

Five scenes for your next session.

A crypt, a forest, a tavern, a desert and a field of ice. Five original encounters to adapt to your roleplaying game.

HOW TO USE THEM

Read the opening, introduce the situation and let the party choose how to respond. Each scene offers three beats, a complication and a possible follow-up. Set checks, difficulty and consequences using your own rules. Mapwyrm mats are not required to play.

CHOOSE YOUR NEXT SCENE

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The answering tomb

Crypt of the Fallen King

2

The borrowed path

Vhelt Forest

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The unaddressed envelope

The Griffon's Tavern

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The caravan's shadow

Dunes of Karesh

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The light under the ice

The Frozen Abyss

A free Mapwyrm resource. Story prompts without game statistics; adapt names and details to your campaign. The images inside are previews of print artwork created with AI tools, not photographs of the mats.

01 / Crypt of the Fallen King

The answering tomb

A voice in the crypt repeats the party's last sentence. On the third echo it adds one word: 'Help.' Nobody can see who is speaking.

BEHIND THE SCENE

Mara, a caretaker trapped behind a stone slab, is using the crypt's air passages to call for help. A small stone creature guards the door mechanism. It cannot tell intruders from rescuers: it simply wants every tomb to remain closed.



AI artwork preview

THREE BEATS TO PLAY

1. Let the party follow the echoes. A draught and disturbed dust point to a side passage; ask the players how they search for it.
2. The guardian blocks the way but repeats a precise rule: 'Do not disturb those who rest.' Mara is alive. Proving it, distracting the guardian or finding another entrance are possible approaches.
3. The lever that frees Mara also moves a second slab. Behind it is no treasure: a visitors' register contains the name of someone the party knows.

THE COMPLICATION

Mara refuses to leave the register behind because she thinks it explains her brother's disappearance. A copy, a verifiable promise or the party's help may persuade her.

A POSSIBLE FOLLOW-UP

If rescued, the caretaker offers directions to an underground route. If the register stays in the crypt, the guardian can become an unusual contact on a later visit.

[Explore this scene's physical mat at mapwyrm.com](https://mapwyrm.com)

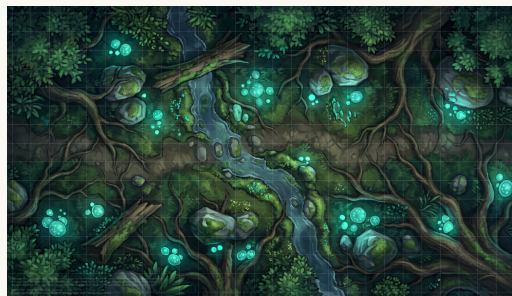
02 / Vhelt Forest

The borrowed path

The party passes the same broken tree twice. A shoe too small for an adult lies among its roots. Someone laughs, then apologises.

BEHIND THE SCENE

Nilo, a young apprentice, took a ribbon from a small shrine. The forest is lending him the same stretch of path until he returns what he found. Nilo is hiding because he thinks the party has come to punish him.



AI artwork preview

THREE BEATS TO PLAY

1. Point out one detail that changes on each circuit: shifted leaves, fresh footprints or an arrow made from twigs. The characters can follow the change instead of the path.
2. Nilo will talk if someone puts down a weapon or offers a way out. He tied the ribbon to a high branch so his teacher could find him.
3. The shrine's keeper appears as a face in the bark. It asks for no sacrifice: it wants the ribbon returned and someone to listen to its story.

THE COMPLICATION

Returning the ribbon frees the path, but the teacher is approaching from the wrong direction. The party must choose how to leave a signal before moving on.

A POSSIBLE FOLLOW-UP

An agreement with the keeper may open a shortcut for the next journey. Nilo remembers who helped him and might return with a bigger problem.

Explore this scene's physical mat at mapwyrm.com

03 / The Griffon's Tavern

The unaddressed envelope

A messenger puts an envelope on the party's table. 'They told me to give it to someone who looked able to help.' Before anyone answers, three customers stand up.

BEHIND THE SCENE

The envelope contains a pawn receipt, not a letter. The item is a neighbourhood bell that the innkeeper sold to pay for an urgent repair. Three people want it back for different reasons.



