

BAN'NA

HEY, IT'S YOUR FUNERAL



JARROD TAYLOR

**Trailblaze a path to glory and plumb ancient legacies with
this Eberron adventure for 2nd level characters!**



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EXPLORE THE UNKNOWN WILDS



When Aryth wanes, long-forgotten manifest zones can show up anywhere, waiting to be rediscovered.

Off of the coast of Valenar, on a forbidden jungle isle, delve into the mysteries of an ancient region brushed by Lamannia.

Disclaimer: If this adventure does not drive you completely bananas, then the designer simply isn't trying hard enough...

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ADVENTURE OVERVIEW

Welcome to *Ban'Na*, a high-action game for the Eberron Campaign Setting. This adventure focuses on the pulp aspect of Eberron, exploration of fantastical places, facing dangerous exotic monsters, and obtaining the wondrous prize.

This adventure plays best when used with information presented in *Eberron: Rising from the Last War* and *Exploring Eberron* by Keith Baker.

Ban'Na is optimized for five (5) characters of 2nd level.

Eberron adventures make use of all three pillars of D&D play—exploration, social interaction, and combat—and incorporate the elements of dark fantasy and swashbuckling action. Not all characters fit these tropes, and characters designed solely for combat might miss some of the fun. *Ban'Na* is meant to be tongue-in-cheek and is meant to be taken light-heartedly. Players and Dungeon Masters should work together to create parties suited to embrace all that Eberron offers.

SYNOPSIS

A hobgoblin dirge singer, Fe'I Dhakaan, hires a band of adventurers to investigate a forbidden island off of the coast of Valenar to retrieve an ancient Dhakaani relic.

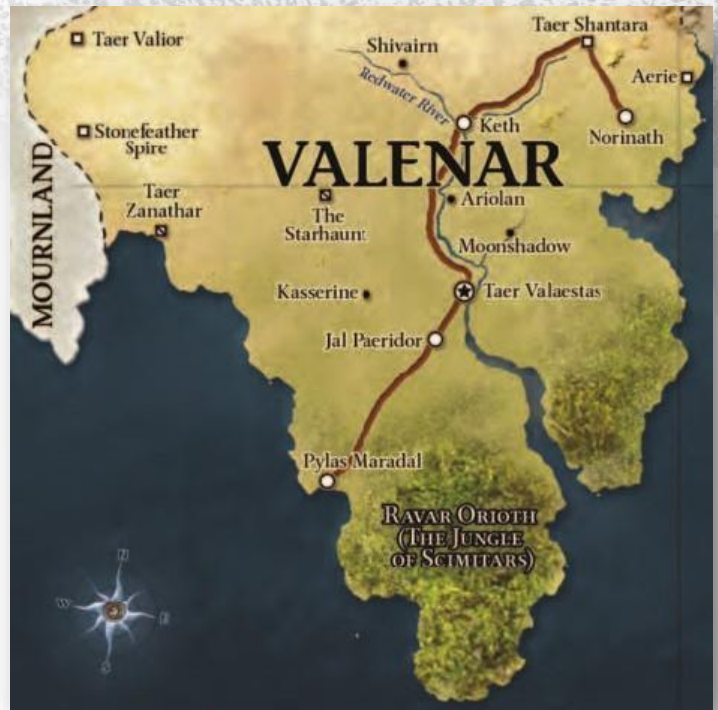
The party must face perils both living and dead to reclaim their prize while they can.

- 👉 The party is hired by duur'kala Fe'I to obtain the fabled horn of Musa Jhazaar'nu with the promise of rich rewards.
- 👉 Upon reaching the island, the adventurers must face malevolent plant life and former explorers who failed in their same objective.
- 👉 A monstrous denizen of the isle takes notes of the new arrivals and sends hordes of simians to harrow their progress.
- 👉 Upon reaching Musa's Grove the party must face the ruler of this forgotten paradise and claim the Dhakaani treasure!

BACKGROUND

In the days of the Dhakaani Empire, dirge singers—called duur'kala, crafted many wondrous items whose powers have yet to be reproduced by modern artificers and mageswrights. The Dhakaani utilized the amazing powers of manifest zones—regions on Eberron that touch one of the other planes in its cosmos often to beneficial or unusual effects.

A descendant of the great Jhazaar Dhakaan, a duur'kala named Musa Jhazaar'nu, discovered one such manifest zone at the Twilight Forest of Lamannia on a remote island at the southernmost points of Khorvaire— a region known today as Valenar. Upon this island Musa found that when



MAP TIP:

Follow the Compass Star East across Kraken Bay towards Valenar to reach the lost island.

the moon Aryth was in the proper alignment, dense vegetation receded to reveal a small oasis of paradise.

