

D&D

ADVENTURERS LEAGUE

IT'S NOT EASY BEING GENE

The Shattered Planes, Part I

CCC-APL-01-01

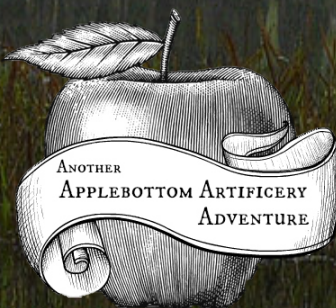
The Applebottom Brothers may have just arrived in the bustling city of Thentia, but novelty draws rumor, lighting imaginations with whispers of miraculous creations in development. Now comes an open invitation to capable adventurers willing to assist them in securing information, rare components, and political favors —before rivals can snatch them up.

In Loving Memory of Cambria McDaniel (1997-2017)

All proceeds from this module will be donated to the Leukemia & Lymphoma Society of America.

Written by Daniel Eggert

with additional characters by Ethan McDaniel, Cambria McDaniel, Greg Marks, & Grigory Parovichnikov



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ATX
ROLE PLAY RALLY



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Adventure Code: CCC-APL-01-01

Version: 1.00

(DMsGuild Release)

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A 4-Hour Adventure for 1st-4th Level Characters

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CCCAPL01-01 It's Not Easy Being Gene

Introduction

Welcome to *It's Not Easy Being Gene*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Con Created Content program.

This adventure is designed for three to seven 1st-4th level characters and is optimized for five 3rd-level characters. Characters outside this level range cannot participate in this adventure.

This adventure takes place in and around the city of Thentia and along the River Thent in the Moonsea region of the Forgotten Realms campaign setting.

Adjusting This Adventure

This provides suggestions in adjusting 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 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 faction, 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. 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

"Jeremiah was a bullfrog. / He was a very good friend of mine. / I never understood a word he said / But I liked to drink his wine." – Hoyt Axton

Adventure Background

Recently, a group of adventurers found Chultan grung performing an unidentified ritual in caverns east of Thentia. (See [CCCTHEN01-01, Beneath the Surface](#)). After the grungs' inevitable slaughter by hired adventurers, Emerald Enclave agents investigating the caverns discovered these grung had driven a tribe of bullywug from their nearby home, but not before the treacherous king fled with his Chultan cousins' prize possession: a Froghemoth's Egg. This was reported to the High Harper in Thentia: Seireri Moongleam, High Priestess of Selûne.

Meanwhile, the Applebottom Brothers' Artificery Guild have identified a rogue portal to the Fugue Plane is open near Thentia, but not its precise location. New in town, the Brothers need to forge alliances and secure a secluded location for their research if they are to uncover the culprit or design a device to seal this portal off. Gene & Jean Applebottom have selected Moonsilver Hall, an abandoned convent of Selûne on the shore of the River Thent, as a first choice for their base of operations.

Priestess Moongleam has a plan but needs adventurers to escort an associate to secure the Froghemoth Egg from the bullywug. The sale of the long-abandoned Moonsilver Hall gives her an avenue to have someone else discretely arrange the operation. It's so elegant, what could go wrong?

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Gene Applebottom (JEEN AP-uhl-BAHT-um). Lightfoot Halfling & Interim Guildmaster. Hiding a horrendous combover under a felt top hat, he is an alchemist with a passion for making potions that taste like other things, and a cleric of Waukeen.

Seireri Moongleam (SAYR-airy MOON-gleem). Human, Female, 75, appears to be 22. The High Priestess & Chosen of Selûne guides the Hall of the Moon, has a vote in the City Council, loves the common people, and is a high-ranking member of the Harpers.

Bug (BUG). A male adult Bullywug. An inquisitive rogue sporting a chip on his shoulder the size of Chult. His fingers are in every deal in Thentia, but when he isn't trading information, he works for the Emerald Enclave.

King Timrek (KEENG Ker-MEHT). A fat, aged male Bullywug that rules the Blue Bayou tribe with a tyrant's fist. Don't let his pride or girth fool you; He's a cavalier of remarkable skill.

Adventure Overview

It's Not Easy Being Gene is broken into five parts:

Part 1. Unconventional Purchase The party meets Gene in The Hilt. At Moonsilver Hall, Gene introduces them to High Priestess Moongleam and requests their assistance.

Part 2. Tea at Fourth Bell The High Priestess' first task is to meet a contact & discreetly retrieve an item of importance.

Part 3. Roll Out the Barrel Rivals of the Priestess surround the party and chase them through Thentia's streets to the House of the Moon.

Part 4. The Plot Thickens Inside the House of the Moon, the High Priestess introduces the party to Bug, and the pair lay out the task they intend the party to complete.