AI artwork preview

THREE BEATS TO PLAY

1. Introduce three requests: a caretaker wants the bell returned, a musician wants to hear it ring and a merchant claims to have bought it already.
2. The messenger needs a signature before leaving. Signing promises only to deliver the receipt, not to pay for or return the bell.
3. Someone tries to take the envelope without asking. Use tables, chairs and passages for a short action scene, or let a good proposal stop everyone.

THE COMPLICATION

The innkeeper recognises the receipt and can explain the sale. Nobody has told a complete lie: each person knows only part of the story.

A POSSIBLE FOLLOW-UP

An agreement can turn the bell's return into a celebration. A theft instead leaves a trail to the pawnbroker and unfinished business with one of the customers.

Explore this scene's physical mat at mapwyrm.com

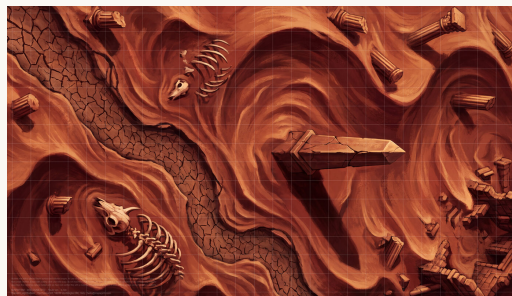
04 / Dunes of Karesh

The caravan's shadow

A caravan's shadow stretches across the sand, but nobody stands on the dune above. The shadow moves towards a ruin and stops in front of the party.

BEHIND THE SCENE

A buried lens reflects an image from the past. The caravan was looking for a cistern and left three signs along the route. A guide named Sera is following those signs to help travellers who have run out of water.



AI artwork preview

THREE BEATS TO PLAY

1. The image changes when someone passes in front of the lens. Let the characters experiment with light, cloth or different positions to read the scene.
2. Sera suggests sharing the work: some follow the signs while others keep sand off the lens. She can also show them where the travellers are waiting.
3. The cistern is reachable, but its entrance supports part of the ruin. Opening it hastily dislodges stones; bracing the structure, digging beside it or finding another opening are alternatives.

THE COMPLICATION

The third sign does not point to water: it asks travellers to leave a reserve for those who follow. How much to take becomes the party's decision.

A POSSIBLE FOLLOW-UP

With water and directions, the caravan moves on. Leaving the lens in place can guide other travellers; taking it reveals an inscription on its base.

[Explore this scene's physical mat at mapwyrm.com](https://mapwyrm.com)

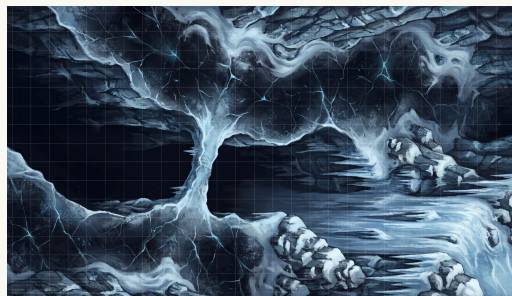
05 / The Frozen Abyss

The light under the ice

A light follows the party beneath the ice. When everyone stops, it draws a circle. A second, smaller circle then appears a little farther away.

BEHIND THE SCENE

Iria, a researcher trapped in a cavity, is moving a lantern to ask for help. The smaller light belongs to a companion seeking an exit from the other side. A low passage connects the two spaces.



AI artwork preview

THREE BEATS TO PLAY

1. The lantern's movements allow a conversation through gestures. Ask the party to agree on simple signals before attempting a rescue.
2. An opaque patch marks a different section of ice. The shortest route need not be the best: characters can spread their weight, secure themselves or look for the cavity's edge.
3. Iria can reach her companion by leaving some equipment behind. The party must decide what to recover now and what to mark for a second expedition.

THE COMPLICATION

The equipment includes an unfinished map of the area. Iria would rather save her companion; someone else considers that drawing their only way home.

A POSSIBLE FOLLOW-UP

A successful rescue creates allies and opens a new route. If some research stays below the ice, the lantern becomes a marker for finding the place again.

Explore this scene's physical mat at mapwyrm.com