It was in this haven that Musa Jhazaar'nu crafted *Musa's Appealing Horn*, an item using the magics of Lamannia to make plants yield fruit much quicker than their season would normally permit. Musa and her choir erected a small keep within the plantation of fruit trees, and it is here where her legendary horn is said to rest.

The Kech Volaar— great dirge singers and keepers of Dhakaani history, have learned that Aryth is in proper alignment to reveal Musa's Grove once more, and so they hope to reclaim a lost relic of their people, adding its power to their trove. The songs of the island are not without peril, so Fe'I Dhakaan is willing to hire outsiders to aid in this quest in exchange for riches and information.

Fe'I hopes that *Musa's Horn* can be claimed before the grove is covered once more in impassible plant life for another age.

HOOKS

Top Banana. Fe'I Dhakaan knows that reclaiming a relic will go far for improving her status within Kech Volaar. To that end she hires adventures to limit the amount of competition. If the party has a patron, this could be a job outsourced through them, otherwise Fe'I could have learned about the party and wants to give them a kickstart into fame with a daring act of exploration and retrieval.

Golden Bunches. For assistance in obtaining a relic of their grand history, Kech Volaar is willing to share some of their masterpieces with the world— House Phiarlan may pay handsomely for a duur'kala ballad, and Darguun could benefit from Kech Volaar support. Fe'I Dhakaan is

authorized to hire the party in exchange for a few Dhakaani tricks of the trade.

Banana Split. Kech Volaar must act quickly to reach their prize before the denizens of Valenar notice. To avoid suspicion, a discrete party of adventurers is hired through contacts and channels to undertake a dangerous task.

For Muut and Atcha:

If your party contains any goblinoids, this task could be appointed as a test of mettle and bravery, a rite of passage for Gath'dar, Darguul, or Dhakaani.

RUNNING THE ADVENTURE

Ban'Na is a linear expedition intended for five 2nd level characters.

The adventure is written to occupy 1–2 hours of game time. If you would like to extend your adventure, the Bonus Scene 1 adds more pulp combat for swarthy adventures and Bonus Scene 2 offers a chance for deeper (but amusing) roleplay and more glimpses into Eberron lore.

All monster stat blocks needed for this adventure can be found in **Appendix A: Bestiary**.

While running this adventure, note the following formatting:

Sidebar like this contain rules reminders, tips, or reveal Eberron lore.

Text like this is meant to be read aloud or paraphrased to the players.

A BUNCH OF BANANAS

In *Ban'Na*, players will face an assortment of threatening creatures and interact with a team of goblinoids who escort them to the island. Fe'I Dhakaan is the party's main point of contact for this adventure.

MAIN CHARACTERS

Fe'I Dhakaan (FAE-Ee Dha-KHAN). An eager young duur'kala of the Kech Volaar eager to prove her worth. Fe'I is fascinated by the dirges of her people and hopes to bring honor to her clan.

Personality. Charming and curious, I am willing to broker with outsiders to meet my ends.

Ideal. I want to take my place among the great duur'kalas and bring atcha to Kech Volaar.

Bond. My kech are my everything.

Flaw. I am short-sighted in my ambitiousness.

Rhu'nu Khong (ROO-New KONG). Rhu'nu is a venerable girallon who is long past her prime. Missing an arm from a life of conflict and maintaining the pecking order, she throws herself and her court at any intruders.

Personality. I will never lose.

Ideal. Devour any newcomers.

Bond. My court serve me explicitly and know their place.

Flaw. Bananas.



MINOR CHARACTERS

Baran'gan, Maanzano, Saba (Bar-RAHN-Gan, MAN-zan-o, SAH-bah). Accompanying the duur'kala Fe'I are three golin'dar of Kech Volaar. Acting as her bodyguards and sentries, they care only for the success of the mission.

Personality. Keep quiet and keep to ourselves, speak only when addressed directly or given leave by Fe'I.

Ideal. Help Fe'I reclaim the *horn*, defending her as our muut demands.

Bond. We trust each other and our duur'kala. We do not trust outsiders.

Flaw. Unable to speak Galifar's Common our curiosity is stifled by a language barrier.

SCENE 1: MAABET IS BANANAS!

Hired by Fe'I Dhakaan directly or indirectly, the characters make their way to the port city of Pylas Maradal in Valenar, where they meet with their contact. The hobgoblin chooses not to meet in a tavern or inn, but by a specific fruit stand near the docks known for its fresh plantains.

As you wander the stalls of the street vendors hocking their wares, you finally come upon the fruit stand where you are to meet your employer. Two out-of-place cloaked figures are by the stand, one could be another elf shopping ... and the other is almost assuredly three small stacked figures in one long coat.

