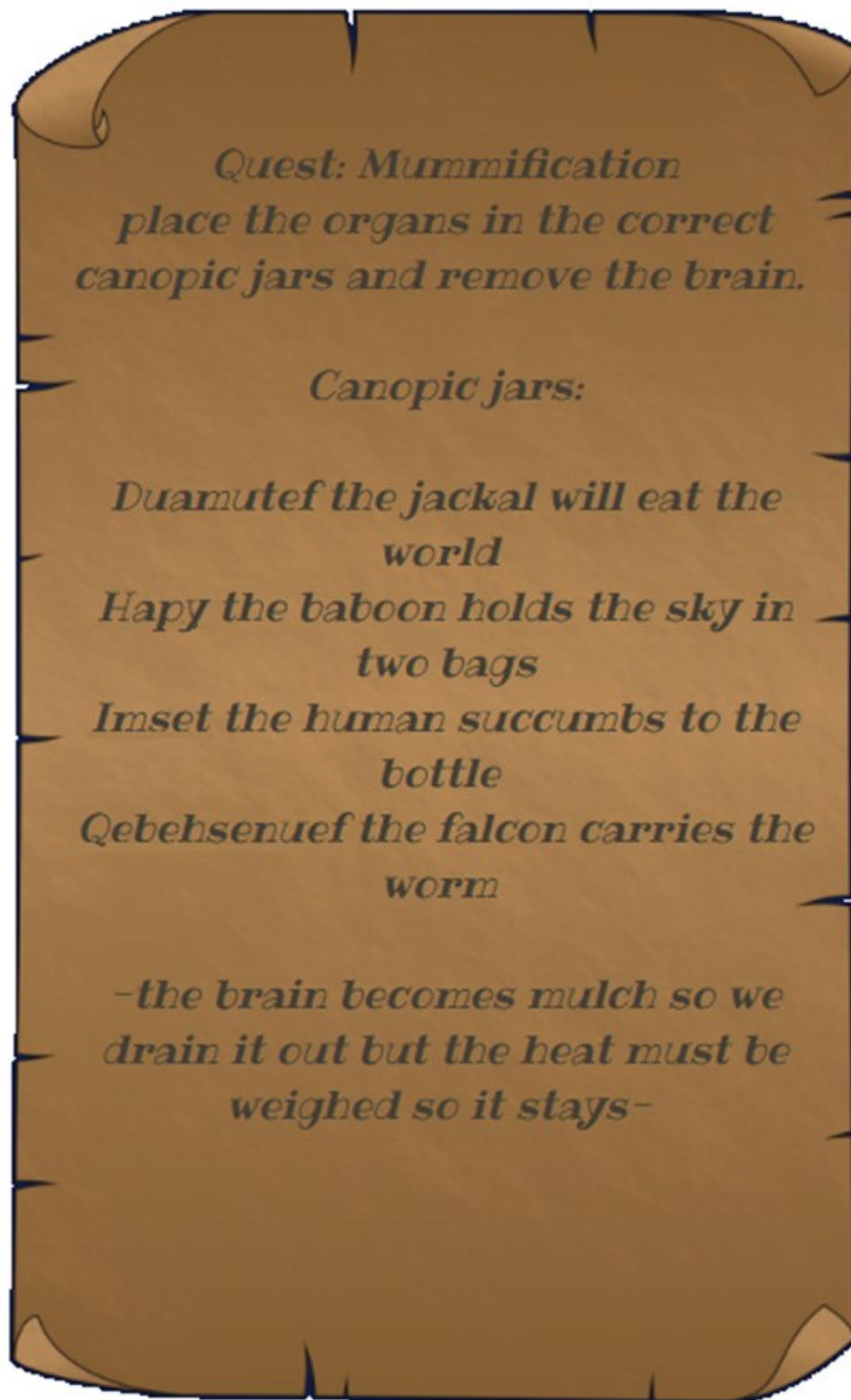
CHIMERA					
<i>Large monstrosity, chaotic evil</i>					
Armor Class 14 (natural armor)					
Hit Points 114 (12d10 + 48)					
Speed 30 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)
Skills Perception +8					
Senses darkvision 60 ft., passive Perception 18					
Languages understands Draconic but can't speak					
Challenge 6 (2,300 XP)					
ACTIONS					
Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.					
Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) piercing damage.					
Horns. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 10 (1d12 + 4) bludgeoning damage.					
Claws. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage.					
Fire Breath (Recharge 5-6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.					

