



A CITY ON THE EDGE

Often called the “Gateway to Chult”, the exotic city of Port Nyanzaru is built upon a landscape both mystifying and marvelous. However, the city’s vibrant beauty is overshadowed by a mysterious scourge that plagues all within the land. Can the divergent forces within the city discover the truth before all are overcome by this growing threat?

Five Four-Hour Mini-Adventures for 1st-4th Level Characters



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INTRODUCTION

Welcome to *A City on the Edge*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place entirely within the walls of **Port Nyanzaru**, a beautiful city at the edge of the Chultan Peninsula, full of exotic smells, sounds, sights, and architecture unlike that found anywhere else in Faerûn.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five 1st level characters**. Characters outside this level range cannot participate in this adventure.

This adventure is divided into five mini-missions, each of which should take approximately **60 - 70 minutes** to complete. The first four missions may be played in any order, with Mission 5 concluding the story. Please note that though these missions are loosely connected to the overall story, they may each also be played individually if desired.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or

appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

Life inspires more dread than death - it is life which is the great unknown.

--Emile M. Cioran

ADVENTURE BACKGROUND

For the past nine years, seven Merchant Princes have ruled over Port Nyanzaru. Recently, however, a new threat has arisen that has them in a panic. An affliction the locals have come to know as the “Death Curse”. The five major factions operating throughout Faerûn have each tasked a representative to discover the source of this curse, and purge it from the region.

Meanwhile, yuan-ti spies have attempted to smuggle a cursed relic into the city with plans to advance their own goals. Though this *Dreamer’s Amulet* was to secretly arrive in four different parts, events have kept the pieces from being retrieved and united, forcing the spies to alter their plans in order to reclaim them.

LOCATION AND NPC SUMMARY

The following NPCs feature prominently in this adventure:

Port Nyanzaru bears the fitting moniker of “the Gateway to Chult.” It is a beautiful, vibrant city full of exotic smells, sounds, sights, and architecture unlike that found anywhere else in Faerûn. Its beauty, however, belies the dangers that lurk within and beyond its walls.

Alastar Bol (AL-a-star BOWL). Ranking member of the Order of the Gauntlet. Alastar is convinced someone is abducting citizens and using them for sinister ends.

Klevin Van’Sheran (KLEH-vin VAN-share-uhn). Member of the Lord’s Alliance. The city and its people are his true love and he seeks to root out those who dare tarnish its image.

Pock-Marked Po (POE). Though operating freely at the behest of the Zhentarim, Po also uses his broad influence and network of contacts for his own secretive ends.

Screaming Wind. A young tabaxi and member of the Emerald Enclave. She does her best to safeguard the city’s people against the jungle’s many savage threats.

Soggy Wren (REN). Ranking member of the Harpers. Wren is a well-known local whose lack of sober wit and judgment may have enmeshed him into one of the city’s darkest secrets.

ADVENTURE OVERVIEW

The adventure is broken down into five parts, each involving a mission for one of the five factions:

A Snake in the Grass (Lord’s Alliance). The party investigates a secret path between two of the city’s districts to put a stop to the smuggling ring operating there.

The Grand Prize of the Oracle (Zhentarim). The party competes in a contest to win a coveted prize before it falls into the wrong hands. They soon discover that the “wrong” hands are a matter of perspective.

Life As We Don’t Know It (Emerald Enclave). Strange creatures are plaguing the people of the Malar’s Throat. The party must venture into a den of natural dangers to discover the source.

When Death Calls (Order of the Gauntlet). While citizens in Old City are disappearing, the party is sent to investigate an ancient underground maze to discover the truth behind what the locals have named “The Call of the Dead”.

Darkest Dreams of the Defiler (Harpers). Clues obtained in the prior missions lead to an investigation by the Ytepka Society. The party is asked to help the Ytepka Society unmask a hidden enemy and reveal their plans.

STORY BEAT: THE DREAMER’S AMULET

As part of four of the missions, the party discovers a cursed trinket. Each is one of the four parts of the *Dreamer’s Amulet* (see “Adventure Background” above). In the Harpers mission, to be completed last, the yuan-ti attempt to steal the relic from the party.

Each of the trinkets are described in their corresponding mission. When put together, the pieces magically combine into the completed relic. The amulet is useless to anyone but the yuan-ti and their servants. However, anyone within 10 feet of it experience feelings of uneasiness and trepidation. The amulet is immune to any magical spells or effects that would directly target it.

More information regarding the relic’s powers are detailed in **Mission 5: Darkest Dreams of the Defiler**.

ADVENTURE HOOKS

In addition to individual backgrounds, here are two suggested means of introducing the adventurers to Port Nyanzaru. If possible, it’s also strongly recommended that you utilize the introduction *Tomb of Annihilation* (see Chapter 1: Voyage to Port Nyanzaru).

Fortune and Glory. A call has been sent to brave souls who wish to venture to Port Nyanzaru to assist representatives of each faction in exchange for a handsome reward and the chance for untold discoveries and hidden wonders in the exotic jungles of Chult. The party may also have heard of the mysterious “Death Curse” that plagues the populace.

Answering the Call of Duty. Each party member was requested by their faction to assist with the various situations arising in Port Nyanzaru. The

players have been asked to meet with their faction contact to receive instruction on where to begin, with opportunities for reward and advancement.

THE DEATH CURSE

This mysterious curse has afflicted all creatures, spreading fear and panic amongst the populace. For informational purposes, the players can be made aware of the following:

- Any creature whose hit point maximum has been reduced to 0 (via life draining or similar effect) will die immediately.
- Permanently reduced hit point maximums cannot be restored.
- The dead cannot be brought back to life by any known means (*resurrection, raise dead, etc.*).
- Those that have been previously resurrected begin to physically wither and eventually waste away.

PROLOGUE. A DIFFERENT WORLD

The adventure begins with the party arriving by boat in Port Nyanzaru's Harbor District.

A westerly wind picks up as your ship approaches the inner mouth of the Bay of Chult. To the west, mountains of dark gray stone lead to jagged peaks, jutting out from an endless canopy of trees so thick it seems as if the sunlight could only dare beat its way in. Ahead, the tall, stonecast walls of Port Nyanzaru form a stockade barrier between the bay and the city proper.

Your ship passes through the gates, revealing the harbor and land rises marking the city's districts. Rows of buildings made of multihued patched stonework are decorated by colorful rooftops and murals. Small, winged lizards flutter past the ship's bow, heading off into the trees as you pull into the harbor. You've finally arrived in Chult, and it's time to get a clear lay of the land.

WELCOME TO THE JUNGLE: DESCRIBING THE CLIMATE

Though Chult has several different types of terrain, they all have one thing in common. It is extremely hot and humid anywhere you go. The area is also plagued with frequent heavy rainfall.

If the DM chooses to describe the environment further, they may wish to emphasize how the unbearable heat may cause the players severe discomfort, especially those wearing armor and heavy cloaks. The air here is also thick with moisture, which may make some of the characters feel as if it were harder to catch their breath.

ARRIVING IN PORT NYANZARU

When the characters disembark, they are greeted by a couple of dockworkers accompanied by **Zindar**, a gold half-dragon, and the harbormaster of the city. They bid them welcome and also direct them to the nearest inn. If the players decide to ask around, they can obtain various rumors from merchants and dockworkers in the area (See "Rumors Abound").

The party is directed to The Thundering Lizard, an inn located in the Market Ward that caters to a somewhat raucous clientele. Rooms are 5 sp per night. As the party has been travelling together on the way here, please allow the players to introduce themselves to one another.

The characters may take this opportunity to explore the city as well. The city is divided into six districts. Each are as follows:

- **Harbor Ward.** A majority of the trade vessels use these docks, their crews and passengers make

their way through here. It sits between the Market and Merchant Wards

- **Market Ward.** Located in the eastern portion of the city, this is where most of the tradesfolk and middle class live and work.
- **Merchant's Ward.** Covering the western half of the city, this area houses the Grand Souk – the city's marketplace, as well as the residences of the Merchant Princes.
- **Old City.** Built around the ruins of ancient ziggurats, many underprivileged laborers reside here in makeshift bamboo huts.
- **Malar's Throat.** The city's poorest live in this region in rows of old shacks at the edge of a ravine connected by narrow rope bridges on either side.
- **Tiryki Anchorage.** This area east of the city has inexpensive housing for visitors and explorers, as well as unregulated docks along the shore.

FACTION FINDING

In addition to lodgings, Zindar also tells the party where each of the faction contacts seeking aid can be found. Visiting each contact starts the corresponding mission for that faction.

- **Lord's Alliance.** Klevin Van'Sheran is in his shop in the Merchant's Ward (Go to Mission 1).
- **Zhentarim.** Pock-Marked Po is in his hut in Old City (Go to Mission 2).
- **Emerald Enclave.** Screaming Wind is in the upper ledges of Malar's Throat (Go to Mission 3).
- **Order of the Gauntlet.** Alastar Bol is in his villa in the Market Ward. (Go to Mission 4)
- **Harpers.** Soggy Wren's is usually at Kaya's House of Repose in the Market Ward. (Go to Mission 5)

RUMORS ABOUND

In every area in Port Nyanzaru, the party is able to obtain the following rumors and additional information by speaking with the various locals.

- Port Nyanzaru is overseen by seven Merchant Princes, each with an economic stake in the success of the city.
- The Death Curse (see Adventure Background) has put much of the city's population on edge.
- The recent events have seen an increase in patrols from both the city guard and the Citizen's Brigade.
- There has been an influx of newcomers though many have provided as much hindrance to the populace as they have help. Each of the factions within the city have been requesting members of their order for additional aid.

MISSION 1. A SNAKE IN THE GRASS

Estimated Duration: 60 minutes

In this adventure, the party must help the Lord's Alliance put a stop to a local band of smugglers.

The adventure begins when the players arrive in the Merchant's Ward.

This open area is home to the city's marketplace, known to the locals as the Grand Souk. A vast array of stands, tents and small shops can be found along rows of walking paths around a grand square. The western end is occupied by grand villas bearing decorative banners, all near a decorative stonework palace which houses the city's seat of power.

You arrive at a large storefront bearing a sign written in both Common and the native Chultan tongue. It reads: "The Weave of Life".

The shop is a decorative array of garments and trade goods with an astounding variety. The shop is complete with self-published pamphlets on local customs and traditions.

Klevin Van'Sheran, a young human male with dark hair and green eyes, is found behind the shop's main counter. The Lord's Alliance contact has no problem displaying his local flair and offering his wares to the players while discussing faction business.

ROLEPLAYING KLEVIN VAN'SHERAN

Though originally from Tethyr, Klevin does everything in his power to portray the iconic Chultan. He has become fully immersed in the culture. He speaks and acts in an almost—but not quite—perfect manner of a local Chultan. Despite the derision that many of the locals display in discussions about him, he is well-connected within the city, and more than one local official is heavily indebted to him.

He is polite when his requests are honored, and downright nasty when they are not. He is thoroughly self-centered, and considers his financial interests before anything else—including the interests of his own faction.

Quote: "Have you tried these? You'll love them."

QUEST: THE SERPENT'S COIL

Klevin has heard rumors from some of his local merchant contacts about a recent bout of illegal and stolen merchandise being smuggled through the Harbor District. The amount of thefts and black market goods has increased over the past few tendays, noticeably affecting the prosperity of many of the tradesfolk within the city.

Word from one of Klevin's contacts is that there is some sort of dangerous artifact being smuggled into

the city. The smugglers are using a secret passage that leads from the docks in Tiryki Anchorage to somewhere near the dock area of the Harbor District. The contact provided him with the location of where the passage exits on the smuggler's side.

Since the docks outside the city are largely unpatrolled, Klevin asks the party to investigate, discover the nature of this artifact, and shut down this smuggling operation. He offers a 50 gp reward for accomplishing this task. Should the party accept, he tells them the location of the entrance.

DEVELOPMENTS

At this point, if asked about any of the pieces of the *Dreamer's Amulet* (see Mission #5), Klevin has never seen anything like what they are describing and can only provide information as an expert on the local customs.

SECRETS ON THE DOCKSIDE

The Tiryki Anchorage lies just outside of the city's east walls. Narrow dirt paths wind around gatherings of buildings made from weatherworn stone and wood. At the north end, a small group of docks branch out into the bay. Unlike the main harbor, there is no lighthouse and no guard patrols.

Klevin's directions lead the party to a dark alley at the west end of the docks near the city walls. It is guarded by three **brigands**. A locked grate in the floor at the dead end marks the entrance to the Serpent's Coil. One of the brigands carries the key to open the locked grate. Otherwise, the lock can be picked with a set of thieves' tools and a successful DC 14 Dexterity check.

TRICKS OF THE TRADE

Consider the following guidance:

An Ambush. One of the brigands is hiding in the shadows near the grate. Unless the party gets the drop on the enemy first, he waits and gains surprise on the party at the beginning of combat. The characters may notice the hidden brigand with a DC 14 passive or active Wisdom (Perception) check. All the brigands fight until defeated.

Trickery! If the party attempts to fool the brigands into letting them pass, perhaps by posing as members of the smuggling ring, a character must succeed on a DC 14 Charisma (Deception) check. Alternatively, the brigands can also be bribed with an offering of 5 gp and a successful DC 13 Charisma (Persuasion) check.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Strong:** Add two **brigands**
- **Very Strong:** Add a **ruffian**

TREASURE

Other than the grate key, the brigands carry a total of 10 gp on them.