The taller figure seems tense in the cosmopolitan atmosphere. Upon closer inspection she is a young hobgoblin wearing false elven ears and slap-dash makeup- she doesn't blend in at all. Her attention is focused on the wares of the stall, picking up and inspecting the fruit- but her words are addressed to you. "I am Fe'I Dhakaan. I have need of brave explorers willing to accompany me and my companions." Her accent betrays that Common is not her first language.

The jovial dwarven merchant behind the stall seems happily oblivious to any conversations going on in front of him, he busies himself with woodcarving as the hobgoblin continues.

"There is an island to the south that is normally blanketed in vines and overgrowth too dense to cut through. Travel there with me, and undertake a task on my behalf, and as promised you will be richly rewarded." She flicks an expressive ear towards you all as she awaits your response.

At this point if the party has not been debriefed on the nature of the mission, they may have questions for Fe'I.

What does Fe'I know? The duur'kala is willing to answer straightforward questions as they pertain to the task at hand, but she dismisses any probing personal questions by flattening her ears and bluntly stating that her personal life is none of their concern. A DC 10 Wisdom (Insight) check reveals that the hobgoblin is being truthful with her responses.

👉 **What is the task?** "I need someone to retrieve a magical horn created by my people millennia ago."

👉 **Why can't you do it?** "I am hiring you to complete this task for me. If you are unsuccessful, I will seek alternative options."

👉 **What does the horn do?** "Songs tell that Musa Jhazaal'nu sang the powers of Lamannia into the horn, it can create a great bounty of food."

👉 **Where is the island?** "Off of the southern shores, the island touches the Twilight Forest and is often too choked with plant life to explore."

👉 **Why is it accessible now?** "The manifest zone has reopened with the changing of the moon Aryth, the window of success is slim, we must act now."

👉 **What does the manifest zone do?** "A manifest zone is a place where other worlds touch Eberron. Lamannia's influence on the island causes rampant plant growth and some rare vegetation may only be found in such places."

Kech Volaar:

The Dhakaani Kech Volaar are the Keepers of the Word, historians and bards that honor the traditions of Dhakaan and seek to preserve the knowledge of the Empire. The Kech boasts the largest amount of duur'kala, hobgoblin dirge singers. Their main enclave is Volaar Draal, the City of the Word, located deep in the Seawall Mountains.

TREASURE AND REWARDS

Fe'I offers the sum of 250 galifars in Eberron dragonshards for undertaking the mission. She promises another 300 gp for the return of the horn. Beyond the horn, the adventurers are permitted to keep whatever treasures they find on the isle.

Once the party agrees to retrieve the horn for Kech Volaar, Fe'I address them once more.

"Ta muut. If you have supplies to procure, do so now. Our boat makes for the coast in two hours' time. Meet me on the docks and we will be off!"

If the party has exploration supplies they need, most mundane commodities can be acquired in the city.

Exiting the Scene. Once the characters are ready to depart, they meet with the goblin-folk (now outside of their disguises) on a vessel that is not much more than a rowboat, heading out into the waters of Kraken Bay. Go to Scene 2.

SCENE 2: DAYLIGHT COME AND ME WAN' GO HOME

On a small ship, the company makes their way along the Valenar coast before turning west for a small island in Kraken Bay.

The next few days are spent in a very tiny fishing boat with little conversation and less privacy. The dar of Kech Volaar keep to themselves, the novelty of the three goblins singing a chorus about rowing a boat fell short soon after the first round, but it seems to be the only song they know in Common and they are Khyber-bent on repeating it. Fe'l opts to sail under cover of night in hopes of remaining unseen, making camp on the coastline during the day in the thickets and bluffs along the shore.

Dawn is breaking as the hobgoblin banks the boat on the shore of the forgotten island. Most of the isle is densely covered in foliage, bright flowers and tangling vines, spiraling tropical trees and huge megaflora. It is very easy to see Lamannia's supranatural effects on the life here. A sweet aroma of fruit pervades the air, and the sounds of the lapping waves on the shore are answered by birdcalls and warbling cries of unseen animals that pitch and rise into trilling screeches.

At the edge of the beach there is a gap in the thick plants as though they have been pulled back as though a massive hand were moving aside a curtain for a reveal.

As the goblin trio pulls the boat onto the sands, Fe'l makes note of the passageway. "There is the opening Aryth has provided. Kaas," She gestures to herself and her goblin companions, "will make camp just within while you seek out Musa's Grove and her horn. Return the horn to me, whatever else you find on the island you may keep but *Musa's Appealing Horn* belongs to Kech Volaar!"

The agents of Kech Volaar will set up tents and camp just beyond the entrance into the island. Stress the saturation of life that players see, an overabundance of plant-life that makes an impassible wall surrounding the jungle's interior.

