

The background of the entire page is a misty, ethereal landscape. In the center, a large, rectangular rock formation floats in the air, covered in lush green trees and shrubs. Above this floating island, a small, white, saucer-shaped object with a thin tail is flying towards the left. The sky is filled with soft, grey clouds, and the overall atmosphere is one of mystery and magic.

MIKWEWA

FLOATING CHALLENGES

5E ENCOUNTERS

**SET OF RECOMMENDED ENCOUNTERS FOR
VARIOUS APLs HIGH IN THE SKY**



his document contains encounter ideas for the **Floating Islands** battlemat pack from MikWewa RPG duo. To give an idea to DM, we have compiled the somewhat generic encounters that you can *ad hoc* use in your campaigns or

to fill the time between two quests. This content serves as the quick “pop-out” encounters to entertain your players of three different **APLs - 5, 9 and 15**.

THE IDEA

Every DM has their own rules, world, principles, way of handling people’s characters, homebrew contend and much more to deal with in their game preparation. This pack contains seven encounter examples using the official (OGL or SRD, to be precise if you’re interested in that) monsters that can be encountered in the setting like the floating islands.

The map itself is versatile. It can be used as a battlemat with the (default) grid we made or as literally continents in your world. We recommend usage of a **gridless** variant with any of the grid PNGs we provided with the map pack.

The map in this document is marked with encounter locations and a small amount of fresh ideas on how to advance further up (or down, depending how you imagined your quest).

ENCOUNTERS

Encounters are the vital part of every campaign. Whether you use it as a distraction, reward or a necessity, they need to be me inspirational, imaginative and, above all, fun. We are sure you have wonderful and creative ideas and we just wish to aid you with preparation and to be ready for any unpredictable roll or roleplay outcome on session.

Throughout the document, you will find encounters of the marked locations in ascending order, to reach the final island where a **boss monster** awaits your players!

The four encounters are:

- 1. Four Elements
- 2. River of Healing
- 3. Fly vs Flying
- 4. Boss!

Due to size, marked map stretches over two pages and can be found in the **appendix**.

ENCOUNTER 1 - FOUR ELEMENTS

Due to act of god, divine mischief or just a normal Tuesday in their lives, the adventurers found themselves on the floating rock masses and need to find the way out. Since it’s the loooong way down, the way up is the only way to go!

Read to your players:

The freezing sensation crept through your body as you found yourselves on a seemingly hard ground. Don't let the grass and wet soil fool you! You are afloat on the living rock, a part of a forgotten divine residue after a devastating battle. The will of gods, innately, made the islands, and made them perpetually floating for all eternity. You will find that you are not the only ones stumbled upon this anomaly; some of the visitors decided to make the floating islands their home. And will defend it to their last breath.

The floating masses are all around adventurers, and they are standing at one of the elemental stones. Roll **1d4** to determine which element (**fire, air, water** and **earth**) the starting island is made of.

The **elemental islands** are housing the monsters made of that element. After each island is cleared, players will be relocated to the next island, until all monsters are defeated.

After each combat, an element will fire a beam into the space between the islands, ultimately creating the force relay that will help the adventures advance on the upper parts.

The monsters are grouped by elements and party level in the tables below.

APL	Fire Island Monsters
5	5 fire snakes
9	2 fire elementals
15	fire giant and fire elemental

APL	Air Island Monsters
5	2 yeti
9	2 air elementals
15	storm giant and air elemental

APL	Water Island Monsters
5	2 water weirds
9	2 water elementals
15	hydra and water elemental

APL	Earth Island Monsters
5	5 copper dragon wyrmlings
9	2 earth elementals
15	stone giant and 2 cyclops

ENCOUNTER 2 - FLY VS FLYING

The elemental relay directed the players to the west, high in the sky, where clouds wrapped around them. Everything seems normal, as they walk around and explore the landing site. Only to discover there is none! The clouds shifted, revealing the distant land below their feet. They are flying!

Read aloud:

The elemental relay pushed you to the sky. You cannot even estimate how long you were ascending, when you reached the soft ground. Once on your feet, you walk among the thick clouds, your voices echoing and being absorbed by the clouds at the same time. A draft came from nowhere and repelled the clouds. There is nothing under your feet. Your bowels turn into the ice snakes as you slowly realize that you're flying!