THE SERPENT'S COIL

Beyond the grate a ladder descends about 20 feet straight down into a dimly lit winding passage. A platform attached to a rope pulley runs next to the ladder. The air down here is stale and cool. The walls are crafted of roughly hewn stone and dirt. The ground is somewhat uneven, with occasional slight dips and slopes.

The Serpent's Coil is a winding dirt and stone passage that leads past the city wall and exits near the easternmost dock in the Harbor District. Though used by only a few hirelings, the passage is rigged with traps to keep intruders at bay. Please refer to **The Smuggler's Passage** map for locations.

GENERAL FEATURES

The area has the following general features:

Terrain. The ground throughout the area is damp and often littered with small puddles.

Lighting. Various makeshift sconces line the walls, providing a dim light source. Players without darkvision can see a maximum of 30 feet without additional light.

A. STORAGE ROOM

This chamber is littered with various crates, boxes, and barrels. A small desk sits in the corner of the room.

This room is used to temporarily store items for transfer to either end of the passage. There isn't much currently in the room other than a few crates of common clothing and foodstuffs.

Developments. If the party examines the desk, they find a couple of documents. One is a ledger of smuggled goods coming in and out of the room, much of them illegal weapons, poisons, and dangerous flora. The other is a letter which reads:

Sanuya,

It has come to my attention that our operation may have been discovered. If the princes or the Ytepka learn of our existence, destroy everything. Leave no trace!

--*Nahu*

Provide the players **Player Handout 1** if you wish. A successful DC 12 Intelligence (Investigation) check reveals that a large number of goods were recently taken from this room—most likely being transferred to the Harbor District.

A character succeeding on a DC 13 Wisdom (Perception) check notices a small key hanging from a hook in the back corner of the desk. This key opens the cabinet in Area D.

B. CHECKPOINT ALARM

Along the passage, there is a checkpoint alarm the smugglers have set up as a warning system in case of intruders. The checkpoint is marked with an "X" on the map.

CHECKPOINT NEEDLE TRAP

Simple trap (levels 1-4, setback)

Thin woven rope strands are set up in a crisscross pattern between the walls of this area. Small clusters of bells are attached at the ends. A successful DC 14 passive or active Wisdom (Perception) check is required to notice them.

Trigger. Contact with any of the ropes sets off the ringing bells and releases a barrage of poison needles from the north and south walls.

Effect. Each creature in the area must succeed on a DC 11 Constitution saving throw or suffer 4 (1d8) poison damage.

Countermeasures. The rope strands can be bypassed by carefully stepping through the spaces between them. This requires a successful DC 12 Dexterity (Acrobatics) check.

Alternatively, the ropes may be carefully cut and disarmed with thieves' tools and a successful DC 12 Dexterity check.

Triggering the alarm affects the tactics for the encounter in Area E.

XP Award. For detecting and disabling the checkpoint trap without triggering it, award each character 20 XP.

C. CONNECTING HALL

The path dips downward and travels along a curve. The walls here are a bit smoother and decorated with patterns of wavy lines carved into its surface.

If the party examines the wall patterns and makes a successful DC 12 Wisdom (Perception) check, they

notice the lines seem to meet up in a circular pattern in the center of the hallway. The carvings in the center appear a bit deeper than the rest.

If examined further, have the players each make a DC 14 Intelligence (Investigation) or Wisdom (Insight) check. Success reveals that tracing a path through the circular carving with their fingers causes that wall section to open, leading to a path.

PLOT LINKS: I'VE SEEN THIS ONE SOMEWHERE...

If the party has already completed **Mission #4**, grant them advantage to the Investigation check, as the symbols are familiar to the carvings found beneath the ziggurat in Old City.

Read the following if the party follows the new passage.

This hall is completely different from the rest of the area. Dust and cobwebs line the walls and floor, all of which are decorated in strange indecipherable glyphs. The air is stale.

STONE BLOCK TRAP

Simple trap (levels 1-4, dangerous threat)

A pressure plate is located near the end of the path before the exit. It was placed here long ago to do away with outsiders who discovered how to access these paths.

Trigger. Stepping onto the pressure plate triggers the trap.

Effect. A large stone block falls from the ceiling above the triggering character. That character must succeed on a DC 13 Dexterity saving throw or suffer 5 (1d10) bludgeoning damage. In addition, they are dazed from the blow, moving at half speed and suffering a disadvantage to initiative checks for the next 10 minutes.

Countermeasures: The pressure plate is spotted and avoided with a DC 13 Wisdom (Perception) check. The trap mechanism can be disarmed with thieves' tools and a successful DC 14 Dexterity check.

The passage ends at another circular pattern on the wall. Activating it leads back out into the main hall on the other side, providing a way for the party to bypass Checkpoint Alarm in Area B.

XP Award. If the party disarms the stone trap without triggering it, award each character 20 XP.

Treasure. A successful DC 14 Wisdom (Perception) check spots an object lying on the ground covered in dust. It is a small gold bracelet worth 15 gp.

D. THE FINAL TWIST

Refer to **The Final Twist** map for the remaining locations. This is the final stretch of hallway before the exit path leading into the Harbor District. The

double door here is armed with a trap connected to a pulley system within the passage walls.

PULLEY SYSTEM TRAP

Simple trap (levels 1-4, dangerous threat)

The door latch is linked to a pulley system that floods the entire hall, with the intention of sealing off the Serpent's coil.

Trigger. Unless deactivated properly, pulling on the lever triggers the trap. A successful DC 13 Wisdom (Insight) check reveals the nature of the tracks along the doorway moving along the sides of the wall.

Effect. A large stone block falls sealing off the eastern passage. The chains pull open a sliding door on the north wall flooding the entire area with water. Everyone caught within must make a DC 12 Dexterity saving throw or be swept up into the nearest wall for 4 (1d8) points of damage.

On the following round, much of the chamber is filled with water. Characters may still attempt to open the door but must make a DC 12 Strength (Athletics) check to swim their way there. Once there, they can attempt to deactivate the trap (see Countermeasures below).

If the trap is not disarmed by the fourth round, everyone is completely underwater and must make a DC 12 Constitution saving throw or suffer one point of exhaustion.

Countermeasures. There is a small switch concealed near the lever on the door. It can be noticed with a DC 13 Wisdom (Perception) check or Intelligence (Investigation) check. Once the switch is pressed, the lever deactivates the trap. If the hall is already flooded, the walls return to their original state, allowing the water to drain out into the passage.

A Defective Barrier. If four rounds have already passed after the trap is triggered, the old barrier that came down to the east buckles and shatters from the water pressure, draining the passage regardless of whether or not the trap has been disarmed.

XP Award. For disarming the pulley trap without triggering it, award each character 20 XP.

E. HARBOR EXIT

This passage ramps up to stairs leading into an abandoned building at the edge of the Harbor District docks.

The opposite end of this corridor takes a sharp ramp upward toward a wide set of wooden steps. You also spot a small archway leading off to the north.

Sanuya, a human mage, is here along with two **brigands** and a **ruffian**.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Weak Party:** Remove both **brigands**
- **Strong:** Add two **brigands**
- **Very Strong:** Add a **ruffian**

Tricks of the Trade. Consider the following guidance:

Alarm! If either of the traps were triggered in Areas C or D, the enemies expect the party's arrival. Sanuya casts *mage armor* on herself. The brigands and ruffian attempt to hide and gain surprise on the party with ranged attacks. Each character succeeding in a passive or active DC 12 Wisdom (Perception) check avoids being surprised.

Sanuya. If she is brought down to 10 hp or less, Sanuya surrenders and offers the characters a trinket valuable to the Ytepka Society—a trinket rumored to be connected to the mysterious “Death Curse”. She offers to give it to the party along with her money pouch in exchange for her freedom (see “Treasure” below).

If pressed for more information, or if questioned after she is defeated, she tells the party the following:

- The trinket was procured from a merchant ship coming in through the Tiryki Anchorage by order of her employer. She was to await for further instructions, which have yet to be received.
- Her employer goes by the name of “Nahurali”. She has never met this Nahurali in person.
- She knows very little about the trinket's nature, but she knows that, whatever it is, the Ytepka Society were also looking for it as part of an investigation connected to the “Death Curse”.

If the party refuses to deal with Sanuya, she continues to fight them to the death.

Treasure. The ruffians carry a total of 5 gp. Sanuya carries a pouch with 10 gp. She also has a small box containing what appears to be a small trinket in the form of a snake's head. It is visibly broken off at the bottom end. See “Adventure Overview” for information on the *Dreamer's Amulet*.

In the corner alcove, there is a small crate sitting next to a locked desk. The small crate contains a small velociraptor egg. So long as it is carefully handled, it hatches within the next week, imprinting upon the first character it sees.

The key found in Area A unlocks this desk. Otherwise, it can also be opened with thieves' tools and a successful DC 12 Dexterity check. Inside is a pouch with a tiger eye gem (worth 10 gp) and a *potion of healing*.

CONCLUSION

The party may exit from either end of the Serpent's coil. Once the party reports to Klevin, he tells them

he will have his contact reach out to the harbormaster and the Citizen's Brigade.

NAHU-WHAT?

If the name “Nahurali” is mentioned, Klevin tells them that is the ancient Tabaxi word for the number Four. It aligns with his theory that the smuggling operation was being run by a member of the mysterious group called The Twelve.

Soon after, word spreads in certain circles that their actions may have caused one of the elusive Twelve to lose one of their most important smuggling routes.

This can earn the party a bit of both fame and ire in certain circles of the criminal underground. At the very least, the Twelve or those in their employ are sure to be wary of the party in the future.

TREASURE

Klevin thanks the party and rewards them the 50 gp as promised.

A PIECE OF THE PUZZLE

The snake head trinket is a piece of the *Dreamer's Amulet*. If you are running this mission as part of the entire module, Klevin tells the party that he's heard rumors the Ytepka Society may be searching for it. If the party has already completed Missions 2-4, Klevin directs them to visit Soggy Wren in the Market Ward (see **Mission 5**).

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 75/100 EACH)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Brigand	25
Ruffian	100
Sanuya	200

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Disarming the Checkpoint Trap	20
Disarming the Stone Block Trap	20
Disarming the Pulley System Trap	20

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Quest Reward	50
Brigands Coins	10
Ruffians Coins	5
Sanuya Coins	10
Gold Bracelet	15
Tiger Eye	10

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

POTION OF HEALING

Potion, common

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story awards:

Cute and Scaly. You found a velociraptor egg. With proper care, it hatches within the next week, but since it is away from its natural habitat, its growth is stunted.

It may not be attack, defend, or provide aid in combat, being no deadlier than a domesticated dog or cat. However, through patience and practice, it can be taught simple tricks and name recognition if trained and fed for a minimum of 20 downtime days.

PLAYER REWARDS

For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Lords' Alliance** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

APPENDIX. MONSTER/NPC STATISTICS

BRIGAND (BANDIT)

Medium humanoid (human), neutral evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	11 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

RUFFIAN (REDBRAND RUFFIAN)

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	9 (-1)	9 (-1)	11 (+0)

Skills Intimidation +2

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ruffian makes two melee or ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SANUYA (EVIL MAGE)

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Tabaxi, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. Sanuya is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Sanuya has the following wizard spells prepared:

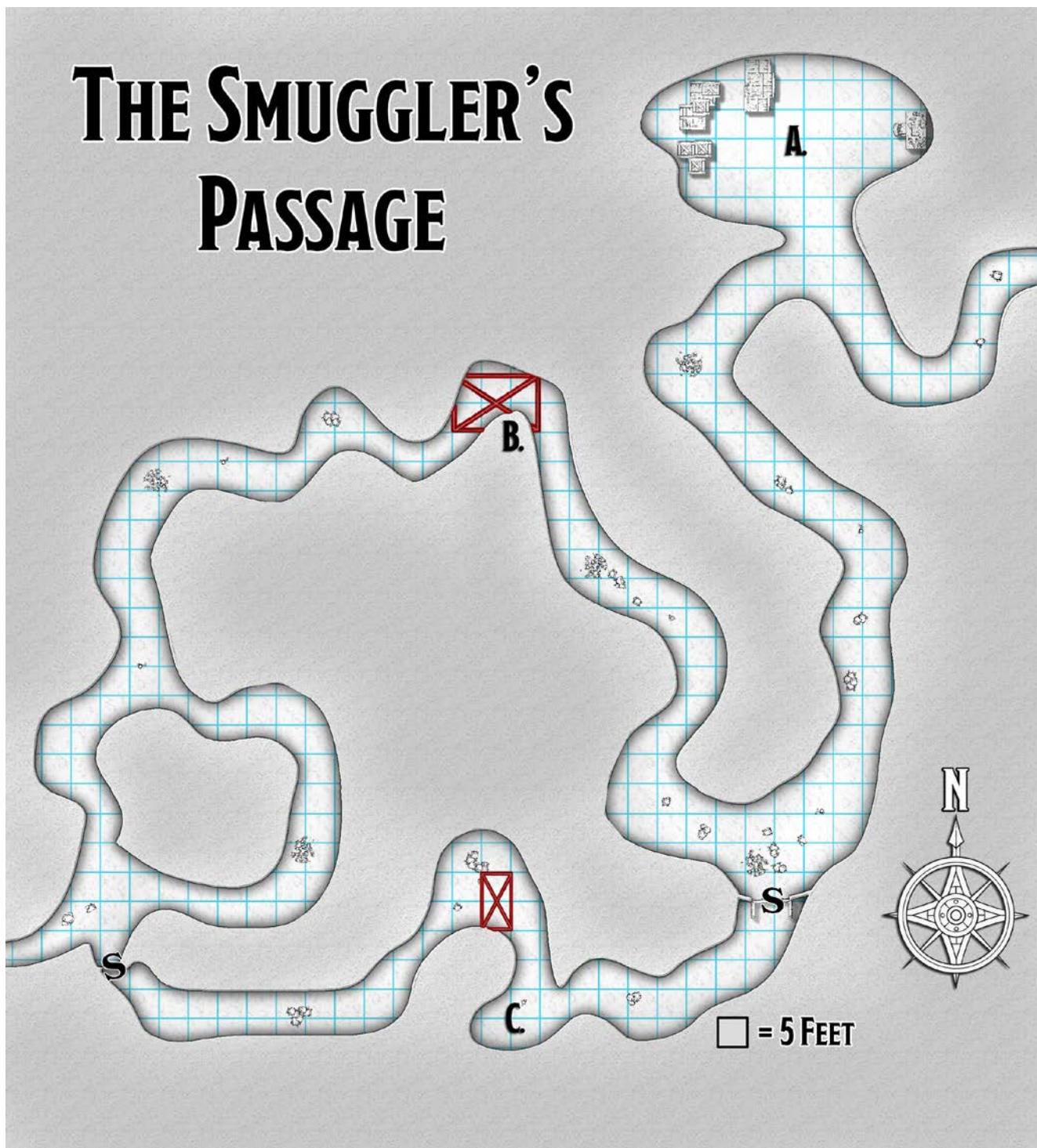
Cantrips (at will): *light, blade ward, shocking grasp*
1st level (4 slots): *charm person, mage armor, magic missile*

2nd level (3 slots): *hold person, misty step*

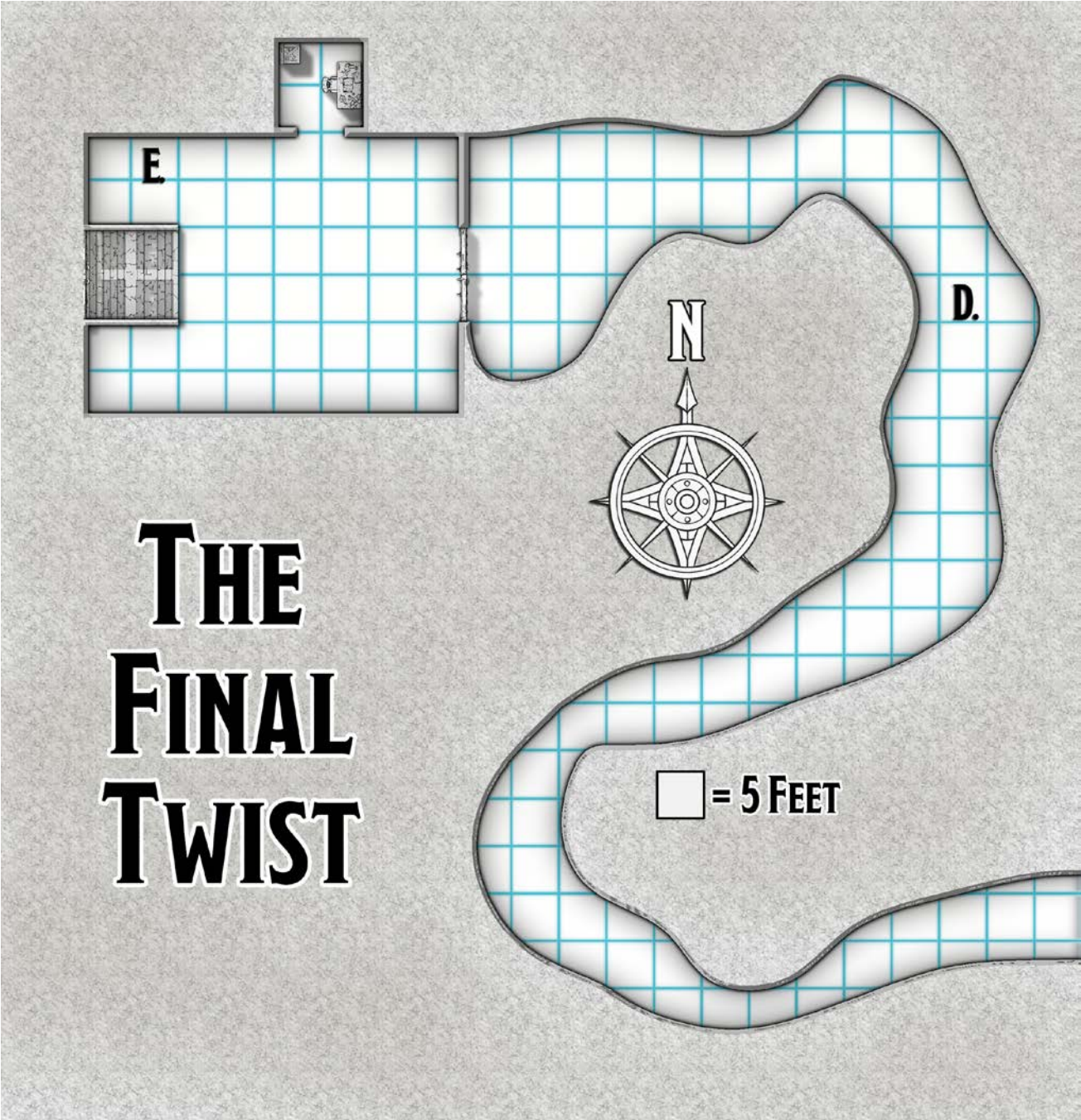
ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

APPENDIX. THE SMUGGLER'S PASSAGE MAP



APPENDIX. THE FINAL TWIST MAP



APPENDIX. PLAYER HANDOUT 1

Sanuya,

*It has come to my attention
that our operation may have
been discovered. If the princes
or the Ytepka learn of our
existence, destroy everything.*

Leave no trace!

Nahu

MISSION 2. GRAND PRIZE OF THE ORACLE

Estimated Duration: 60 minutes

In this mini-adventure, the party enters a sporting competition in order to win a valuable treasure.

BEGINNING THE ADVENTURE

The adventure begins in the southernmost section of Old City, where the party finds Pock-Marked Po.

Unlike any of the prominent districts within the city walls, Old City is a haphazard sprawl of bamboo huts dotted with a few makeshift tents. The entire area is built around the crumbling remains of three ziggurats, each of their terraces reworked into platforms housing numerous tents and bamboo huts.

Many residents are dressed in weathered garments that have seen better days. Banner signs on bamboo posts mark several local crafts and laborers. You reach the southernmost area and the hut of Pock-Marked Po.

The hut is disheveled from the outside, but the inside is surprisingly decorated with glittering trinkets and tapestries, and also smells of fine oils.

Pock-Marked Po is helped to his feet by a couple of robed female servants. As Po slowly approaches the party, the servants walk with him in a protective escort before Po waves them off and slowly approaches, greeting the party in a very cool even-toned manner. He lets them know that he is thankful for their timely arrival to help with the situation, regardless of whether their decision to do so was based off of “bravery, duty, or just sheer madness.”

ROLEPLAYING POCK-MARKED PO

Po is a human male in his mid-30's with dusky skin and black hair. An illness that nearly took Po's life ravaged his body. His face is heavily scarred, he is nearly blind in one eye, and he walks with a painful, stooped gait. His hands are gnarled and twisted and has difficulty with fine motor functions. Because of this, he has a small cadre of young Chultan women that tend to the physical aspects of his dealings: writing, fetching and stowing ledgers, and the like.

Despite his physical deformities, he is wickedly cunning and has a sharp, silver tongue. He displays the appropriate professional courtesies in discussion and even when angry, never loses his temper.

Quote: “What secrets do you hold dear? Wager that I know what they are?”

QUEST: THE COMPETITION

Po asks the party to participate in the upcoming games held at the Grand Colosseum in the Market Ward. Through his connections, he has “procured” a

few spots for event participants. Though he could hire out to some of his contacts, he feels the party is better suited to the task.

He asks the party to compete and win the grand prize, consisting of 60 gp, a collection of fine perfumes and poultices, and a small gem known as the “Oracle’s Eye”, all gifted by Kwayothé, one of the city’s merchant princes.

Po believes he can use the Oracle’s Eye to gain some insight on the mysterious Death Curse, and suspects others participating in the games may have ulterior motives. The rest of the prize is also of considerable personal value to him. The party gets to keep the 60 gp prize for their participation.

Should the party agree, Po gives them entry vouchers for the competitions, which begin in a little over an hour. Their assigned team name is “The Bladefangs”, working for a local merchant named “Tarenbiril” (an ancient elven phrase translated as “Hideous Prince”).

EYE-SPY WITH MY LITTLE EY....HICCUP::

Po leaves out an important detail from the mission. He believes the Oracle’s Eye to be a piece of the *Dreamer’s Amulet*. The Zhentarim contact is well aware of this as well as its importance to the Harpers and the Ytepka Society.

However, Po wants to study the Eye first. Since it is highly unlikely the Ytepka Society will work directly with him, he hires the party to procure the trinket before turning it over to aid in Soggy Wren’s investigation (see Mission #5).

DEVELOPMENT

If asked about any of the pieces of the *Dreamer’s Amulet* (see Mission 5), Po says he is aware of these strange trinkets, but does not offer anything further.

THE COLOSSEUM

The Market Ward is a stark contrast to Old City in every way. Large clusters of modest homes and shops are spread about the area, with a public Bath House along the northern bay ridge. A large elevated path runs through the center of the area, housing the golden-roofed temple of Waukeen and the Grand Colosseum.

Huge crowds have gathered for today’s events. Long lines of excited patrons have formed around the side of the massive structure.

Following Po’s instructions, the party enters through the area’s rear entrance and registers for the competition. Though there are competitions for

different prizes, the party must compete in two specific events in an attempt to win Po's prize.

TOURNAMENTS AND NON-LETHAL DAMAGE

Due to recent events and the ever-looming Death Curse, fights to the death are strictly forbidden during tournaments. Therefore, no elemental or spell damage is allowed. Reducing an enemy to 0 hp may solely be done with the purpose of knocking them out.

Refusal to follow these guidelines results in immediate disqualification from either event.

THE DINOSAUR RACE

In the first event, the characters participate in a race through a circular obstacle course built around the arena.

Mounts and Gear. Each player is assigned a mount, a smaller, domesticated version of an allosaurus. They are bred specifically for racing, which is a weekly event. They have a racing harness and saddle for the rider. Each rider is given a *rider's pole* as well. For the purpose of this event, treat the pole as a *quarterstaff* with the light weapon property.

The Opposing Team. The party faces off against the Green Vipers, another team of newcomers. There are three **Green Viper riders**.

TRICKS OF THE TRADE

Consider the following guidance:

The Green Vipers attempt to dash first to get ahead, then may taunt or trip players who get close. Their main goal is to reach the finish line.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters, according to your group. These are not cumulative.

- **Strong and Very Strong:** Add a **green viper rider** and move the finish line down to Position 5.

RULES OF THE RACE

Refer to the **Race Tracker** for this event, which represents each rider's level of completion on the course. Roll for initiative to determine rider order.

Each rider starts on the course at their starting point (Position #1). The first rider to reach the Finish Line wins the race. Once the race begins, each rider may move up one position and take one action per turn. The available actions are:

DASH

If the rider makes a successful DC 13 Wisdom (Animal Handling) check, they urge their mount to move two spaces instead of one. Each mount may successfully dash twice during the race. Failed dash attempts do not count toward this number.

JAB

A rider may use their pole to jab at any other rider so long as they are at the same position number (Example: any rider at position #3 can jab any other rider at #3).

Make a normal attack roll as you would with a quarterstaff versus the Armor Class of the rider. On a hit, instead of taking damage, the opponent must make a DC 13 Dexterity saving throw. If failed, the rider is knocked off of their mount and loses a turn of movement to mount up again.

TAUNT

A rider may taunt or distract any other rider so long as they are within up to one position away from their own. (Example: any rider at position #3 can taunt any other rider between positions #2 and #4).

The rider makes a Charisma (Intimidation) check against the opposing rider's Wisdom (Insight) check. If the taunting rider wins the roll, the opposing rider is at a disadvantage on any checks made during the next obstacle (see "Obstacles" below).

TRIP

This action may be used on another rider so long as they are at the same position number (Example: any rider at position #3 can trip any other rider at #3).

Using their pole, the rider attempts to trip up another rider's mount. Make a DC 14 Strength (Athletics) check or a Dexterity (Acrobatics) check. If successful, the opposing rider must then make a DC 14 Wisdom saving throw.

If the saving throw is failed, the rider's mount stumbles and they lose one position rank.