Aryth: The Gateway

The Orange-red moon of Aryth is one of 12 visible moons in Eberon's night sky. Aryth is said to have effects on manifest zones as the moon Zarantyr has sway over the tides. When Aryth waxes and wanes, new manifest zones may be discovered, or lost zones may once more be revealed.

SCENE 2A: IN THE JUNGLE YOU MUST WAIT...

Making headway through the island should prove easy enough. Trailblazing requires a **Wisdom (Survival)** check with a **DC of 12**. Most of the jungle counts as **difficult terrain**. Encourage the party to narrate their trek through the jungle, if they are using any weapon or natural attack that does slashing damage, or any type of fire magic, grant advantage on the check (The vegetation is thick enough that a fire won't spread). If the party manages to fail the check, after an hour of walking they will find themselves back at camp where the goblins are sipping tal and eating bananas. With a success, the party moves deeper into the jungle, stumbling upon the remains of previous explorers. Read or paraphrase the following:

Here the dense jungle opens up into a small clearing containing several banana trees. One in particular seems choked with vines and bright yellow flowers. The sticky sweet smell of fruit is almost cloying here, hanging heavy in the air.

Three hobgoblins sit in the shade of the tree, their backs towards you. Their armor is in poor condition and they appear to be recuperating or taking respite.

With a **DC 15 Charisma (Perception)** or **Intelligence (History)** check a player character will notice that something is peculiar about the trio of hobgoblins and alert the players that something is amiss, they aren't moving and their rotting gear is quite outdated. If the party attacks, move into Initiative. Otherwise, if the party approaches or hails the hobgoblins, read as follows:

As the trio is disturbed, they rise to face the living. Vines of the banana tree are wrapped around and through their rotting carcasses- it seems the last expedition to the grove was not a success. All together the hobgoblin zombies shamle forward as the vines of the tree they are tethered to quiver and writhe!

Roll initiative! The hobgoblins are **3 Banana Musk Zombies** (Appendix A, page 11). Clinging to the tree is a **Banana Musk Creeper** (Appendix A, page 11). The zombies are straightforward, they attack and attempt to drag fresh victims to the tree to be implanted with new creepers.

Although the zombies are barely sentient, they have no self-preservation. The creeper and its zombies fight until destroyed.

If the party wants a bigger challenge, run **Bonus Scene 1** after this encounter.



REWARDS

Although most of their gear is falling apart, one hobgoblin has a small pouch with four semiprecious figurines inside. The tokens are a jet crocodile, a hematite elephant, a jade monkey, and an ivory rhinoceros. They are worth 10 gp each.

SCENE 2B: MONKEYS SLOW THE EXPEDITION

As the party moves on, away from the clearing, any character with a **Passive Perception** of 13 or higher notices that something large with white fur keeps moving in the trees as they progress- too quick to make out any details. Another **DC 12 Wisdom (Survival)** check will move the party deeper into the island, a failure this time will give each party member **one level of exhaustion**. Stress the unfavorable conditions of the humid jungle, the stinging insects, and the constant chatter of animals just out of sight. With successful navigation and moving closer to the center of the island, narrate or paraphrase:

The jungle continues to grow more humid and ever louder as the day progresses. Soon the noise is almost unbearable as you stumble upon a massive fruit tree. Taller than others nearby, this tree is heavy with ripe glowing golden bananas and absolutely infested with monkeys who have surrounded the tree with refuse! Past the tree seems to be the clearest way forward, but the chattering simians do not seem keen to receive visitors.

Inhabiting this banana tree are several **Monkey Swarms** (Appendix A, page 12). **2 Monkey Swarms** throw rotten fruit (among other things) from 20' up the tree, while **2 Monkey Swarms** jump down to harrow the party. Roll initiative! Anyone who is bitten by a monkey must make a **DC 11 Constitution save** or contract sewer plague from the rotten refuse and filth surrounding the tree.

When **2 Monkey Swarms** have been defeated or driven off (unlike most swarms, these monkeys are easily frightened and are not immune to being frightened or intimidated) the rest of the howling primates scatter to other trees and disperse throughout the jungle- for a brief time.

Once the monkeys have been dealt with, read the following:

The hoots and howls of the remaining monkeys carry off deep into the jungle. There are items strewn about the tree, discarded keepsakes collected by the monkeys. In addition to the baubles and castoffs from previous explorers, the fruits of this particular tree glow with glimmering magic.

REWARDS

Anyone who searches the area may roll upon the **Monkey Business** trinket table. If anyone is brave enough to try a banana, **2d6 +1** may be recovered and when eaten, each acts as a single *goodberry*.