When the fight is completed a small celebration starts.

People run out of the surrounding buildings as the chimaera falls to the floor. A large party starts with wine, dancing and food. Everyone in the party is given a golden laurel worth 100GP. Once the celebration calms down, everyone's vision goes black. White text appears in front of your eyes as a small celebratory trumpet noise is played, it says "thank you for playing Roll through the ages. Level 4 completed".

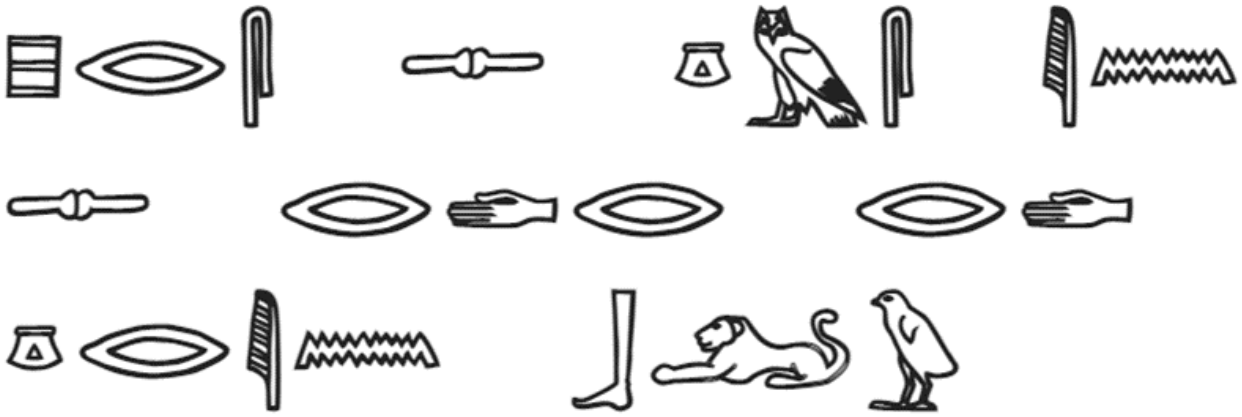


Player Resources

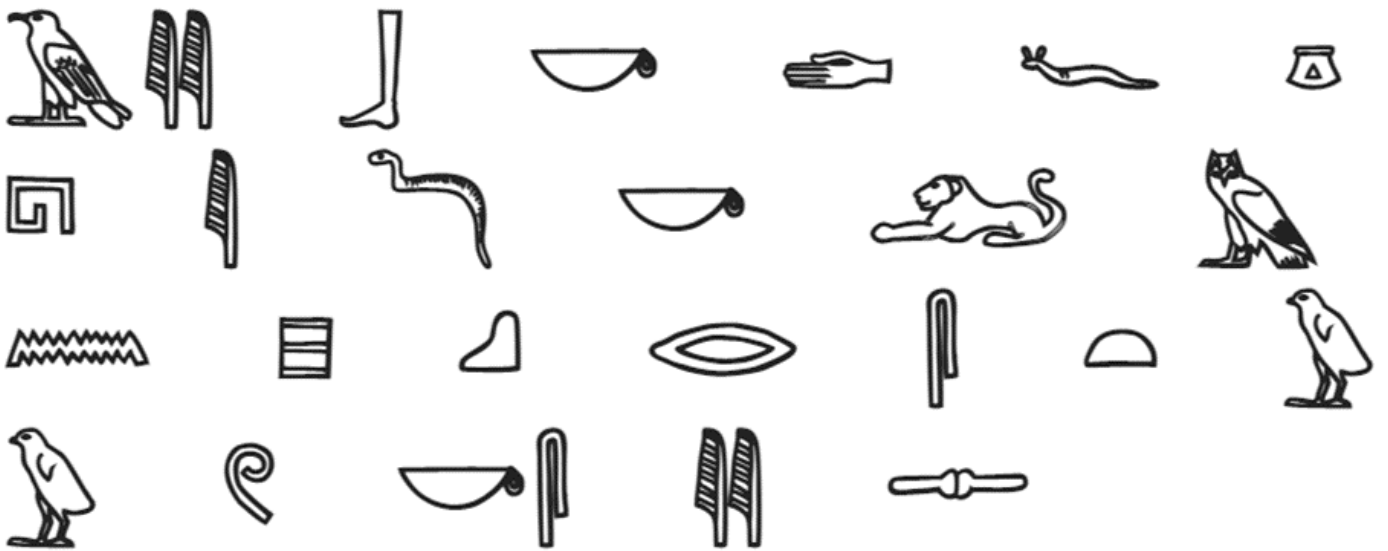


Mummification scroll



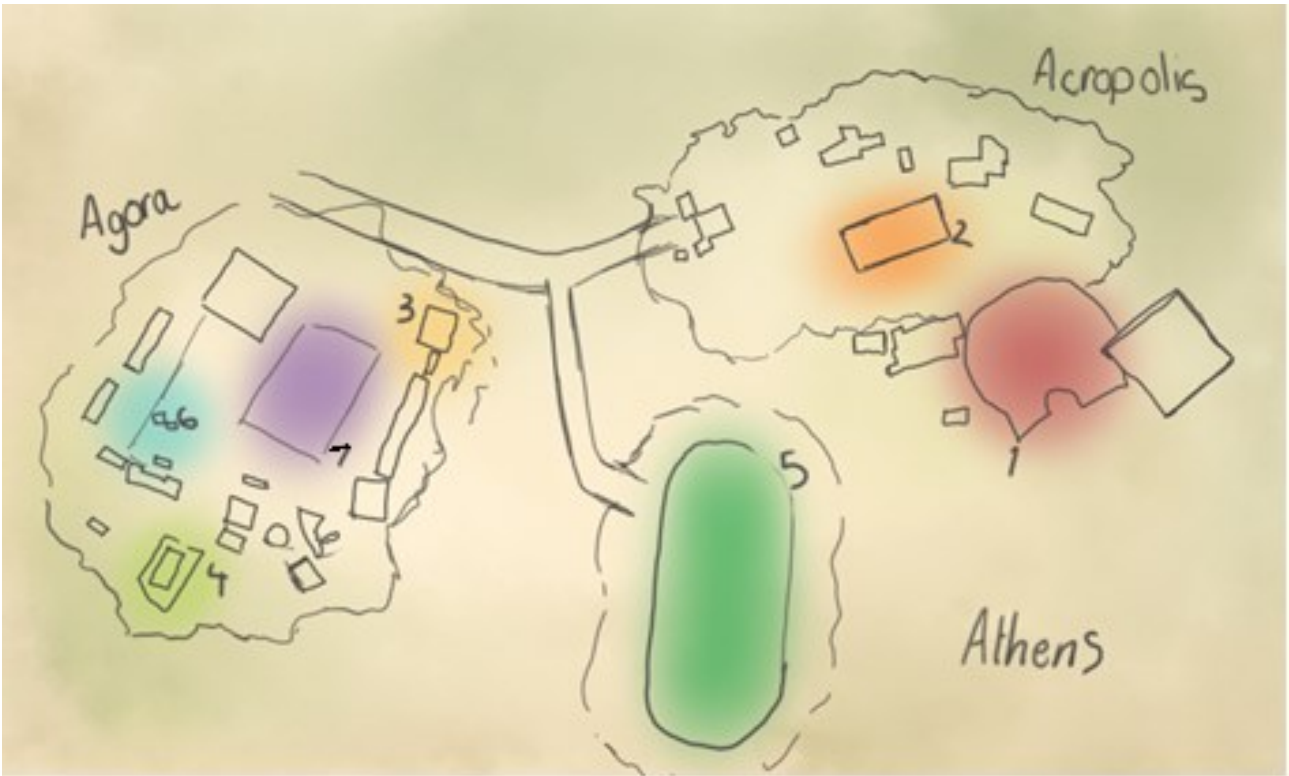


Hieroglyphs 1