OBSTACLES

In addition to the rider's normal actions, there are obstacles laid out along the course they must overcome in order to win.

At the end of every combat round, each rider rolls a d20 and consults the table below. A player may spend inspiration at any time to instantly succeed in any roll prompted by their obstacle. After the obstacles are dealt with, continue to the next round.

RACE OBSTACLES

d20 Roll	Obstacle Encountered
1-2	Blockade. A short wall of wood and debris blocks your path. Make a DC 12 Wisdom (Animal Handling) check. If failed, you stumble and lose a position rank.
3-4	Mud Pit. Make a successful DC 13 Wisdom (Animal Handling) check. If failed, you lose a position rank and may not Dash on your following turn.
5-6	Net Snare. You must make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. If failed, you are dragged off of your mount, losing a position rank.
7-8	Low Barrier. A wooden beam swings down in front of you. Make a DC 14 Dexterity saving throw. If failed, you are dismounted and lose a position rank.
9-10	Vine Trap. Make a DC 13 Wisdom saving throw to navigate the twisting vines. If failed, you and your mount fall, costing you two position ranks.
11-20	No Obstacle. Nothing Happens.

POST-RACE EVENTS

The events after the race depend on whether or not the party wins or loses this leg of the competition. Either way, they are allowed to take a brief respite, gaining the benefit of a short rest.

Though the party did not suffer any major damage, their minor cuts and scrapes are also tended to. It is at this point where they are approached by **Nerissa** for the first time.

Nerissa wishes to acquire the Oracle's Eye, for her own purposes as well as for the benefit of the Harpers. She is here on behalf of the Harpers and the Ytepka Society, but just as the party is keeping Po's identity a secret, so too does she for her associates.

ROLEPLAYING NERISSA

Nerissa is a human woman in her mid-20's. She has dark hair, green eyes, and brown skin.

Her real name is Mesika. She is a warrior of Mezro who is investigating the happenings in Chult, particularly the machinations of the dark forces operating in the midst of the Death Curse. Only a chosen few know her true identity, which she does not reveal under any circumstances until the end of the adventure.

Nerissa is proud and honorable, but despises dark magic almost to a fault. She goes through great lengths and puts herself in grave danger to eradicate any trace of necromancy and dark magics tied to the dead.

NERISSA'S BARGAIN

Nerissa's conversation with the characters is dependent on the race results:

The Party's Team Wins. Nerissa introduces herself and makes an offer to the characters. She reveals that the metallic piece of the trinket that holds the Oracle's Eye gem is very important to her noble cause, and offering 30 gp for it should the party win. They may still keep the gem itself, which is what Po had asked the party to get for him.

If pressed on the details of her mission, have the party make a DC 12 Charisma (Persuasion) check. If they succeed, she admits she is on a quest to aid an ally, a Harper agent named Wren. This metal piece she refers to is actually part of the *Dreamer's Amulet* (Mission 5).

If the party tells Nerissa who they are working for, she explains they are all on the same side and her offer benefits both her and the characters. If necessary, have the party make a DC 12 Wisdom (Insight) check to confirm her as being earnest. If the party still refuses to help her, she does not push the issue any further and simply leaves.

The Party's Team Loses. The race is the qualifier to participate in the arena competition. Should the party lose, they are officially out of the contest. Nerissa still approaches them as above, but with a different offer. In exchange for the metallic piece of the trinket, she allows the party to represent her team, who is still in the running for the prize. They may keep the remainder of the prize as if they had won it themselves. This is the only opportunity the characters have to continue.

If the party questions her motives, have them make the same checks as above to see what information she gives them.

THE GLADIATORIAL ARENA

The second event is a test of martial prowess. The party must defeat the opposing team in combat.

The Opposing Team. The party faces off against a **kenku** mercenary named Slicer, and his four pet **velociraptors**.

RULES OF THE MATCH

The first team with all members brought to 0 hp loses the match. The characters may use whatever armor, and abilities they have at their disposal, so long as they follow the rules for knocking out their opponents. The velociraptors are trained not to kill.

ADJUSTING FOR TIME

If you would like to resolve the arena combat quickly, you may instead elect to have Slicer concede the competition when he is brought down below 7 hp, or when one or more of his pets are defeated.

THE VINE CAGE

Please refer to the **Arena Map** for this event. The event takes place inside an iron cage, the bars of which are covered in semi-sentient poisonous vines the locals refer to as “Matabo vines”.

Vine Attack. At the end of each round, vines lash out at a random creature within 10 feet of the cage bars. The target must succeed on a DC 13 Dexterity saving throw or be struck by the vine’s poisoned tip—taking 1 piercing damage and poisoned until the end of their next turn.

PLOT LINKS: WOULD YOU BE VINE?

If the party completed **Mission #3**, they recognize the vines to be much smaller versions of the Matabo patches encountered in Malar’s Throat. During this contest, they gain advantage to their saving throw versus the vines’ attacks.

ENDING THE COMPETITION

Should the party win this match, they are declared the victors and the crowds cheer ecstatically. If the party loses, see “Recovering Losses” below.

After receiving their accolades from the crowd, the party is again allowed a respite, gaining the same benefits as the race (See “Post-Race Events” above). Shortly thereafter, the party may make their way toward the upper chambers to meet with Nerissa.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters, according to your group. These are not cumulative.

- **Strong:** Replace all three **velociraptors** with one **deinonychus**
- **Very Strong:** Replace two **velociraptors** with one **deinonychus**

TREASURE

If victorious, the party receives a 20 gp prize bonus.

RECOVERING LOSSES

If the party loses the match, Nerissa instead bribes the victorious kenku for the prize. She then locates the party and asks them to meet her outside the upper chambers. She still wishes to help the party with their task, as all she wants is the piece of the *Dreamer’s Amulet*.

RECEIVING THE PRIZE

The party is brought up to one of the decorative upper chambers of the colosseum.

The merchant prince Kwayothé (*k-WAY-oath-ay*) is a beautiful Chultan woman accompanied by three male and three female servants. She briefly congratulates the party and signals one of her servants to present them with their prizes.

If anyone asks Kwayothé about the Oracle’s Eye, she explains it was a gift from one of her many suitors. She has no need for it and for some reason, it puts her at unease whenever she looks at it.

The Oracle’s Eye. A bright orange gem sits in the crevice of a curled piece of silvery metal. The metal portion is actually the bottom piece of the snake headed trinket found in Mission #1.

CONCLUSION

Nerissa thanks the party if they chose to help her. Regardless of the outcome, she still wishes them luck and bids them farewell. When the party returns to Old City, Po is grateful for their return with the prize.

TREASURE

Their remaining reward is dependent upon their actions during the games. If the characters:

Agreed to Help Nerissa and Won. Before departing, Nerissa pays the party 30 gp as promised. In addition, Po lets them keep the 60 gp prize and rewards the party with a *potion of healing*.

Agreed to Help Nerissa and Lost. Nerissa keeps part of the gold, leaving the party with 35 gp. For delivering the gem, Po rewards the party with a *vial of alchemist’s fire*.

Refused to Help Nerissa and Won. Po lets them keep the 60 gp prize and rewards the party with a *potion of healing*.

Refused to Help Nerissa and Lost. Nerissa keeps the entire prize, including the trinket and gives the party the Oracle’s Eye gem. Po rewards the party with 20 gp for their services.

SPECIAL DELIVERY

This event only occurs if this mission is being played as a part of the entire module.

If the party did not give the trinket piece to Nerissa, Po asks the party to wait one hour, after which he gives it back to the party and mentions that Soggy Wren may be looking for it. He asks they deliver it for him as a “token of good faith”. See the introduction to Mission #5 for details.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 75/100 EACH)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Deinonychus	200
Kenku	50
Velociraptor	50

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Winning the Dinosaur Race	25
Agreeing to help Nerissa	25

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Quest Reward	90/60/35/20 (see Conclusion)
Gladiator Arena Coins	20

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

POTION OF HEALING

Potion, common

This item can be found in the *Dungeon Master's Guide*.

VIAL OF ALCHEMIST'S FIRE

This item can be found in the *Player's Handbook*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award.

The Thrill of Victory. By claiming victory in both the dinosaur race and the gladiator's arena, you gain a bit of fame from the citizens within the walls of Port Nyanzaru. Once per day, you may gain advantage on a single Charisma (Persuasion) check when dealing with any residents within the Market, Merchant's, or Harbor Wards.

PLAYER REWARDS

For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Zhentarim** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*

APPENDIX. MONSTER/NPC STATISTICS

DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The deinonychus makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

GREEN VIPER RIDER (SCOUT)

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Animal Handling +3, Nature +3, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The rider has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS (NOT AVAILABLE DURING DINOSAUR RACE EVENT)

Multiattack. The rider makes two melee or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

KENKU

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the Mimicry trait.

Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Pack Tactics. The velociraptor has advantage on an attack roll against a creature if at least one of the velociraptor's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The velociraptor makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

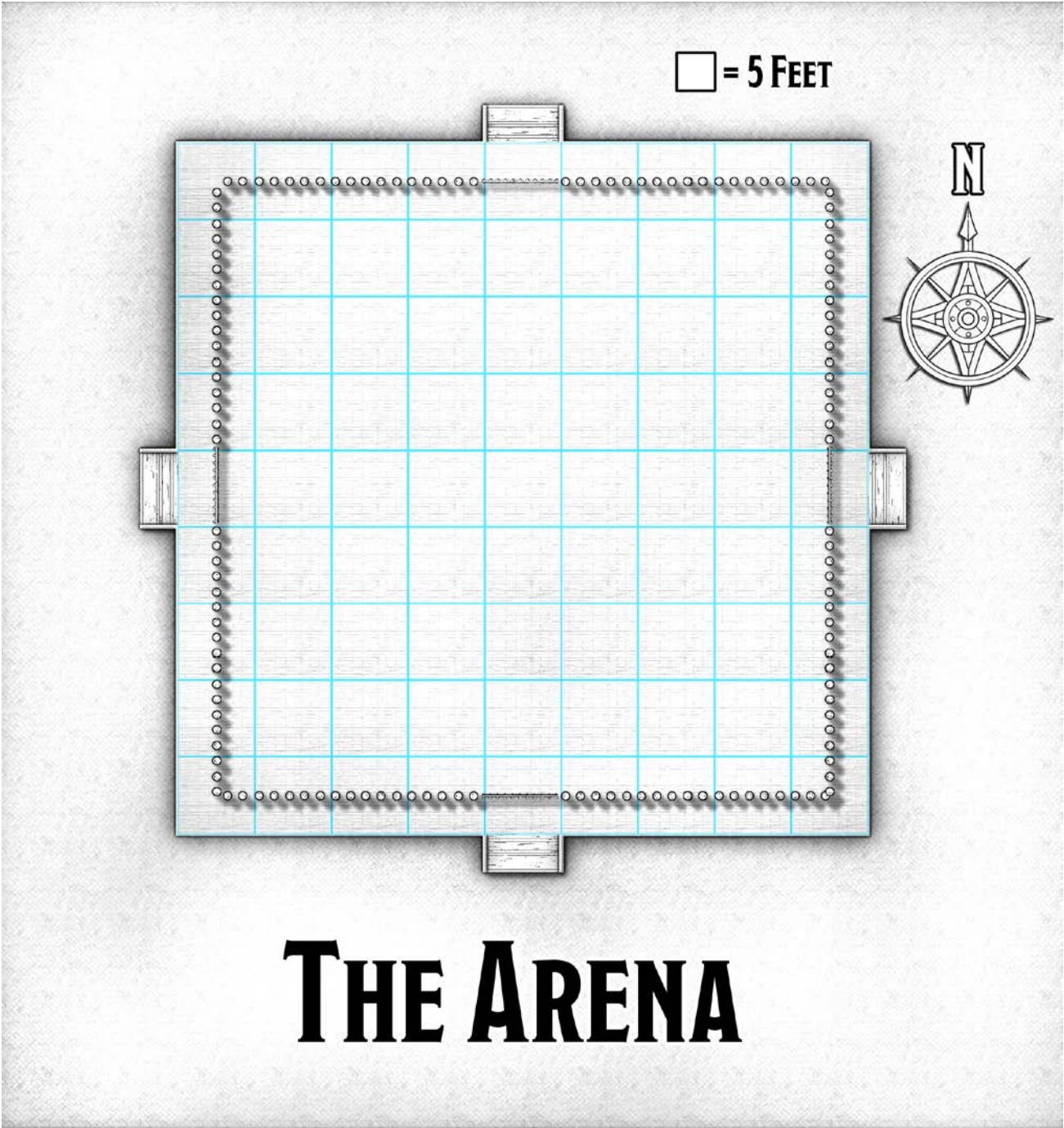
APPENDIX. DINOSAUR RACE TRACKER

DINOSAUR RACE TRACKER

Finish										
5										
4										
3										
2										
1										
	PC	PC	PC	PC	PC	PC	Green Viper	Green Viper	Green Viper	Green Viper

RIDERS

APPENDIX. ARENA MAP



MISSION 3. LIFE AS WE DON'T KNOW IT

Estimated Duration: 60 minutes

In this mini-adventure, the party must stop a delegation of grungs from unleashing an unknown evil upon the people of Malar's Throat.