MONKEY BUSINESS TRINKETS

1d6 Trinket

- 1 An expedition journal from four explorers, although the pages with their names have been torn away the title reads- "...nnia Manifest Zone- Exploring the breadth and depth of th..."
- 2 A bright yellow suit of banana peel leafweave armor (treat as leather)
- 3 The laughter of monkeys erupts from this large banana peel hat whenever you fall or are knocked prone
- 4 This stuffed kangaroo is covered in scribbles of two words over and over- "Uul Dhakaan."
- 5 A belt made from vines for a very wide monster
- 6 When asked a question, this monkey skull simply goes "Hmm..." in response

SCENE 3: TALLY ME BANANA

After monkeying around, at last the party finds a foot path that takes them to the heart of the island. Deep in the jungle is Musa's Grove, a small fort erected by the duur'kala Musa, direct descendant of Jhazaal Dhakaan. Here also is the home of one of the island's most dangerous denizens - the ancient girallon Rhu'nu Khong. The girallon knows that there is a way inside of the crumbling keep, but she cannot understand how to open the door. She is too large to fit through the cracks in the stones that her monkey underlings swarm through.

True to the skill of Dhakaani masonry, the keep at the heart of the island remains mostly intact after thousands of years. When the players are ready, paraphrase or read:

Here at the jungle's heart is a well-tended grove of beautiful banana trees. The grove is orderly as though the plants have been finely cultivated, but there does not appear to be any signs of recent gardening - ancient rituals keep the trees of the grove growing in line.

A small two-story keep rests in the center of the grove. The stone walls are covered in vines and ivy, and the second floor has collapsed, but the foundation is remarkably sound. This is Musa's Grove, and the fabled resting place of *Musa's Appealing Horn*.

A large circular door bars entrance to the keep, if the horn is anywhere, it will be within.

As the party draws closer to the keep, they should notice that the door does not seem to have a handle. Allow the players a few moments to think about how to approach or enter and read as follows:

Although ivy covers most of the building, the door seems strangely absent of plant-life. There are no windows to the keep. Goblin sigils are chiseled into the door's edge, and even after millennia they glow faintly.

Anyone who succeeds a **DC 13 Intelligence (Investigation)** check notes that the sigils are the remnants of some ancient spell. If a character speaks Goblin, they automatically can discern this. The runes read like a song - and a song is how it must be opened. To open the rolling door, a character must succeed on a **DC 15 Charisma (Performance)** check. Failure grants Rhu'nu Khong surprise on the first round of combat as they have given away their position. As soon as the party makes their Investigation check or deciphers the runes, they are ambushed by **Rhu'nu Khong** (Appendix A, page 12) who has been spying on them from the jungle. Read the following:



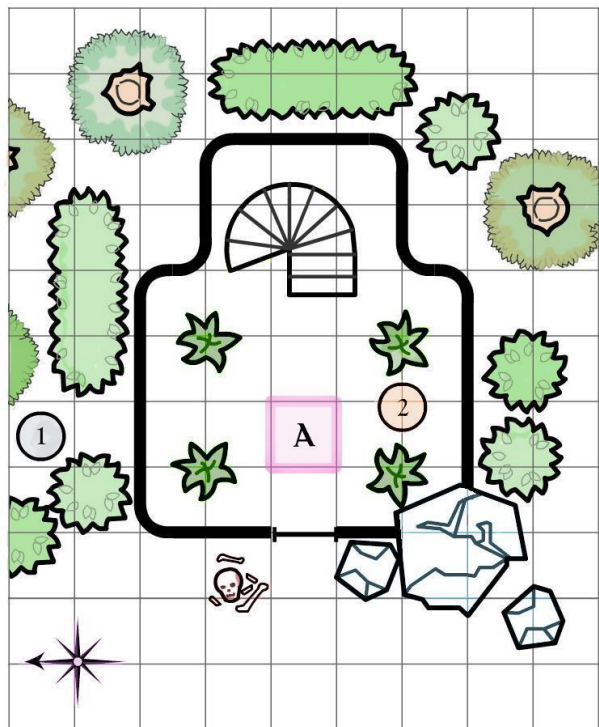
Out from the bushes springs a large white ape-like creature! The beast is covered in scars and wounds from a long life of conflict and rage - even a missing limb. Three powerful arms beat its chest in challenge and it releases a mighty roar which is answered by the calls of monkeys throughout the jungle - and from within the keep!

Charging forward, the three-armed gorilla seems very determined to take down anyone who dares to trespass on its domain!

Time to Roll Initiative! Rhu'nu Khong is very territorial and fiercely angry at anyone who can figure out how to open the magic door before her. She attacks savagely and without abandon. When she drops below 20 hit points, if the door has not been opened and the **Monkey Swarm** has not been dealt with, she howls for them to come to her aid. The swarm takes a turn to exit the keep from cracks in the upper story before they join into initiative. Rhu'nu Khong will not back down by choice and will fight to her last breath. If she is subdued, she will pursue the party as soon as she is able to as long as they remain on the isle.