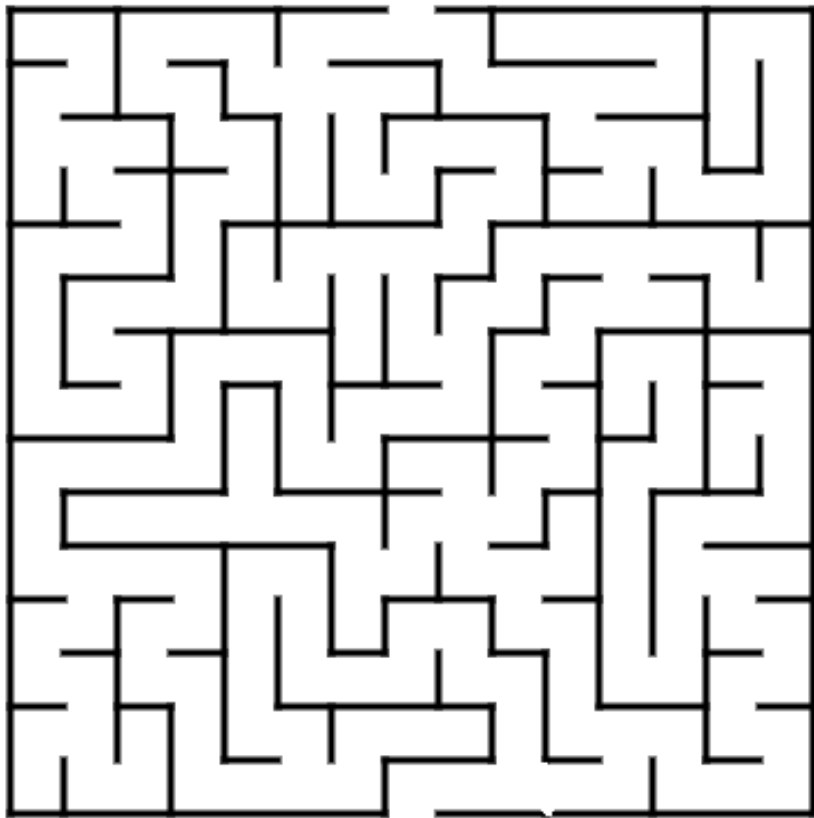


Hieroglyphs 2





Map of Athens



Blank copy of the labyrinth



item	information	cost
Ariadne's Ball of Thread	<p>Ariadne's Ball of Thread can be rolled out into a thin spectral thread to track where the person holding Ariadne's Ball of Thread has been. The thread's length is infinite and can easily be tracked back, you can use its command word to remove all previously laid thread. Only the person holding Ariadne's Ball of Thread and creatures who can see invisibility are able to see the spectral thread.</p> <p>The tread is spectral and cannot be burned, cut or destroyed, nor can it be used to tie something together or hold anything up. Anyone or anything trying to interact with the thread will move through it as if it wasn't there.</p>	200GP
Pandora's Box of Holding	<p>This box has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.</p> <p>If the box s overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.</p>	100GP
Nemesis' Mirror	<p>A small handheld mirror.</p> <p>If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.</p> <p>Any creature other than you that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be trapped in a trance by their own reflection. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically.</p>	100GP