Part 5. It's Good to Be the King The party escorts Bug to a swamp along the River Thent to retrieve a Froghemoth Egg. There are optional paths for stealth, a contest of skill, or combat. The choice is up to you and the players.

Conclusion. The party returns to Gene & the Priestess to turn in the Egg and receive payment.

Adventure Hooks

Just Getting Started. First-time adventurers may be looking to strangers for work because they have history in the city they're trying to avoid. Alternatively, they may be sent by someone in the city to spy on the Applebottoms, the Priestess, or gather salacious gossip.

Sign said Level 5+ need not apply. Experienced adventurers who have never been to Thentia likely found a handbill posted in a tavern by the Applebottom Brothers.

Other Con Created Content. Characters may have completed other CCC modules in or around the Moonsea region and have a reputation for dependability. Lord Swifthand or Vayu Ashvin (the half-elven Wizard-in-Silver) could recommend the adventurers to the Applebottoms.



Emerald Enclave (Faction Assignment). The Enclave sent agents to investigate any repercussions on the Thentian ecosystem from the introduction of non-native Chultan grung. An agent will be in touch. Protect them at all costs.



The Harpers (Faction Assignment). Harpers are asked to vet the character of the Applebottoms on behalf of High Priestess Moongleam. Find out if they're honest and write a report. Oh, and she may have one other little favor to ask...

Part 1. Unconventional Purchase

Estimated Duration: 15 minutes

We meet our heroes as they are dispatched by interested parties, referrals, or handbill-on-signpost to meet Gene Applebottom in The Hilt, a growing commercial district between the Sword Trail's end and the new Dusk Gate in the western wall. (See 2 & 13 on Appendix III, Map of Thentia.)

General Features

Thentia is a bustling city known for a high density of magic users and their strict no-slavery policies. Commerce is always swift here and The Hilt, as the western point of entry to Thentia, is clear evidence of booming industry.

Terrain. The streets of the Hilt are freshly cobbled and slope from the city down to the Riverside docks. Just past the new buildings are clear, grassy fields broken by worn paths.

Weather. The air is heavy with coastal humidity, but moderately cool.

Light. Fog is not uncommon after sunrise, but visibility is good once midmorning burns it away.

Smells and Sounds. A press of travelers, merchants, and the middle-class keeps the Sword Trail noisy here, but as the group travels north on the path, the sound quickly dies off.

This One Went to Market

Read or paraphrase the following, adapting it to your needs:

The Sword Trail, a portion of the overland trade route along the north coast of the Moonsea, has been rerouted to a convenient ferry crossing over the River Thent. In the past months, the gate in Thentia's western wall has been rebuilt to allow cargo and caravans. The merchants' district that sprang up outside the Dusk Gate has been nicknamed "The Hilt" and business is booming.

It is in The Hilt that you begin this foggy morning, looking for a fellow you heard had some work for you to do.

A Lightfoot Halfling matching the description given makes eye contact, hops down from a crate where he has held his lookout, and makes his way to meet each of you with a wide smile stretching to touch each of his pork chop sideburns.

"Hail, and well met! I am Gene Applebottom, interim guildmaster of the Applebottom Brothers Artificers. I was told to look for persons of your description and... yes, now that you are all here, I hope we may introduce ourselves as we walk to my next appointment. Across the street, out of the noise, and to the north, if you please."



Roleplaying Gene Applebottom

Gene Applebottom (NG, Lightfoot Halfling Cleric) is a light-hearted, friendly fellow with a head for business and a love of people. He is charismatic, a natural salesman, and always smiling.

He and his brothers have a mission and a plan (see Adventure Background) but will keep those details private until he can trust the adventurers better.

Quote: "True, our standard healing potion is no more potent than others, but your generous donation will further the work of Gond! And it tastes like brackleberry jam, not soap or oil like the usual market fare!"

Gene Applebottom will begin the conversation by asking the characters to introduce themselves. This is also a good opportunity to gather details you need from the party to run the adventure, calculating the APL, etc. if you haven't already done so.