The Monkey Swarm is loyal, but they will scatter when dropped to less than half of their hit points - or if they are in combat when Rhu'nu Khong is slain.

MUSA'S GROVE FIRST FLOOR



One Square = 5 feet

1: Rhu'nu Khong

2: Monkey Swarm

A: Rotten Banana Trap

When the adventurers are victorious and manage to open the door to the keep, read or paraphrase:

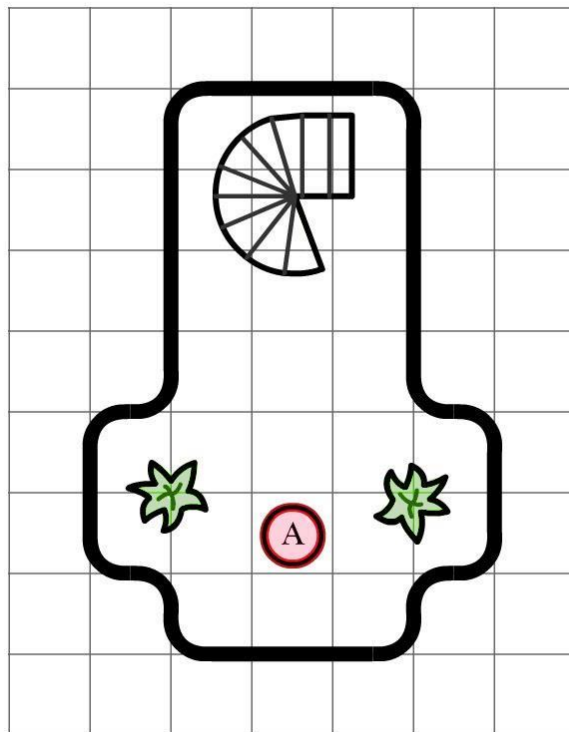
No torches or magical lights illuminate this small keep, though sunlight pours in through the cracks in ceiling where the second story once stood, basking the entire chamber in dim light. Four potted banana trees line the walls, kept alive by the power of the Twilight Forest. A stone stairwell once connected the upper and lower floors, but now the stairs only descend to another level below.

The keep has mostly held up throughout the passage of time by the stones being fortified by the manifest zone. Aside from notable signs that monkeys have been inside, the building is surprisingly pristine. The sweet aroma of bananas hangs around this foyer, an enticing reason for Rhu'nu's monkeys to find their way inside. Beyond the monkeys, the danger here is the **Rotten Banana Trap**.

Primordial Matter

This island's manifest zone has the **Primordial Matter** trait of Lamannia. Natural materials like stone are stronger here, with double their hit points and a higher armor class. For more information see *Exploring Eberron* page 173

MUSA'S GROVE BASEMENT FLOOR



A: Po'ta Sium and Musa's Appealing Horn

ROTTEN BANANA TRAP

Magical trap

This trap is activated when an intruder steps on a hidden pressure plate, releasing a barrage of rotten bananas from the four banana trees.

The DC to spot the pressure plate is 15. With a successful DC 15 Intelligence (Investigation) check, a character can deduce the presence of the pressure plate from its discoloration compared to the other flagstones. Wedging a chip of stone or other object under the pressure plate prevents the trap from activating. A successful dispel magic (DC 11) cast on the plate destroys the trap. A spell or other effect that can sense the presence of magic, such as detect magic, reveals an aura of conjuration around the plants.

The trap activates when more than 20 pounds of weight is placed on the pressure plate (the monkeys are too light), causing each plant to launch several rotten bananas towards the center of the room. Each tree makes a ranged attack with a +8 bonus against a random target within 10 feet of the pressure plate. A target that is hit takes 2 (1d4) bludgeoning damage and must make succeed on a DC 11 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. (If Rhu'nu Khong has to make this save, she does so at disadvantage)

When the party heads down the stairs, the horn is ready to be claimed - if the heroes are worthy. The horn is guarded by an ancient sentinel with specific instructions. Read the following:

This small room is lit by a single source - a glowing horn held aloft by a hobgoblin warrior in Dhakaani livery. In her other hand she holds a chained flail. The instrument resembles a peeling banana wrought from gold. The guard notices your approach, but continues to hold the horn high - a final guardian to Musa's ancient treasure.

