

🎲 Thursday Drop-In: The Trembling Earth

Level Range: 1–3

Setting: Rural Village & Surrounding Fields

Tags: Horror, Mystery, Combat, Survival



Adventure Hook

The earth shivers beneath the party's feet. Fences lean, soil collapses, and livestock vanish without a sound. Something massive hunts beneath the village — drawn not by sight or scent, but by movement itself.

What's Going On?

A colossal subterranean predator tunnels silently below the village fields. The Deep Worm senses vibration through the soil and strikes without warning, surfacing only long enough to feed before vanishing again.

Villagers report tremors, sudden sinkholes, and the disappearance of animals and travelers. No one has seen the creature clearly — only the destruction it leaves behind.

Key Locations

1. The Sinkhole & Tracks – A collapsed pit in a plowed field. Massive segmented impressions vanish underground. Hazard: Unstable ground (DEX DC 12 to avoid falling).
2. Roadside Encounter – Bramwell Tuck – A fleeing spice merchant whose panic and rattling satchel draw tremors. Lingering may provoke an attack.
3. Dovekeeper Homestead – A farming family stands frozen, trying not to attract the worm as the ground subtly bulges nearby. Panicked livestock risk collapse.



Notable NPCs & Monsters

Bramwell Tuck – Frazzled spice merchant. HP 10 | AC 12 | Persuasion +2

Harlan Dovekeeper – Desperate farmer. HP 12 | AC 10 | Animal Handling +3

Mira Dovekeeper – Practical and steady. HP 10 | AC 10 | Survival +2

Tobin Dovekeeper – Observant son. HP 8 | AC 10 | Perception +2



Deep Worm – Massive subterranean predator.

HP 40 | AC 16 | Burrow only | 2 Bites +5 (2d6)

Special: Tunneler — ignores earth/stone terrain; can collapse soil.

Notable Loot / Oddities

Bramwell's Satchel of Spices – Valuable, exotic, non-magical.

Farmer's Supply Cache – Grain and preserved food; can calm villagers or be used as bait.

Timers, Twists, & Terrors

Countdown Timer: Each hour, tremors grow stronger as the worm draws closer.

Twist: Bramwell's panic originally drew the worm toward the village.

Escalation: Panicked movement causes partial collapses (DEX DC 12 or fall prone).

Closing Note

The Trembling Earth thrives on restraint and tension. The monster does not need to be seen often — the threat of it moving beneath the ground should keep players on edge.