When it is his turn, Gene will fill them in on his Order and the day's business as they walk. Include the following information, as you wish and time allows:

- "The Applebottom Monastic Order of Alchemists, Arcanists, Artificers, and Armorers —The Applebottom Brothers for short— is a monastic guild dedicated to the improvement and protection of society through innovation and the worship of Gond and Waukeen."
 - The Brotherhood runs itself more like an eccentric Artisan's Guild than a traditional monastic order. They are not-for-profit, but they challenge themselves to expand rapidly and to do voracious business. "You must make coin to give coin, yes?"
- Gene, Jean, and 6 more Applebottom Brothers have come to Thentia to extend their order.
- "We have been welcome guests at The Mage Pit (Location 21), but after "one too many explosions," Mistress Tunnely's patience is exhausted and she gave us a few days to find somewhere else to live and work."
- Gene is currently taking them to Moonsilver Hall, an abandoned convent of Selûne, where he plans to introduce the party to the High Priestess of Selûne and ask them to take on work for her. He hopes to secure her blessing in purchasing & converting the complex into the Brothers' newest monastery.
- "Of course, all of this with promised compensation for your time and reasonable expenses. I believe 5 Gond Bells should cover each of you for the day." A DC 10 Intelligence (History or Religion) check recalls a Gond Bell is small bronze bell. As currency it is worth 10 gp at a moneychanger, but 20gp at a House of Gond.

This One Had a Place for Rent

As the party approaches Moonsilver Hall, read or paraphrase this:

Above the locked gates of a stone wall is a wrought iron sign that reads *Moonsilver Hall*. Beneath it stands a woman in priestly vestments, a pair of acolytes behind her. All are dressed in light purple embroidered in silver, a pair of eyes and seven stars all picked out in silver thread to identify them as clergy of Selûne.

The young woman calls out in a melodious voice.

“Good morning, Brother Applebottom! I trust you slept well under the eyes of Our Lady last night.” The priestess gestures to a gnome in plate armor, his tabard bearing an embroidered bronze cog with four spokes. “Brother Jean, here, was just telling me you’ve located some discrete, good-hearted souls that are willing to help us out of a pinch.”

High Priestess **Seireri Moongleam** speaks to the newcomers with kind sincerity, but there’s no mistaking that she holds rank above all present. If there are any **Harpers** in the party, allow the player(s) to choose if they acknowledge her or she acknowledges them as a fellow faction member in front of the others or if she keeps the connection secret.

If she speaks to it, the Applebottoms may appear confused, causing her to laugh musically and comment, “Don’t look surprised, Brothers. Clandestine membership among Those Who Harp is often the worst kept secret in the Realms. Their goals and those of Selûne often align.” Regardless, she will then fill the party in on the task she needs completed.

Roleplaying Seirei Moongleam

High Priestess Seirei Moongleam (NG, Human (Chondathan) Cleric) appears to be in her twenties but has the demeanor and bearing of her true age of seventy-three. She is kind—if reserved—incredibly intelligent, and far more politically savvy than any would predict. The Chosen of Selûne will politely insist that matters are just as she requires before she will finalize the sale of Moonsilver Hall to the Applebottom Brothers and the Church of Gond.

Quote: “This is a beneficial arrangement, my new friends. The funds from this sale will support our soup kitchens for a year and the Gondsmen find a home for their fine work. Wonderful for all, if we get the details right. You seem to be capable and detail-oriented.”

A Simple Task. The High Priestess relays the following requirements and information relating to the work she needs completed.

- The first portion of her request is to meet a trio after they enter the Mourning Gate in the eastern wall of Thentia this afternoon.
- The Mourning Gate (Location 3, Thentia Map) is a postern gate only large enough for foot traffic and it is rarely used except by funeral processions bearing the deceased outside the walls.
- Her message from the Trio says they are “difficult to miss. A large blonde barbarian, a beautiful bard, and a precocious teen with a strong accent.”
- Passcodes have been set in advance. Seireri will provide them to the party.
- If you wish to provide codes to the players, feel free to make up something silly and tongue-twistery like,

“In Parnast, a paladin of Sheena Peryoyl partakes in pineapples as provisions.” or

“Halflings in Hillsfar make haggis from hares, halibut, and haddocks.”

- “These individuals will hand off some sensitive cargo that was—liberated, shall we say?—from Chult at significant expense and great risk.”
- The parcel will be packed in a wine cask and the acolytes provide decoys for a swap with the Trio.
- The parcel is highly sought by some of her political rivals within Thentia, for a few different reasons.
- The characters should deliver the parcel to the House of The Moon, which is the Temple of Selûne on the Heroes’ Square (Location 4, Thentia Map).
- If they meet opposition, discretion is paramount. Fleeing to The House of The Moon for sanctuary is preferable, and it is highly unlikely any would attempt violence in Heroes’ Square in front of the temple.
- However, if it comes to combat, seek to end it without spectators or attention from The Riders. Subduing opposition is preferable to their deaths as it will leave less to explain.



The Harpers (Faction Assignment). If there are Harpers present, Seireri will reiterate the clandestine nature of this activity and the importance of avoiding combat in the streets of Thentia.

“It is permissible to identify ourselves as Those Who Harp with trusted allies, but we shan’t announce ourselves with loose ends and bodies left lying in alleys like the Zhentarim. That is unseemly. Am I clear?”