Po'ta Sium (Appendix A, page 13) will attack any non-goblinoid she sees, and can easily be deceived by illusions. The guardian will also halt if instructed to in Goblin. A **DC 15 Charisma (History)** check will give a player character the ability to dupe the sentinel with intention and body language, otherwise Po'ta Sium attacks the interlopers. When she is defeated, or turns over the horn, the illusion masking her appearance fades and she collapses into a pile of bones and dust. As the party claims their prize, read:

You are the first living creatures to lay eyes upon *Musa's Appealing Horn* in generations. After exploring an island hidden from the world, after facing all of the dangers the jungle has thrown at you, fighting your way here into the treasured alcove you discover... it's all bananas.

REWARDS

The party is free to claim *Musa's Appealing Horn* (Appendix B, page 14). If the adventurers rest before returning to Fe'I, they can determine the properties of the horn with the usual methods for identifying magic items.

CONCLUDING THE ADVENTURE

The journey back to the beach is much easier than the trek into the jungle. Unless they delay, the party will meet back up with the Kech Volaar before nightfall. After leaving the Grove would be an ideal time to run **Bonus Scene 2**, making the players think there is more danger in store. Fe'I is overjoyed at their success - she was not entirely certain the horn could be found. She rewards the party with the additional galifars promised and lets them know they have a favor to call in with the Kech Volaar. She is certain that her status within Kech Volaar will be greatly improved by the return of the duur'kaala horn.

Although this adventure is a stand-alone, seeds have been planted to return to the island or pursue other avenues if a Dungeon Master wishes to expand upon Ba'Na. Agents of Dhakaan and Valenar will both be interested in discovering the island's secrets, and the window of discovery for island to remain explorable is brief. If the party contains goblinoid characters or characters with ties to Kech Volaar, this adventure may only be the beginning of a patronage.

If the party decides to deceive Fe'I and keep the horn, the Kech may send agents after them if they discover the ruse. Any number of institutions or agencies might want to study the Dhakaani relic and may pay handsomely for it. If the characters opt to keep the horn, the magical benefits it grants aren't world-breaking, and it can make an amusing keepsake.



BONUS SCENE 1: HIDE THE DEADLY, BLACK TARANTULA!

This scene can be run before or after claiming *Musa's Appealing Horn*, and adds another threat of danger to hinder the party's progress. The party loses their way and stumbles upon the nest of a very large banana spider. The creature is deadly, but if they prevail they will have a better story for it (and some extra loot). Read the following:

The foliage grows denser here and the air is harder to breathe. Somewhere along the path you have lost your way. The jungle canopy is thick here, choking out the sunlight and making everything difficult to see. All around are knotted hanging vines that cloy to the skin and hinder progress... no, not only vines... webs! You have stumbled into a thick nest of webs, and the way behind you is suddenly obscured by a large silhouette.

A sharp clacking of fangs gives away the monstrously large spider just before the gleam of its eyes!

Roll Initiative! The **Banana Spider** (Appendix A, page 13) keeps itself between the adventurers and their escape. They will have to face the arachnid or find a clever way to escape. The webs are flammable, if the party wants to overcome this challenge all they need to do is get past the spider and torch its nest. Desperate for a meal of juicy adventurers, the Spider fights to the death. If the nest is set ablaze the spider will flee from combat as soon as it is able.

REWARDS

Lying amidst the strands of web is glowing blue *moon-touched dagger*.



BONUS SCENE 2: YES! WE HAVE NO BANANAS

This scene runs best before the party achieves their goal. This adds a moment of tension before it is dispersed with a bit of fun. This scene can occur at any point once the party is away from their Kech Volaar employer.

A trio of Valaes Tairn elves set upon the party, intent upon proving their worth to their patron ancestor. However, their patron was not a warrior of steel or steed, she was a battle-dancer, and so these three young elves challenge the party... to a dance off! When ready to run the scene, read or paraphrase:

Despite Fe'l's caution, it becomes apparent that you were followed to the sacred island. A trio of veiled elves in Valenar trappings step from the shadows of nearby trees. Their posture shows that they are itching for a challenge. A muscular elf greets you and issues his proclamation.

"We have come to test our mettle, and you outsiders will prove a worthy chance to do so. In ages past our ancestor Larahirs of Brunna had no equal in battle. We will honor her deeds this day. Flee, and all will know your cowardice. Answer our challenge and you may face an honorable defeat... in dance."

If the party refuses the challenge, the elves will leave grumbling and disappointed. If they accept the challenge, then the **3 Tairnadal Battle-dancers** (Appendix A, page 13) will explain their challenge. Each dancer has a chance to contribute to the performance, touching upon the 5 elements of the form of dance, so the stakes are set to the best 3 out of 5.

Although **Charisma (Performance)** is a usual method for portraying dance, this scene should encourage creativity and fun. The Tairnadal will be using **Charisma (Performance)** checks, but players can use any logical skill they want to attempt; **Dexterity (Acrobatics)**, **Charisma (Intimidation)**, **Strength (Athletics)** etc. While one elf dances against one PC, the other two elves watch for foul play. If caught cheating, the adventurers are disqualified and the elves leave sullen that their performance was tarnished. As the PCs will likely outnumber the elves, an elf may have to dance more than once for the contest.

