LAIR OF THE THUNDER WORM

D&D Adventure Scenario by Bobby Goodman III - Version 7.2.2026

When you start the adventure read...
Somewhere deep in the dark forest is said to be a ruined temple full of fabulous treasure, guarded by magical creatures of the four elements. Ever drawn by tales of gold and adventure, your party has trekked for miles into the woods. About to give up and turn back, you feel the ground beneath you shake and give way, and then you are falling into darkness. A few long, frightful moments later, you hit the dusty ground and find yourself at the bottom of an immense cavern. You can see the sunlight through the opening high above, but the walls are too sheer to climb back up. You'll have to find another way out.

Objective: Find your way out of the caverns before you are buried alive.

Special Components: Rocky Lair tile, 4 Narrow Passage tiles, 4 Fissure cavern edges, and the Thunder Worm villain.

Suggested Monsters: Elementals and Animals.

Starting Awards: 2 Healing Surges for the party and 1 random Item per Hero.

Setup:

Place the Rocky Lair tile on the table. The Heroes begin on any square of this tile.
Take the 4 Narrow Passage tiles and 2 random Cavern tiles and shuffle them. Place these after the 4th tile in the stack (making the Narrow Tiles appear somewhere between the 5th and 11th tile).

Special Adventure Rules:

When a Hero finds a Narrow Passage tile, in addition to spawning a Monster there, put a Fissure on its other end.
When the fourth fissure is found, also spawn the Thunder Worm in the Rocky Lair and roll to place its goal token randomly on one of the fissures.

Victory & Defeat: The Heroes win if they defeat the Worm (you can use the tunnels it left behind to escape), but lose if a Hero has zero HPs and there are no more Healing Surges.

When you find the first fissure, read...
The tunnel ahead has collapsed. There's no escape through there.

When you find the fourth fissure, read...
You find yet another dead end and are in despair of ever getting out of these caverns when a loud crash and rumbling echoes through the caves. Something big is coming. Rocks begin to fall on you. The ceiling seems as if it will collapse at any moment.

When the Worm reaches its first goal...
That thing can tunnel through rock and earth. It's going to bury you before long, unless you can kill it before it crushes you all.

Thunder Worm	Level 6 Animal Villain
This giant worm burrows through rock, stone, and earth, bringing dangerous tremors and quakes to the dungeon.	AC 14 (12 vs. Heroes on its tile)
	HP 10

The Thunder Worm activates at the start of each Villain Phase. When the Thunder Worm spawns, place its goal token on a random tile next to a fissure.

TACTICS

If the Worm is in the tile next to its goal token, each Hero takes 1 damage. Then respawn the Worm at the Rocky Lair and place its goal token randomly again.

Otherwise, the Thunder Worm moves 1 tile toward its goal token. Any Hero in the tile the Worm left is Crushed (roll on the table below). Finally, it attacks the closest Hero in the tile it moved into.

	ATTACK	DAMAGE
Maw of Deadly Teeth	+6	2 (Crushed)
Crushed	Roll 1d6: 1-2 = No Effect 3-4 = Slowed 5-6 = Take 1 Damage	