Although the adventurers felt they touched the ground with their feet, something else is on the work here. The powerful residue of a divinity altered the properties of every creature that initially entered this area. All players' **movement** is replaced with **fly**, matching the **walking speed** they normally have.

Players need to make the **coordination** check (**Dexterity Saving Throw DC 11/13/15**) to be used to flying. If the player fails the roll, they are **disoriented**. Affected players need to make **Constitution Saving Throw DC 10/12/14** to get rid of the condition.

Players are attacked by **four** waves of flying creatures, after which they fall back on the elemental relay, shooting them somewhere else.

Flying monsters attacking the adventurers are listed in the table below.

Wave	APL 5 Monsters
1	5 sprites
2	5 winged kobolds
3	3 red faerie dragons
4	2 will-o-wisps

Wave	APL 9 Monsters
1	5 will-o-wisps
2	5 blue faerie dragons
3	3 flameskulls
4	2 wyverns

Wave	APL 15 Monsters
1	3 flameskulls
2	5 red dragon wyrmling
3	3 wyverns
4	1 efreeti

ENCOUNTER 3 - THE HEALING RIVER

The adventurers hopped on the elemental relay and were catapulted high in the sky! They manage to land at the lowest level of a large floating mass.

Read aloud:

The joy and fear created a perfect concoction, rendering you like small children on a hide trampoline, grins wide with excitement. You landed on your feet and felt the cold mist on your cheeks. The faint, barely noticeable wet spray evoked the sweetest memories. You are happy. You focused on the distant shushing sound and decided to reach the river making it. As you begin your climb, a large shadow blocks your path.

Players landed on the gargantuan land mass, with three levels and the **healing river** at the top of it. They will face a monster at each level they climb.

When they reach the Healing River, only one sip is enough to feel **fully rested**. The Healing River can be used only once, and an eventual return to this island resets all the encounters, with recommended +1 CR.

Every level has its own **condition**, affecting only the players. If the combat stretches over two levels, the effects are combined, but not the monsters. The monsters appear after a level is cleared.

The level condition effect and the monsters are listed below.

Level	Condition Effect
1st	Spell Silence
2nd	Speed is 1 (5 ft.)
3rd	Disadvantage on all rolls

Level	Monster
1st	hobgoblin warlord
2nd	bone devil
3rd	rakshasa

ENCOUNTER 4 - BOSS!

Satiated, clean and rested, the adventurers really didn't want to leave the divine healing river. The bridge showed itself after they were ready to go. The last floating island isn't the largest nor the scariest. The last one offers the way out.

Read aloud:

Your adventuring experience tells you that there is no easy way out. As you approach the large tree of life, its branches rustle, as ominous as it gets. There is some dark piano music, you are sure, as you face the last obstacle to going back to normal, non-floating adventuring life. The tree glows with a milky glow and you know you only need to touch it. You are about to reach the bark, when you are forced to roll the initiative.

The final boss can use any of the previously encountered effects of all the islands or call every monster the players faced to its aid. Simple as that.

Boss monsters are listed in the table below:

APL	Final Boss
5	unicorn (in lair)
9	guardian naga
15	adult gold dragon

GM TIPS

First and foremost, thank you for playing. Either you used one effect or encounter idea from this document, no one is happier than we are!

This can be made into an one-shot adventure or shuffle the encounters. You can use any map variant that best fits your campaign and use any of the monsters you collected in your RPG journey.

It's your story, and you decide what to use. You know your players the best and you know how to challenge them to get the best out of them.

The best roleplaying game in existence, in its core, serves to connect people and have fun. Your world is inside your mind and we will help you with ideas and battlemaps.

Happy gaming and enjoy your adventuring.

Mikey & Wewa

THANK YOU FOR PLAYING





Encounter 2: Fly vs. Flying

Encounter 3: The Healing River

Encounter 1: The Four Elements

THANK YOU

Every week we will deliver you encounter that perfectly accompanies our battle map. Feel free to send feedback and suggestions.

4+ encounters and at least one one-shot adventure will be published on our Patreon page monthly.

Do you have an idea for an encounter? Join us so we can create together.

Possibilities are endless and encounters are lifeline of every campaign, whether they are the story-related or to simply entertain the players.

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Mikey - all words; Wewa - all art

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