Valaes Tairn

The elves of Valenar venerate their ancient ancestors striving to emulate their deeds in battle. These Tairnadal are chosen by their patron and attempt to live up to their glory and legend.

REWARDS

If the players are successful, the elves will gift the party a pair of *common glameweave boots* that swirl with illusory rose petals when worn. Whether victorious or defeated, the elves leave gracefully with respect to their opponents.

APPENDIX A: BESTIARY

BANANA MUSK ZOMBIE

Medium undead, unaligned

Armor Class 9

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	9 (-1)	12 (+1)	2 (-4)	6 (-2)	3 (-4)

Condition Immunities charmed, exhaustion

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

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

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

BANANA MUSK CREEPER

Medium plant, unaligned

Armor Class 6

Hit Points 60 (11d8 + 11)

Speed 5 ft., climb 5 ft.

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

Condition Immunities blinded, deafened, exhaustion, frightened, prone

Senses blindsight 30 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

False Appearance. While the banana musk creeper remains motionless, it is indistinguishable from an ordinary banana flower.

Regeneration. The creeper regains 10 hit points at the start of its turn. If the creeper takes acid, fire, necrotic, or radiant damage, this trait doesn't function at the start of its next turn. The creeper dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a banana musk creeper bulb. Unless the bulb is destroyed, the corpse animates as a banana musk zombie after being dead for 24 hours. The bulb is destroyed if the creature is raised from the dead before it can transform into a banana musk zombie, or if the corpse is targeted by a *remove curse* spell or similar magic before it animates.

Banana Musk 3/day. The banana creeper's flowers release a strong fruity musk that targets all humanoids within 30 feet of it. Each target must succeed on a DC 11 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MONKEY SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 11 Constitution saving throw against disease or contract sewer plague.

Yesterday's Bananas. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage and 1 poison damage.

RHU'NU KHONG

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Aggressive. As a bonus action, Rhu'nu Khong can move up to her speed toward a hostile creature that it can see.

ACTIONS

Multiattack. Rhu'nu Khong makes four attacks: one with her bite and three with her claws.

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

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

PO'TA SIUM

Medium undead, lawful neutral

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	10 (+0)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

Sewer Plague

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include cramping and fatigue. An infected creature suffers one level of exhaustion, and regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make another Constitution saving throw with the DC the same as the initial save. On a failed save, the character gains one level of exhaustion.

On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Indomitable Beasts

Elementals and Beasts in this Lamannian manifest zone are harder to command or control. Beasts and Elementals have a +2 bonus to Constitution and advantage on Wisdom, Intelligence, and Charisma saving throws. For more information see *Exploring Eberron* page 173

BANANA SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

TAINADAL BATTLE-DANCER

Medium humanoid (elf), chaotic good

Armor Class 13 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +4

Skills Acrobatics +4, Deception +4, Performance +6, Persuasion +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 1 (200 XP)

Evasion. If the tairnadal battle-dancer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the tairnadal battle-dancer instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fierce Devotion. The tairnadal battle-dancer has advantage on saving throws against being charmed and frightened, and magic can't put the tairnadal battle-dancer to sleep.

Innate Spellcasting. The tairnadal battle-dancer can innately cast *prestidigitation* (musical notes only). Its innate spellcasting ability is Charisma.

Song of Larahirs 1/day. The tairnadal battle-dancer can call upon its patron ancestor and grant advantage on its next Charisma (Performance) check.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Veil Snare. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 0 damage, and the target must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained.



APPENDIX B: MAGIC ITEMS

MUSA'S APPEALING HORN

Wondrous item, rare (requires attunement)

This horn has 4 charges. When you use an action to blow it, you can expend one charge to cast the *plant growth* spell. You may choose a specific plant or variety of plant within range instead of all normal plants. Expending 2 charges casts the *goodberry* spell. The berries grow on an appropriate plant within range as fruit or berries appropriate to it. The horn regains 1d4 expended charges each month when Aryth is full.

Once per year you may expend all 4 charges with a single blast to cast the *commune with nature* spell. When this ability is used, the horn ceases to function for a year.

GOING BANANAS

Slip into perils unknown and prepare for more banana puns and allusions than should be feasible in Ban'Na. Journey to a lost island where troubles can be found in bunches. Face many dangers as you get to the ripe adventure that awaits. No monkey business here. Ban'Na is an adventure that you will hopefully find appealing, beyond the thrills of pulp action may you also find more laughs than a barrel of monkeys.