BEGINNING THE ADVENTURE

When the party arrives in Malar's Throat, they receive a firsthand example of the current situation. Read the following before beginning the first encounter.

As you reach the furthest outskirts beyond the city walls, the terrain rises again along the ridge leading to Malar's Throat. The pouring rain begins to fall even harder, dashing all your hopes of the storm receding anytime soon. You continue along the wet, muddy path while summoning the resolve to push through the curtain of heavy raindrops.

The view of Malar's Throat itself is as astonishing as it is unsettling. A massive ravine runs along the entire area. Along the edge of the ravine are rows of small houses made of old wood and patched stonework, all of which have seen much better days. Narrow rope bridges extend to the other side of the ravine with similar homes skirting the opposite ridge. Several buildings cling to the steep wall which roughly ramps down to the bottom of the ravine.

A cry for help nearby forces your focus to narrow to where you barely make out a figure on one of the bridges in the distance fighting two winged humanoids!

The figure on the bridge is **Screaming Wind**, facing off against two pterafolk. By the time the party moves into action, Screaming Wind defeats one enemy and the other flees into the ravine below. If the party does not move toward the encounter, Screaming Wind spots and waves to them.

Once close, she looks them up and down, points to herself and says "Screaming Wind. You must be visitors. You here to help or to sightsee?"

ROLEPLAYING SCREAMING WIND

Screaming Wind is a young tabaxi woman with black-spotted yellow fur and green eyes.

She is shy in crowds, but listens carefully from the back of the room, and adds her opinion only when she feels it necessary. Screaming Wind speaks very seldom, but when she does, people tend to listen.

She is remarkably insightful for her age, and a more skilled hunter few have seen. She is the sole surviving member of her tribe the rest of whom were slain by undead.

Quote: "Less talking, more hunting."

After exchanging greetings, the Emerald Enclave contact leads the party to her small home at the far end of the ravine. She tells the party that the people of Malar's Throat have encountered several strange threats coming from the encroaching foliage along the ridge.

Though she knows nothing in regards to the *Dreamer's Amulet*, Screaming Wind can provide the following information to the party.

- Most of the threats have come from the jungle area east of the ridge.
- The foliage in recent weeks have become overgrown with diseased brush and blighted flora. It's expanded quickly, overtaking some homes at the far end of the ravine.
- In addition to the blighted trees and plants, several undead have made their way into the region.
- With the Citizen's Brigade as their only defense, it's been difficult keeping the residents here safe.
- On occasion, a group of pterafolk swoop into the area attempting to abduct some of the locals. So far, they have been successful a couple of times.
- A rescue party went into the area yesterday. None have returned.

Quest: Seeds of Corruption. Screaming Wind is convinced these occurrences are linked, and may even be connected to the mysterious Death Curse. She asks the party to investigate the area and find the source of these threats. She offers a 50 gp reward for completing this task.

Should the party accept, Screaming Wind escorts them to the area most affected by the blighted flora.

INTO THE JUNGLE

Screaming Wind leads you past a couple of now abandoned shacks overrun by dark vines and thorny brush. The area beyond is a sprawling collection of massive trees and foliage beneath a thick canopy, shutting out what's left of the daylight. The rain, however, still seeps through with ease.

Journeying into the blanket of trees and brush involves a number of new hazards, with only a general suggestion on a path.

Screaming Wind insists she stay and help the few members of the Citizen's Brigade defend the ridge from any incoming threats.

FEATURES OF THE JUNGLE RIDGE

The following are the environmental features of the area.

Terrain. The ground is damp and covered in brush and twigs making it somewhat hard to navigate.

Climate. It is extremely hot and humid, requiring a lot of water to stay hydrated. The air is hard to breathe and anyone wearing anything other than light garments are uncomfortable. There is a constant drip of raindrops.

Lighting. Only extremely dim light is available, especially with the weather conditions. Without darkvision or additional light sources, visibility only extends to 10 feet.

Smell and Sounds. This blighted area is musty and smells of rotten fruits and plants.

HAZARDS ON THE JOB

The characters experience the following after a few minutes of walking through the area.

Satabayi Swarm. While the party makes their way through the brush, they are accosted a small swarm of diseased insects. Each character succeeding on a DC 13 Dexterity saving throw avoids most of the swarm. Those that failed are infected with a minor disease. For the next hour, the affected target experiences dizziness and blurry vision, giving them disadvantage to all Perception and Investigation checks.

Okuligbo Weed. Large patches of poisonous weeds are mixed into the normal brush. The odd looking brown brush seems to move on its own and can be spotted with a successful DC 13 Wisdom (Perception) check. If noticed, a DC 14 Wisdom (Survival) check can also identify its properties.

Anyone who doesn't notice the patches is stung by the thorny tips and must make a DC 14 Constitution saving throw. On a failed save, the creature suffers 3 (1d6) points of poison damage and are poisoned for 10 minutes. Poisoned creatures suffer mild hallucinations and any saving throws are made with disadvantage. This effect lasts for 10 minutes.

THE BLIGHTED PATH

After the first few minutes, the party finds a worn path through the brush, marked by the rotted corpse of a pterafolk and two figures trapped in the brambles, an elven woman named Siela and a tabaxi man named Ashen Rock. Two **needle blights** and two **twig blights** are here waiting to ambush the party, but they do not attack until the characters speak with the trapped NPCs.

You come across a makeshift path made from grey, muddy dirt and dead foliage. It cuts through a cluster of trees covered in thorny brambles. A fin-headed humanoid lies dead on the side of the path. You see two figures tangled in the brambles. On the left is a tabaxi, who is motionless. Next to him, an elven woman reaches out toward you and moans out, "Help me..."

DEVELOPMENTS

The elf only has a few moments to speak with the party. She frantically tells them she is from Malar's Throat and the pterafolk are using her as an offering. She then has just long enough to scream before she is instantly dragged and enveloped in the thick mesh of brambles. Sadly, there is nothing the party can do for her. Clearing the vines will reveal her corpse.

The needle blights attack at this point and gain surprise on anyone who fails to make a passive or active DC 11 Wisdom (Perception) check.

The Other Sacrifice. During the first round of combat, the tabaxi awakens and begins to struggle against the bramble prison. If anyone chooses to help, they may pull him free with a successful DC 12 Strength (Athletics) check or by inflicting enough damage to his bindings (AC 10 with 6 hp). Once free, Ashen Rock may join the combat, but he is very weak (10 hp remaining).

If not freed during the combat, Ashen Rock frees himself after the blights are defeated. He introduces himself and thanks the characters for their help. If the party converses with him, he can provide the following information.

- He was sent as part of a rescue party to save a couple of citizens abducted by pterafolk. He is not sure what happened to the rest of his group.
- The pterafolk don't usually venture into the city districts. This small pack of them appear to have been drawn by something.
- Ashen Rock learned very little from the pterafolk, save that they appeared somewhat crazed, and were stealing citizens as sacrifices to the twisted plant creatures in this area. They often gather around this path.
- Most of the pterafolk have died anyway, their bodies slowly wasting away. Ashen believes they may have been afflicted with the Death Curse.

After their discussion, Ashen Rock says he will continue to search for the rest of this companions. He prefers to operate stealthily and feels he can best do so on his own. The party may attempt to convince him to accompany them. He joins them if they

succeed on a DC 18 Charisma (Persuasion) check. Otherwise, he bids them farewell.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters,

- **Strong Party:** Add a **needle blight**
- **Very Strong Party:** Add two **needle blights**

TREASURE

The needle blights carry no treasure. As thanks for helping him, Ashen Rock gives the party a *potion of poison resistance*.

THE TANGLED TURN

The path winds to the south and narrows between a few sickly-looking trees. The roots and base of the trunk are covered with hundreds of **poisonous blood-sucking Matabo vines**.

I HURT IT THROUGH THE GREAT VINE

Simple trap (levels 1-4, dangerous threat)

The Matabo vines latch onto creatures with poisonous barbs.

Trigger. Vines lash out at any creature who steps within 10 feet of the base of the sickly trees.

Effect. The target creature must make a DC 12 Dexterity saving throw or be restrained (escape DC 11) and stung by venomous barbs, taking 4 (1d8) poison damage. Targets already restrained at the beginning of a new round take an additional 4 (1d8) poison damage at the start of their turn. The vines can restrain three creatures at a time.

Countermeasures. The vines are well hidden, requiring a successful DC 15 Wisdom (Perception) check to notice them, but are easily avoided when located. The vines can also be destroyed (AC 10; 5 hit points; immune to poison damage). Destroying three vines removes the threat.

XP AWARD

For detecting and bypassing the vine trap without triggering it, award each character 25 XP.

A GRUNGY CONFRONTATION

Refer to the **Altar of the Grungs** map for this encounter. In this area, four **grungs** have made a makeshift altar, atop of which is a half-moon shaped piece of the *Dreamer's Amulet*. Unless the party entered the clearing using stealth, the grungs immediately spot the party.

The path turns east again, sloping upward before reaching a hilly clearing covered in thick grass. Four small humanoid with bright green skin gather around a small, decorated stone block in the center of a small pool of water.

The grungs shout excitedly when they spot the party and beckon them over. If anyone approaches, one of the grungs eagerly point toward the stone altar. This piece of the *Dreamer's Amulet* is shaped like a half moon. It is mostly metallic with a black leathery substance decorating the center.

JUNGLE LOVE

The amulet piece is a sacred gift from their beloved patron. Their mission is to empower the gift, partially through ritual sacrifice of some of the locals. Once the "gift" is ready, it is to be delivered to a specific individual named on the scroll one of the grungs carries.

The power of this "gift" is the cause of the blights and recent undead in this area. Those who get close enough to it can be charmed by the grungs. They used this power on the pterafolk then brought them here to collect sacrifices.

The grungs plan on luring the party close enough to the gift to be enchanted, then kill them as final sacrifices to its power. When any approaching character is within 10 feet of the altar, the "gift" comes into view.

If the characters are wary of the grungs, their suspicious nature is revealed on a successful passive or active DC 14 Wisdom (Insight) check.

If the check fails or none is made, each character who approached the altar must make a DC 12 Wisdom saving throw. If unsuccessful, the character is charmed until the end of their next turn. The grungs then attack the party immediately.

Story Award. Any character who fails their saving throw also earns the story award listed at the end of the mission.

STORY BEAT: IF THE SNAKE FITS...

If the party completed **Mission #1**, they immediately notice that the ridges along the flat side of the amulet piece match the shape of the snake head trinket obtained from Sanuya. With this knowledge of the amulet's nature, they gain advantage to both the Insight check and Wisdom saving throw described above.

The charm effect only occurs once and has no effect after the grungs are defeated.

TREASURE

The grungs carry 20 gp. One of them has a jade ring worth 20 gp, and a scroll case containing a letter written in grung.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters, according to your group. These are not cumulative.

- **Weak Party:** Remove a **grung**
- **Strong Party:** Replace two **grungs** with a **grung wildling**
- **Very Strong Party:** Replace one **grung** with a **grung wildling**

CONCLUSION

Upon return to the ridge, Screaming Wind informs the party that the intrusive growth has already begun to die out.

Treasure. Screaming Wind rewards the party with 50 gp as promised.

The Dreamer's Amulet. If shown the amulet piece, Screaming Wind's first instinct is to destroy it. However, she recognizes it as was described to her by one of her contacts.

If you are running this mission as part of the entire module, Screaming Wind recommends the party bring the trinket to Soggy Wren in the Market Ward (see the introduction to Mission #5).

The Grung Directive. If the party shows the letter to Screaming Wind, she translates it with some difficulty, if the characters are unable to. The letter describes empowering the "gift" of the mother patron. Afterward, it is to be delivered to a "prince". Other than that, she can't make out anything else.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 75/100 EACH)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Grung	50
Grung Wildling	200
Needle Blight	50
Twig Blight	25

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Avoiding the Matabo Vine Trap	25

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Quest Reward	50
Grung Coins	20
Jade Ring	20

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

POTION OF POISON RESISTANCE

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award.

Snakes on a Brain. After being charmed by the grung's gift, you experience recurring nightmares over the next few weeks. Most of them involve vicious serpents and a soft voice whispering to join them in the arms of oblivion.

