

A MONSTROUS CHALLENGE

You've met some monsters. Now it's time to tell their story!

PART 1: Read the scenario below.

You, your companions, and the three monsters are traveling through a forest during a strong storm. You enter a large, dark cave for shelter and are deep into the cave when suddenly you see something odd – as if part of the cave wall is moving. As you watch, you notice a foul smell and realize that it's a troglodyte! The large, lizard-like creature is on the hunt for food and can see up to 60 feet in the dark. The monster is strong and can climb well.

You must choose one of the monsters below to help you navigate your way around the troglodyte to continue your journey. Read the descriptions below and the stats for each monster from Activity 1. Then make your choice. Which monster will you choose?



OWLBEAR

Artist: Zuzanna Wujzyk



MIND FLAYER

Artist: Michael Broussard



GELATINOUS CUBE

Artist: Olivier Bernard

Owlbears are nocturnal, with sharp eyes. In fact, they can see up to 60 feet in the dark! Owlbears will attack without provocation and will track their prey relentlessly across great distances.

Mind flayers lurk in the Underdark, a vast underground network of caves and tunnels. They seek to dominate other creatures and are feared for their telepathic powers with which they can stun and control their prey. They move slowly, however, and must get close to their prey to stun them. They use "darkvision" to see up to 120 feet in the dark.

Gelatinous cubes slowly ooze along the dank passages of the Underdark, absorbing everything in their path. Their bodies are made of acidic goo that digests anything they absorb – if it is digestible. Nearly transparent when immobile, they have "blindsight," which means they can sense things in the dark up to 60 feet away.



Artist: Brian Valeza

PART 2: Now, write about the encounter. What will happen to the monster? How will it engage the troglodyte? What consequences might unfold? Make notes on the back of this sheet and then write your story on separate paper. Keep in mind that you're part of the story too! Your group is the adventuring party. So consider your own skills and how they help or hinder the encounter.