



DRAGON SCALE OASIS

MAP DESCRIPTIONS

Amidst the vast expanse of dunes lies an oasis surrounded by jagged rocks. The rocks erupt from the ground like scales of an ancient beast long dead and desiccated by the desert sands. Amongst the rock formations is a shallow pool shimmering in the noon sun. It's turquoise water bordered by rushes that sway in the breeze. Near the pool, between rock formations is a cave, its entrance shrouded by inky blackness.

As you enter the cave it takes a moment for your eyes to adjust to the gloom. The cave is large, its walls made from layers of uneven rock. Sand blown into the cave's entrance drifts across the cracked stone floor.

NOTES AND TIPS

- **30x45 Grid Map**
- Traversing a desert is a perilous undertaking. Keeping track of water supplies is essential. The party should be actively seeking out places to replenish their supplies. Locals will know of this place but may warn the party not to stop there. Or at least, to only take the water and nothing else.
- **Heat!** It's not fun, and wearing armour or thick robes is not going to help. Have your party get creative on keeping cool. Ask them for ideas and solutions and reward them by NOT giving them heat exhaustion!
- **Treasure Mayhaps?:** Have the party notice a glint of metal within the cave. Night vision is only good when you're not blinded by the sun, so someone is going to have to investigate the interior if they want to know what it is. It's probably some old bit of armour with the half-eaten remains of an adventurer still wearing it. It's something's dinner and it's ready for seconds.
- **The Sandstorm:** The party is caught in a sandstorm. They find shelter at the Oasis but do they enter the cave? If they do they find a desert Lizard/Dragon sitting on a horde of caravan treasures that would be worth a fortune if they could be transported out of the desert. If they don't enter the cave the Lizard/Dragon comes out to hunt prey in the blinding storm.
- **Desert Bandits:** Bandits bury themselves in the sands around the Oasis and wait for the party to arrive. They can ambush the party at any point. They will leap from the sand, trying to surprise attack the party. Some may hide among the rock formations.
- **Sand Devils:** Use Air Elementals and theme them as whirling sand devils. They could rise from the sands around the oasis when the party tries to drink or fill containers. This could be a cursed or holy place, protected by these magical guardians.
- **Holy Man and the Scorpions:** A holy man sits in the cave entrance meditating, he opens one eye as the party approaches and tries to signal something without moving. He'll flick a finger, or twitch an eyebrow. He's trying to indicate the oasis is infested with scorpions and he has been trapped here unable to move for days.

VARIANTS

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