PLAYER REWARDS

For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Emerald Enclave** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*

APPENDIX. MONSTER/NPC STATISTICS

ASHEN ROCK (SCOUT)

Medium humanoid (tabaxi), chaotic good

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages Common

Challenge 1/2 (100 XP)

Keen Hearing and Sight. Ashen Rock has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. Ashen Rock makes two melee attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

GRUNG (GREEN)

Small humanoid (grung), lawful evil

Armor Class 12

Hit Points 11 (2d6 + 4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +3, Stealth +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

GRUNG WILDLING (RED)

Small humanoid (grung), lawful evil

Armor Class 13 (16 with *barkskin*)

Hit Points 27 (5d6 + 10)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +5

Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages Grung

Challenge 1 (200 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The grung is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It knows the following ranger spells:

1st level (4 slots): *cure wounds*, *jump*

2nd level (3 slots): *barkskin*, *spike growth*

3rd level (2 slots): *plant growth*

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

TWIG BLIGHT

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius),
passive Perception 9

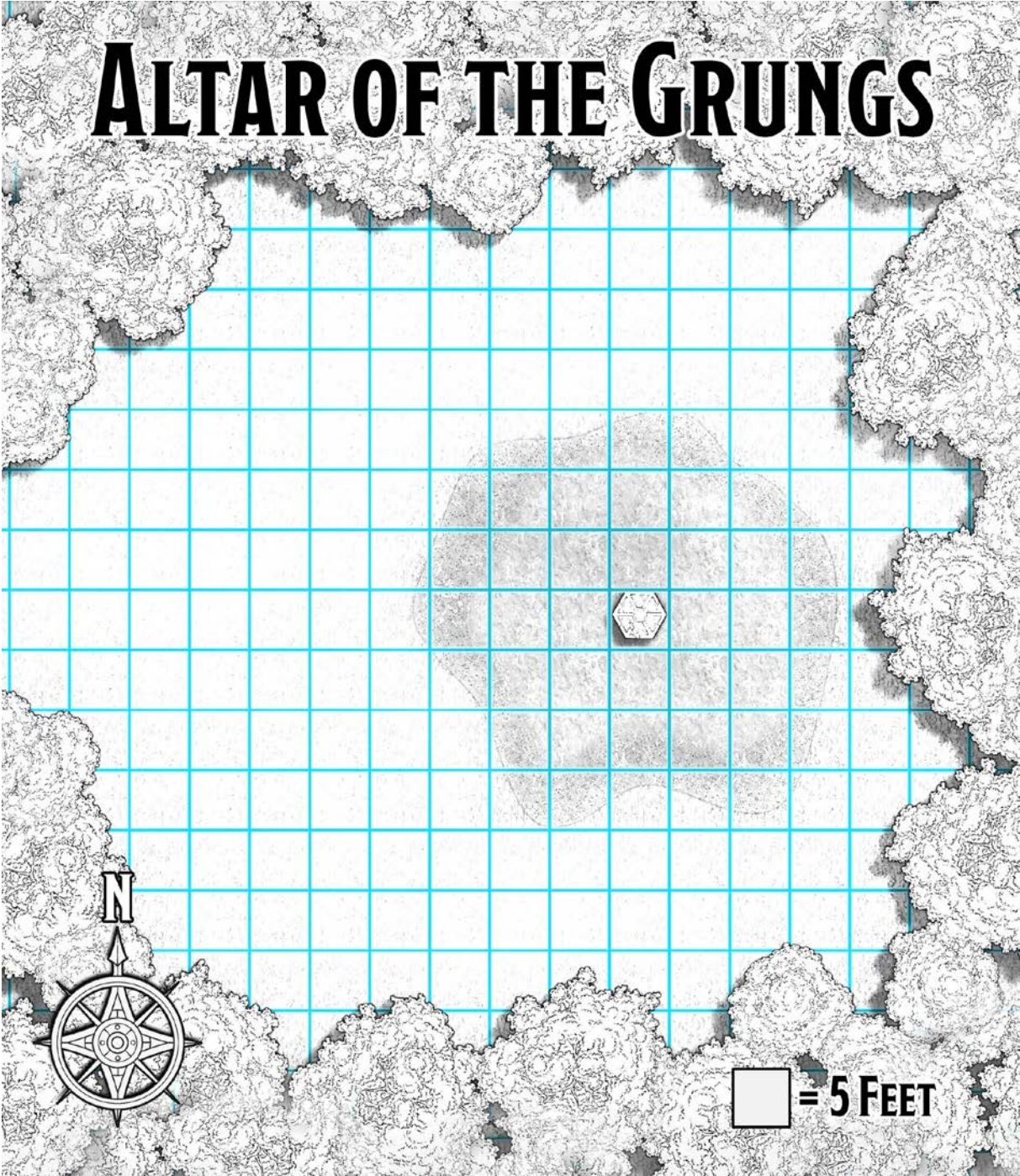
Languages understands Common but can't speak

Challenge 1/8 (25 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

APPENDIX. ALTAR OF THE GRUNGS MAP



MISSION 4. WHEN DEATH CALLS

Estimated Duration: 60 minutes

In this mini-adventure, a priest, driven mad by an evil treasure, endangers the lives of all those living in Old City. Using the power of a cursed relic, he has been abducting local laborers and using them to create undead minions.

BEGINNING THE ADVENTURE

The party arrives in at the villa of Alastar Bol.

You make your way through the myriad of shops and crafting houses amidst the typical bustle of The Market Ward.

Alastar Bol resides in one of the fancy villas located near the wall of the raised area that supports the House of Gold. One of his many servants escorts you through the main hall to a large, covered balcony.

Alaster Bol, the primary contact for the Order of the Gauntlet, is here, his servants fanning away the brutal, sweltering heat. He appears visibly pleased to see the characters, wasting no time in giving them a quick welcome and letting them know he has an urgent task that requires a few courageous souls.

ROLEPLAYING ALASTAR BOL

Alastar is a heavysset balding human in his late 30's. His skin is well tanned and his fine garments are often dampened with profuse sweating.

Alastar has put on quite an amount of weight since arriving in town, mostly because he doesn't leave his home and eats constantly—likely out of boredom. He complains endlessly about his position here, and hopes nothing more for something exciting to happen, mostly because he hopes that if he handles it well, it'll earn him a nice promotion someplace civilized and decently cool.

He is amazingly smart and wise, and is quick to provide his insight on whatever task is being discussed. He doesn't, however, take kindly to his guidance being disregarded.

Quote: "Fetch me that pitcher of cool water, please."

Quest: The Call of the Dead. Strange occurrences in Old City has caught the attention of the Order of the Gauntlet. A local rumor has been spreading about several residents vanishing in the dead of night and re-emerging as undead a few days later. Alastar had sent Derio, one of his lower ranking associates, to investigate, but he hasn't returned.

At this point, he fears this does not look well for him if the situation is not resolved, however, he is also somewhat pleased to be involved in some much-needed excitement. He asks the party to investigate these rumors and offers the party a 60 gp

reward if they can find both Derio and the source of these emerging undead.

Alastar recommends speaking with a few of the locals in the area. Should the party accept, they immediately set out to Old City.

NEW TALES IN OLD CITY

In the southwestern section of the city, a central path between two massive ziggurats of crumbling, weathered stone marks the entrance into Old City. Beyond these makeshift palaces, huts and shacks are scattered around a road passing near a third, smaller ziggurat as well as splitting around a long, stone-lined pit. Many of the locals can be seen walking alongside or in between these structures.

WORKING THE LOCALS

The following information can be obtained from the various locals and laborers in the area with no required checks.

- Several disappearances started a couple of tendays ago. There doesn't seem to be any apparent connection between those that have vanished.
- A few days ago, one of the local tavern goers just got up and left mumbling something about Death calling out to him. Since then, those who vanished are said to have received the "Call of the Dead".
- A clergyman named Derio was in the area a couple days ago investigating these disappearances. He too, vanished. He was last seen near set of huts behind the ziggurat facing Executioner's Run.

FRIENDS IN LOW PLACES

If the party completed **Mission #2**, they may decide to pay a visit to Pock-Marked Po. If so, Po provides the same information that the party would be able to obtain from the locals. In addition, his contacts confirmed that the larger hut is locked up tight and may even be trapped. This information grants the party advantage on the roll to disable the poison needle trap on the door (see below).

FOLLOWING THE LEADS

The information gathered leads the party to the western side of the southernmost ziggurat. In a nearby clearing, they find a large bamboo hut with a smaller, similarly built hut less than 20 feet away.

SMALL HUT (PRISON)

Three **zombies** are clustered inside the small hut on the north side. The latch on the slanted door is weak

and the zombies bust out and immediately attack any creature that comes within 5 feet of the hut's door.

UNDEAD AMPLIFIED

These undead are faster and more brutal than their normal counterparts. Their speed has been increased by 15 ft. and they have vicious looking claws that extend from their rotted fingertips. Though statistically identical otherwise, you may choose to present these undead as fast-moving and savage if you wish to provide a sense of heightened danger.

Inside the hut smells of death. Whatever furnishings in this hut are all rotted or destroyed. Half a dozen long iron chains are fixed to the ground, each ending in manacles at their opposite ends. There are several animal carcasses in here as well as the severed remains of a couple of humanoids.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters, according to your group. These are not cumulative.

- **Strong Party:** Add a **zombie** and grant all zombies advantage to save versus turn undead
- **Very Strong Party:** Add two **zombies** and grant all zombies advantage to save versus turn undead

LARGE HUT (VIPLO'S HOME)

The door to this hut is both locked and trapped. The lock requires a DC 12 Dexterity check to open. It may also be broken by dealing at least 10 hp of damage versus its AC of 12, or also forced open with a successful DC 12 Strength (Athletics) check.

POISON NEEDLE TRAP

Simple trap (levels 1-4, setback)

Trigger. Unless properly disarmed, opening the door sets off the poison needle spring trap. A successful DC 12 Wisdom (Perception) check is required to notice the trap.

Effect. If the trap is sprung, the creature opening the door must succeed on a DC 11 Constitution saving throw or suffer 5 (1d10) poison damage and become paralyzed for one minute.

Countermeasures. The trap can be disarmed with a successful DC 12 Dexterity check.

Neighborly Evil. If the zombies in the Small Hut have not been defeated, they burst out and attack the party as soon as the Large Hut door is opened. Refer to the "Small Hut" encounter above.

The functional décor of this hut consists of a small table with a few chairs that takes up the center with a small desk and a bed tucked into either of the rear corners. Much of the air here is stale, and it looks as if the occupants haven't been here in quite some time.

DEVELOPMENTS

The interior of this area is dark, the candles that once provided any light having burned out long ago. There is a small bookshelf here, many of the books having faded, worn, or moisture-logged pages. Some detail various regions of the Sword Coast, while others give travel tips and wilderness survival tactics for novices.

On top of the desk is a small book of arcane studies and practices bearing the symbol of Azuth, god of arcane knowledge. Next to it is a collection of handwritten pages, the writing on it scribbled over with numerous sigils and inscriptions. A successful DC 16 Intelligence (Arcana) check identifies many of these scribbles for use in arcane ritual, but nothing specific beyond that.

The last page has writing that is still barely legible. It is written in Common. The **Viplo's Letter** handout may be given to the players at this point. The page reads:

Another night with dreams of the serpents. I know I should deliver the relic as promised, but it calls to me... In Azuth's name, it calls to me through my dreams, and has led me to my lair beneath the walls of the ziggurat.

But what if I am wrong? Would the gods wish me to walk such a path? Perhaps this is the true path to eternal knowledge? Perhaps my teacher was wrong all this time?

I must see this through and finish my work. Should I not return, then I have joined with those I have brought with me into the dark unknown.

Viplo

On the back of the parchment is a drawing of three circles in a triangular pattern. An arrow points to the bottom left circle. Written beneath it are the words "Begin Here". This provides a clue to the party in the next section (see below).

TREASURE

The desk is locked, requiring a DC 13 Dexterity check to open. Inside is an ivory scroll case worth 10

gp. It contains a scroll of healing word and a scroll of protection from evil and good.

SECRET ENTRANCE

Directly behind the large hut is a set of fist-sized circles carved into the stone of the ziggurat's bottom terrace. Pushing the circular carvings inward in the correct order opens the secret path into Viplo's underground passage. This is a simple puzzle, requiring a successful DC 12 Intelligence (Investigation) check to solve.

Examining Viplo's letter allows the party to easily match the triangular pattern with the one inscribed on the back of the parchment, granting the party advantage to the puzzle roll.

After hitting the correct sequence, a doorway opens within the wall with a steep ramp leading down into darkness.

KEEPING IT MOVING

If a situation arises where the party does not find Viplo's note or doesn't search for the secret entrance, you may choose to point it out or have them automatically notice them in passing.

If the party fails their check to resolve the door puzzle, simply allow them another attempt with each attempt takes up a minute of game time.

THE BLADED PATH

Refer to **The Feeding Pit** map for locations in both this section and the next. The ramp leads east and downward at a 45-degree angle to an area beneath the ziggurat. A successful DC 12 Intelligence (History) check confirms this area has most likely been here for centuries as part of the original construction. Viplo uses it as a secret lair and altar of sacrifice.

After following the path for another 60 feet, the party arrives in a 20-foot square chamber. A set of wavy lines are carved into the east wall ending in a converging into sets of concentric circles in the center.

DEVELOPMENTS

If the carvings are examined further, have the players each make a DC 12 Intelligence (Investigation) or Wisdom (Insight) check. Success reveals that tracing the correct path along the carvings with their fingers causes a secret door on that wall to open into a second chamber identical in size, but this time with wall carvings on three out of the four walls.

DM's Option. If the party discovered the secret passage in Mission #1, the party may already have a clue as to how to activate the carvings. If so, the DM may grant them advantage to the check required to open the secret door. This bonus, however, should not apply to the following trapped rooms beyond.

BLADE TRAP PUZZLE

Simple trap (levels 1-4, dangerous threat)

In the next three rooms (each one marked with the "T" trap symbol, the wall carvings run along all four walls and must be completed in the correct sequence to open the secret door to the next room, or trigger a trap if completed incorrectly.

Choosing the right sequence requires a successful DC 13 Intelligence (Investigation) check.

Trigger. Activating the wrong sequence will trigger the trap. The carvings follow a specific line pattern, similar to the prior chamber.

Effect. If this check is failed, a set of three giant pendulum blades swing down from the ceiling from one side of the room to the other. Each creature in the room must make a DC 12 Dexterity saving throw or suffer 3 (1d6) hit points of slashing damage.

The trap will only trigger once per room, regardless of how many times the wrong sequence is activated.

Countermeasures. The secret door to each room will open once either the correct sequence is activated or the trap in that room has already been triggered.

The party must pass all three of these rooms before making it into the main chamber.

XP AWARD

For solving the path without triggering any blade traps, award each character 20 XP.

THE FEEDING PIT

This chamber was originally used to perform rituals to the gods. **Viplo** is here, ready to release four **zombies** into the pit to feast on the prisoners trapped there as a sacrifice to the relic, who are then to be released onto the streets of Old City.

The walls and floor of this ancient chamber are worn and have crumbled apart in certain areas. A narrow path leads from the entrance to a platform on the opposite end. Upon the platform is a small dais and a stone stand. From the entrance, two debris covered paths slope down into a dingy pit with rusty gates against the east and west walls.

Viplo is in the middle of one of his rituals when he spots the party and shouts, "Interlopers! You shall become food for the dead!"

PLOT LINKS: FIST OF FURY

If the party helped **Nerissa** in Mission 2, she follows the party into this chamber, making her appearance at the start of the encounter. She too, has been investigating the nature of the “Call of the Dead” and would go through any lengths to stop it. She joins the fight as soon as combat starts.

TRICKS OF THE TRADE

There are three prisoners shackled against the south wall of the pit. Derio, Alastar Bol’s associate, is one of the three prisoners.

The Feast. When Viplo spots the party, but before initiative is rolled, he opens the rusty gates at the bottom of the pits, releasing the four zombies (two from each alcove). At that point, the party has three rounds to interrupt each zombie before it feasts upon one of the hostages. Any successful attack or ability that affects the zombie distracts it from its target. The zombies have the same traits as those encountered in the northern hut outside (see “Undead Amplified”).

The Crumbled Walkways. The fastest way down into the pits are two ramps on either side of the entrance filled with loose, crumbling debris. Traversing these requires a successful DC 14 Dexterity saving throw. If failed, the character slips and falls down the path, suffering 2 (1d4) bludgeoning damage and is considered prone at the end of their move.

Viplo’s Wrath. During combat, Viplo casts *fire bolt* from a distance. Once he is beset upon by more than one character, he casts *burning hands*. Viplo is obsessed with this task and cannot be reasoned with until defeated. Due to his small size, the altar grants Viplo three-quarters cover from ranged attacks (PHB page 196).

The Prisoners. The three shackled prisoners are too weak to fight, exhausted, and have only 2 hp remaining. A single attack from any of the zombies finishes them.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters, according to your group. These are not cumulative. It is recommended you do not adjust for a Weak Party if Nerissa is with the group.

- **Weak Party:** Remove a **zombie**
- **Strong Party:** Add a **zombie** and grant all zombies advantage to save versus turn undead
- **Very Strong Party:** Add two **zombies** and grant all zombies advantage to save versus turn undead

TREASURE

Viplo carries a pouch containing 20 gp and a *vial of alchemist’s fire*.

Sitting on a three-foot stone stand is the relic that held Viplo under its sway. It is a half-moon shaped

trinket, one of the four pieces of the Dreamer’s Amulet. Any creature touching the trinket directly must make a DC 13 Wisdom saving throw or suffer 3 (1d6) psychic damage. They also experience numerous visions of yellow eyes with slit pupils and hear incoherent whispers almost resembling hissing noises.

If Nerissa is with the party, she suggests that there may be others searching for this trinket and that they should report back to Alastar Bol right away.

XP AWARD

For each prisoner rescued from the zombies, award each character 10 XP.

CONCLUSION

After reporting back to Alastar Bol, he awards the party 60 gp as promised, with an additional 10 gp if they managed to rescue Derio. Upon hearing about the relic, Alastar suggests that perhaps Viplo was using the power of the trinket to charm others and lure them into his trap, eventually creating the local rumor surrounding the disappearances.

The Dreamer’s Amulet. Either Nerissa or Alastar identifies the trinket as one of the pieces that Soggy Wren is looking for and intends to deliver it to him, with hopes that there can be something found in relation to stopping the Death Curse.

If this mission is being run as part of the full module, the party may also choose to do so themselves (see Mission #5). Either way, Nerissa bids them all farewell for now.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 75/100 EACH)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Viplo	50
Zombies	50

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Solving the Bladed Path with no errors	20
For each prisoner rescued	10

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Quest Reward	60
Reward Bonus Coins	10
Viplo Coins	20
Ivory Scroll Case	10

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

SCROLL OF HEALING WORD

Scroll, common

This item can be found in the *Dungeon Master's Guide*.

SCROLL OF PROTECTION FROM EVIL AND GOOD

Scroll, common

This item can be found in the *Dungeon Master's Guide*.

VIAL OF ALCHEMIST'S FIRE

This item can be found in of the *Player's Handbook*.

PLAYER REWARDS

For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Order of the Gauntlet** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*

APPENDIX. MONSTER/NPC STATISTICS

NERISSA (SACRED STONE MONK)

Medium humanoid (human), lawful good

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Unarmored Defense. While Nerissa is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Nerissa is wearing no armor and wielding no shield, her walking speed increases by 10 feet (included in her speed).

ACTIONS

Multiattack. Nerissa makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

REACTIONS

Parry. Nerissa adds 2 to her AC against one melee or ranged attack that would hit her. To do so, she must see the attacker.

VIPLO (APPRENTICE WIZARD)

Small humanoid (halfling), lawful neutral

Armor Class 10

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. Viplo is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Viplo has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

ZOMBIE

Medium humanoid (any race), any non-good alignment

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

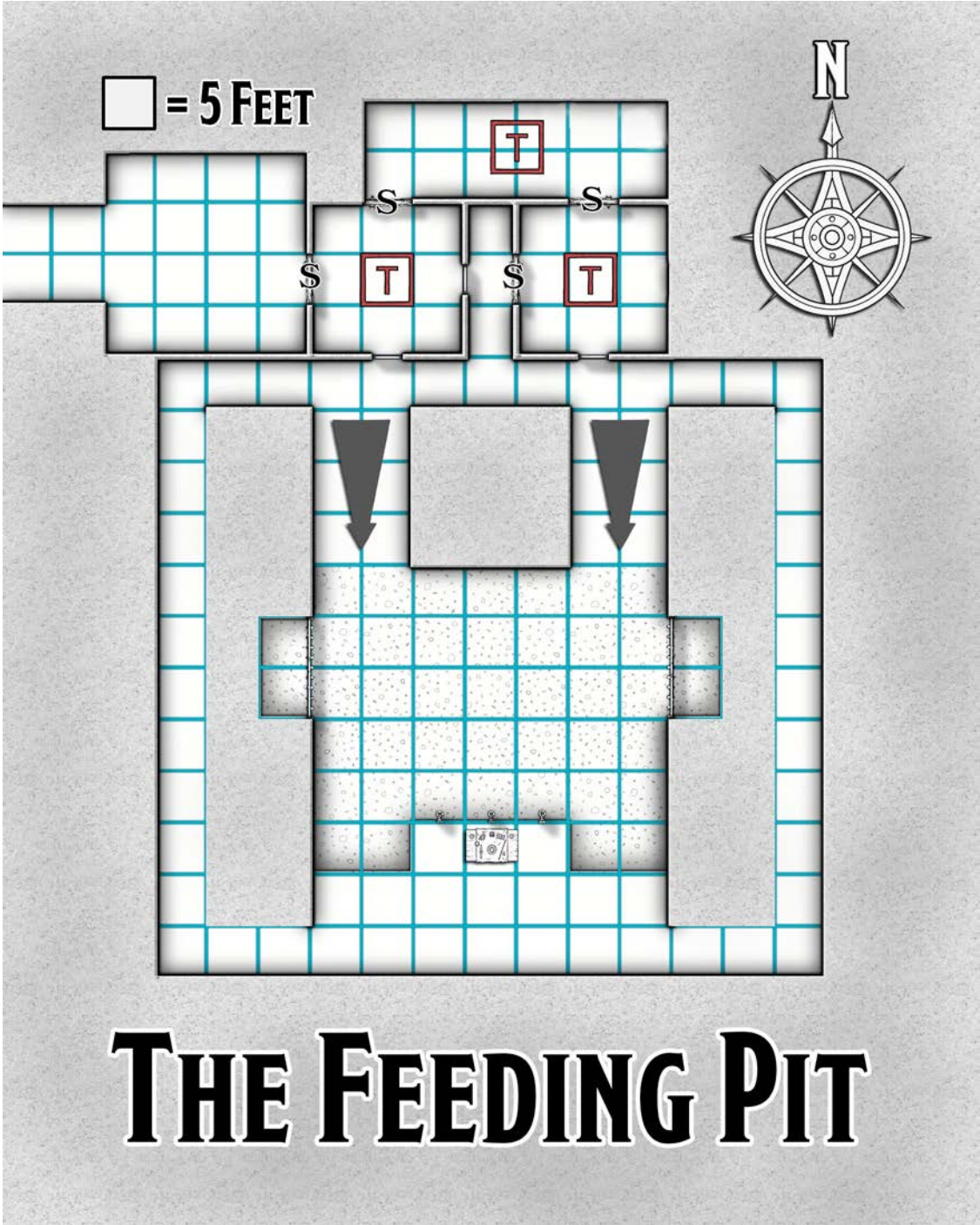
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

APPENDIX. THE FEEDING PIT MAP



THE FEEDING PIT

APPENDIX. VIPLO'S LETTER

Another night with dreams of the serpents. I know I should deliver the relic as promised, but it calls to me... In Azuth's name, it calls to me through my dreams, and has led me to my lair beneath the walls of the ziggurat.

But what if I am wrong? Would the gods wish me to walk such a path? Perhaps this is the true path to eternal knowledge? Perhaps my teacher was wrong all this time?

I must see this through and finish my work. Should I not return, I have joined with those I have brought with me into the dark unknown.

Viplo

MISSION 5. DARKEST DREAMS OF THE DEFILER

Estimated Duration: 60 minutes

The *Dreamer's Amulet*, a source of many strange happenings in Port Nyanzaru, is now whole, and may be unwittingly delivered into the hands of the enemy. In this adventure, the party must face off against a group of yuan-ti spies who have been manipulating this scenario from the very start.

NOTE. If you are running all of the adventures in this module together, this mission should be run only after the party has completed **Missions 1-4** (please refer to "Plot Links" below.)

BEGINNING THE ADVENTURE

The adventure begins when the party travels to the Market Ward to meet with Soggy Wren, the faction contact for the Harpers.

The Red Bazaar dominates the area east of the bridge between the Grand Colosseum and the Hall of Gold. Broad rows of colorful merchant stands span across the area, many selling various meats, produce, and trade goods. Not far to the south, you arrive at Kaya's House of Repose, one of the more prominent inns for travelers looking for a bit more opulence, as well as the last rumored location of your contact.

Soggy Wren and **Nerissa** are both here at one of the tables. Wren, in a bit of a stupor, insists the party join him for a round of drinks. "Ya cant disscush bishniss with an empty glassh!" he proclaims.

PLOT LINKS: THE WHOLE STORY

The meeting with Wren is dependent upon how this mission is being run.

Running this mission as part of the whole module. If the party has not completed Missions 1-4, they encounter Soggy Wren alone and he asks them (struggling through his slurs) to learn more about these cursed trinkets and bring any located directly to him. He can often be found at this establishment in the evenings as part of his "party tour". After all four pieces are discovered, Wren commends the party for stopping the enemy from "being a bunch of killjoys" and continues with his request to continue his investigation.

Running the mission on its own. If this mission is being played by itself, Nerissa and Wren have instead acquired the *Dreamer's Amulet* through their agents and contacts, and still request the party's help to deliver it to the Ytepka Society.

With a little help from Nerissa, Wren drunkenly explains that he has been working with one of his

"buddies" from the Ytepka Society who has informed him of a cursed relic known as the *Dreamer's Amulet*.

Somehow, this "curshed thingamawhatsit" as Wren refers to it, had found its way into Port Nyanzaru by various means, and that if it hadn't been for the party's interference (or quirks of fate, if the party was not involved), these pieces would have eventually found their way into more dangerous hands. Wren wishes to discover the source behind this attempt to bring this relic here, as he believes it may be linked to the mysterious Death Curse that's been "sucking all the fun out of his city." Nerissa has been working with him as an ally of the Harpers.

ROLEPLAYING SOGGY WREN

Soggy Wren is friendly almost to the point of being rude about it. He is astonishingly adept at gauging the level of intoxication the object of his attention is and more adept still at figuring out what they prefer to drink. In his youth, he was a talented sorcerer, but he has let his thirst for the drink take priority over his thirst for honing his magical talents.

That aside, he bears an intense hatred of "party-poopers" and bears little patience for people displaying evil-tendencies in his presence. His close "professional" relationships with most of the tavern owners in town means that those that cross him find themselves without a place to quench their thirst.

Quote: "Wushoomeanyouaren'thirssy? ::hiccup::"

Quest: Unmasking the Enemy. Wren offers the party a reward of 100 gp if they bring the amulet to his contact in the Ytepka Society and help them discover the source and purpose behind the amulet's dark magic. His contact's name is Diamssar, who can be found working by the entrance of the public Bathhouse.

Should the party accept, Wren tells them they need to display a secret hand gesture when they meet with Diamssar. It's a raised left hand, with fingers poised to represent the horns of a triceratops. Diamssar should respond with the same to verify they are allies. When the party is ready, they head to the Bathhouse on the north side of the ward.

THE YTEPKA SOCIETY (EE-TEPP-KAH)

Also known as the Triceratops Society, this organization serves to ensure the balance of power and preserving the natural order within Port Nyanzaru. Instrumental in wresting control of the city away from Amn nearly a decade ago, the Society now work to keep Port Nyanzaru safe from external threats, such as pirates, foreign factions, and their agents.

PUTTING TOGETHER THE PIECES

Before the party leaves, Wren has Nerissa put together the four pieces of the *Dreamer's Amulet* (the snake head, the Oracle's Eye trinket, and the two half-moon shaped sides). Please refer to the Dreamer's Amulet sidebar in the "Adventure Overview" at the beginning of the module for additional details.

If the party objects to joining the four pieces, they may choose to carry them separately, but Wren insists all of them must be delivered to the Ytepka Society at once.

Nerissa's Mission. Nerissa would like to accompany the party, with Wren's recommendation as they are working toward the same goal. The party may accept or decline as they see fit. For notes on roleplaying Nerissa, refer to **Mission 2**.

A NIGHT IN NORTHSIDE

The party arrives at the front of the Bathhouse. **Diamssar** is here, waiting for them.

SPIES LIKE US

Diamssar is actually a spy for the yuan-ti. He was recruited weeks ago and is responsible for reuniting the pieces of the *Dreamer's Amulet*. Due to various missteps (Sanuya's defeat, Kwayothe's acquisition, Viplo's madness, etc.), he had to resort to other methods of procuring the missing trinkets.

To regain control of the situation, Diamssar has been manipulating Wren for some time now, hoping the amulet would eventually be reunited with help from the Harpers. He has fully abandoned his duty to Port Nyanzaru and intends on betraying and ambushing the characters once they reach the Northside Warehouse (see below).

MEETING DIAMSSAR

Diamssar is a pale-skinned human in his mid-30's dressed in dark clothes and a hooded purple cloak. He calmly nods to the party when they approach. If any of the characters displays the hand gesture provided by Wren, Diamssar pauses for a brief moment, then returns the hand gesture and introduce himself.

If anyone in the party is specifically wary of Diamssar's greeting, allow them a DC 16 Wisdom (Insight) check. Success reveals Diamssar's hand gesture may seem hastily returned, as if it may have been unexpected. If asked about it, he simply jokes that Wren is often so drunk, even he doesn't get it right most of the time.

He then asks if the party has the Dreamer's Amulet. Should they present it to him, or at least confirm they are carrying it, he asks they accompany him to one of the Ytepka Society's safe houses. He

leads them to an old stone building with faded murals and a worn sign that reads "The Northside Market Textile House".

Increasing Distrust. If the party is overly suspicious or confronts Diamssar, he does his best to allay suspicion, but flees toward the warehouse if the characters attack him.

A. THE ABANDONED WAREHOUSE

Refer to the **Lair of the Serpent** map for this area. Two **zealots** are on either side of the upper walkway (marked with a "Z" on the map). They are dressed similarly to Diamssar. Against the east wall at the center of the room is a small pedestal draped over with a large cloth, which is actually a cage containing Diamssar's pet: a **giant poisonous snake**.

A pit trap is positioned near the center of the room. Diamssar's goal is to lead the party over the trap, then send his snakes in during the ambush.

TRICKS OF THE TRADE

Consider the following guidance:

Diamssar. When the party first enters the warehouse, Diamssar walks toward the pit, displaying the hand signal the party had given him earlier. He then repeats it, with the two zealots responding in kind a moment later. Suspicious characters that succeed on a DC 13 Wisdom (Insight) check to realize that something may be wrong. If the players stop moving or question Diamssar, he and the zealots attack immediately with the snakes being released in the following round.

The Snake Pit. Characters may notice the pit trap as a distortion in the floor with a DC 14 passive or active Wisdom (Perception) check. If triggered, each character must make a DC 14 Dexterity saving throw or fall into the pit, suffering 3 (1d6) falling damage. Those that fail their save are also surprised when combat begins. Diamssar releases his snake into the pit when combat begins. All enemies fight until they are defeated. If the party refuses to kill Diamssar, he continues to curse at them in Abyssal, shouting phrases such as "The serpent will devour you all!" and "Your souls are food for the beast!" He eventually falls unconscious.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters, according to your group. These are not cumulative. It is recommended you do not adjust for a Weak Party if Nerissa is with the group.

- **Weak Party:** Remove the **giant poisonous snake**
- **Strong Party:** Add a **constrictor snake** to the cage.
- **Very Strong Party:** Use the stats for a **yuan-ti pureblood** for Diamssar.

TREASURE

Diamssar carries a *potion of healing* and a dagger with a jewel encrusted snake head hilt. It can be sold for 15 gp.

B. THE BREEDING ROOM

The door at the top of the walkway leads into an upper storage room. It is extremely dirty and smells of blood and rotting flesh. Three cages are in this chamber, two of them occupied by a tabaxi and an elf. Both appear to be suffering from some type of sickness, bearing dark thick veins and scaled patches all over their bodies.

A successful DC 12 Intelligence (Investigation) check reveals them to be locals of the area. The cages can be easily unlocked with a DC 11 Dexterity check. The elf male is unconscious, but Shaded Moon, the tabaxi female, can barely speak. She tells the party they were poisoned by “snake creatures” and placed in this cell. The pain is unbearable and she is haunted with visions of dark serpents.

A successful DC 18 Intelligence (Arcana) check concludes they are being turned by the yuan-ti into mindless servants. Only a *lesser restoration* or *remove curse* can cure them. Shaded tells the party the creature that poisoned them is in an area behind the warehouse and needs to be stopped. It is also her hope that the party may also find a cure for what is happening to them.

XP AWARD

For rescuing the prisoners or reporting their location, award each character 25 XP.

C. THE SERPENT'S LAIR

This area is walled off between two buildings and only accessible from the rear door of the abandoned warehouse. **Lekhet**, a yuan-ti pureblood, is here along with three **yuan-ti broodlings**.

This area is lush with overgrown flora. The land dips slightly into somewhat of a bowl shape. In the center is a circular dais with a gigantic serpent carved into its base.

DEADLY AS A DANDELION

Near the entrance are patches of flowers known to the locals as “Olarubu” (Vile Beauty). They resemble ash colored dandelions that emit poisonous spores when stepped on.

Trigger. The spores are triggered only when the flowers are stepped on or touched.

Effect. If they are triggered, spores are released into the air around the target. The target must then succeed on a DC 13 Constitution saving throw or be considered poisoned until the end of their next turn.

Countermeasures. These flowers can be noticed with a successful DC 12 Wisdom (Perception) check and identified with a successful DC 12 Wisdom (Survival) check. If noticed, they can be easily avoided by stepping over them.

XP Award. For detecting and avoiding the flowers, award each character 15 XP.

TRICKS OF THE TRADE

Lekhet and his minions attack immediately.

The Amulet's Power. If the party is still carrying all the pieces of the Dreamer's Amulet, Lekhet may summon the amulet to his hand as a bonus action. Regardless of how it was being carried, all of the pieces are instantly joined together. He taunts the party by shouting “Thank you for returning our gift!” Please refer to the *Dreamer's Amulet* special ability in Lekhet's stat block. This ability may be removed if a character specifically targets the amulet with an attack (use Lekhet's armor class with a disadvantage to the attack roll) or wrested away with a contested Strength roll during a grapple.

Nerissa's Wrath. If the party chose to bring Nerissa with them, on her first action she speaks a command word while presenting her engraved hand bracer. The bracer grants the party advantage to saving throws versus Lekhet's spellcasting abilities. A successful DC 16 Intelligence (Religion) check identifies the engraving on the bracer as the symbol of Ubtao, the patron deity of Chult.

The Broodlings. These creatures are humans that have been afflicted with the same curse as the NPCs found in Area B, but are further along and under Lekhet's control. If Lekhet is killed first, the broodlings scream in madness and attack each other brutally until they are both dead.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting these encounters, according to your group. These are not cumulative. It is recommended you do not adjust for a Weak Party if Nerissa is with the group.

- **Very Weak:** Remove the **broodlings**
- **Weak:** Remove one **broodling**
- **Strong:** Add a **broodling**
- **Very Strong:** Add two **giant poisonous snakes**

ENDING THE COMBAT

Lekhet and the broodlings fight until defeated. If the party chooses to leave Lekhet alive, he continues to taunt the party, calling their efforts useless and that eventually they shall all fall sway to the dark dream of oblivion.

TREASURE

Lekhet carries a pouch containing 25 gp. In his pouch is a *potion of animal friendship* and a *potion of poison*. He also wears a silver coiled snake bracelet worth 10 gp.

CONCLUSION

Upon return to Kaya's House of Repose, the party finds Wren, Alastar, Klevin, Po, and Screaming Wind waiting for them. If the party rescues the NPCs from the Breeding Room (Area B) or reports their location, Alastar calls for healers to cure them of their affliction.

Soggy Wren grants the party the 100 gp reward and thanks the party for uncovering the hidden enemy that threatened the city. Though it does not appear the *Dreamer's Amulet* is the direct cause of the Death Curse, it was certainly brought into Port Nyanzaru for a reason and intended to be used to influence someone of importance within the city. Wren promises to have the relic destroyed after examined for more information.

A WARRIOR'S JOURNEY

If the party treated Nerissa courteously and worked with her through the adventure, she thanks the party as well, revealing her true name as Mesika, a warrior of Mezro, and enemy of those who corrupt the souls of the dead against the living. She has also been investigating the Death Curse.

Though her work is far from finished, she is thankful to have helped the people of Port Nyanzaru. She bids farewell to the party and extends her hopes that they one day cross paths again.

The faction contacts praise the characters for bringing the factions into full cooperation, as they are now aware of an active threat that threatens all within the city, but whose true nature can only be revealed by venturing beyond the city's walls.

STORY LINKS: WHY'D IT HAVE TO BE SNAKES?

The *Dreamer's Amulet*, once reassembled, was intended to be delivered to the merchant prince, Jessamine, either as a gift or planted near her person.

As the yuan-ti have been plotting to subvert Jessamine to their cause, with hopes the unassuming relic would invade the prince's dreams and unwittingly bend her toward the will of the yuan-ti. Though this plan has now been foiled, the machinations of the yuan-ti and their undead benefactor are far from over.

More information on this is introduced in future modules in this series as well as the *Tomb of Annihilation* hardcover.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 75/100 EACH)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Constrictor Snake	50
Diamssar	50
Giant Poisonous Snake	50
Lekhet	200
Yuan-ti Broodling	50
Zealot	25

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Rescuing the afflicted NPCs	15
Avoiding the Dandelions	15

The **minimum** total award for each character participating in this adventure is 75 **experience points**.

The **maximum** total award for each character participating in this adventure is 100 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Quest Reward	100
Lekhet Coins	25
Jeweled Dagger	15
Silver Bracelet	10

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

POTION OF ANIMAL FRIENDSHIP

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

POTION OF HEALING

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

POTION OF POISON

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award.

The Trusting Triceratops. Through your actions, you've garnered the respect of the Ytepk Society. Though their numbers are few, you are now aware of how their members secretly identify themselves to each other. During any of the rare social interactions you may have a member of the Ytepk, their starting attitude will automatically be friendly.

PLAYER REWARDS

For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Harpers** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*

APPENDIX. MONSTER/NPC STATISTICS

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages --

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

DIAMSSAR (ACOLYTE)

Medium humanoid (human), neutral evil

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages Common, Abyssal, Draconic

Challenge 1/4 (50 XP)

Spellcasting. Diamssar is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Dagger. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages --

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

LEKHET (YUAN-TI PUREBLOOD)

Medium humanoid (yuan-ti), lawful neutral

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *poison spray*, *suggestion*

Dreamer's Amulet. When in possession of this item, the yuan-ti can also innately cast the following spells:

2/day each: *crown of madness*, *ray of sickness*, *sleep*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

NERISSA (SACRED STONE MONK)

Medium humanoid (human), lawful good

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Unarmored Defense. While Nerissa is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Nerissa is wearing no armor and wielding no shield, her walking speed increases by 10 feet (included in her speed).

ACTIONS

Multiattack. Nerissa makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

REACTIONS

Parry. Nerissa adds 2 to her AC against one melee or ranged attack that would hit her. To do so, she must see the attacker.

YUAN-TI BROODLING

Medium humanoid (yuan-ti), neutral evil

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages Common, Abyssal, Draconic

Challenge 1/4 (50 XP)

Keen Smell. The broodling has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The broodling makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

ZEALOT (BANDIT)

Medium humanoid (human), neutral evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

APPENDIX. LAIR OF THE SERPENT MAP