Part 2. Tea at Fourth Bell

Estimated Duration: 10 minutes

The characters are sent to a café patio with a clear view of Mourning Gate to wait for those the High Priestess described. After they take over the parcel, a chase breaks out and they should flee for the sanctuary of The House of The Moon.

General Features

Terrain. The city streets of Thentia are free of debris, more so than most other cities. They are well paved, in good repair, and typically slope slightly uphill from the harbor.

Light. By the time the party makes contact, it is shortly before sunset and the western horizon is reddening.

Sights. Within the city, most buildings are residential or commercial if they are not near the docks.

Smells and Sounds. The streets of Thentia have a lingering scent of citrus, perhaps lemon? No. Grapefruit?

This One Went from Dusk to Mourning

Travel from Moonsilver Hall to the meeting location that afternoon will require the characters to cross the entire width of the city. If players wish to make any purchases, Thentia offers all items, equipment, and mounts found in the Players Handbook. Additionally, spellcasting services may be found in temples of Selûne, Tempus, Tyr, Lliira, Mystra, and Azuth, with Allshrines assisting most other religions.

Wandering the streets of Thentia, you take in the marvelous sights. Streets cleaned by unseen servants, guards patrolling on hippogriffs, a string quartet of animated instruments playing for a corner café. Thentians pass these things as if they are everyday occurrences.

Across from a modest shrine of Kelemvor is a cozy café with reasonable prices and an excellent menu of teas, liquors, pastries, and treats from all over the world. From an outdoor table or three at this café, the Mourning Gate and all approaching streets can be watched in clear view. From an early lunch until afternoon tea, little happens other than friendly chatter with the staff and a game of cards.

The characters are sent to take up watch on the Mourning Gate (Location 3, Thentia Map). It is a small postern gate—too small for more than a small mule-drawn cart—with just three guards standing watch. It is uncommon for anyone to use this gate unless they are part of a funeral procession. This is common knowledge if any of the characters are from Thentia or have spent any time here.

Developments

Meeting the Ladies. Just an hour before sunset, one of the guards responds to a knock and opens the gate. Three women enter, one with a large barrel carried on her shoulder. Another draws a few coins from her purse and places them in the hand of one of the guards. Characters that pass a Perception (Wisdom) check, DC 14, can count three small, brass bells. The new arrivals step quickly across the small courtyard behind the Mourning Gate and begin to confer amongst themselves. They are **Glass**, **Synth**, and **Elisande**. (See *Appendix I. Dramatis Personae* for their descriptions.)

If the players do not voluntarily make the first move to catch the trio's attention, consider having Elisande look directly at one of the characters, smile, wave cheerily, and greet them with a loud "*Hey there, Outsides! Thought you'd be here. Save some tea for us?*", regardless of how cool the party is playing it.

As the ladies speak with the adventurers, they give the passcodes supplied by the High Priestess if prompted. They will take a moment to have a drink, but an insightful character may notice they are constantly on the watch around them.

More information. Synth and Glass can relate the following if time allows. Elisande will hunker down, petting any pet or familiar the party may have and speaking to it like a dear friend, regardless of appearance.

- Synth was dispatched by the Lord's Alliance to Port Nyanzaru, Chult to retrieve the contents of the barrel. Glass was assigned by the Zhentarim to assist, while Elisande met Glass in Baldur's Gate and chose to tag along.
- On the return trip, there was an attack at the docks in Ylraphon. The assailants were overconfident and no match for Glass' Hammer of Thunderbolts or Synth's enchantments, but the ladies chose to leave immediately and took a ship leaving immediately for Hulburg instead of waiting for one bound for Thentia.
- An unknown group has pursued them over land for several days, so as soon as they have a spot of tea, and finish these delightful cakes, they wish to move on to the House of the Moon.
- The barrel the ladies brought bears a seal of green wax. The decoys all bear a purple wax seal marked with the symbol of Selûne.
- It is your choice as to if the ladies drop any hints that there is a humanoid in the barrel, but they assume the party knows.



Part 3. Roll Out the Barrel

Estimated Duration: 75 minutes

The ladies have been followed and the square near the Mourning Gate fills with adversaries. After the characters take over the parcel, a chase breaks out and they should flee for the sanctuary of The House of The Moon.

General Features

Terrain. The city streets of Thentia are free of debris, more so than most other cities. They are well paved, in good repair, and typically slope slightly uphill from the harbor.

Light. By the time the party makes contact, it is shortly before sunset and the western horizon is reddening.

Sights. Within the city, most buildings are residential or commercial if they are not near the docks.

Smells and Sounds. The streets of Thentia have a lingering scent of citrus, perhaps lemon? No. Grapefruit?

This One Gets Tricky

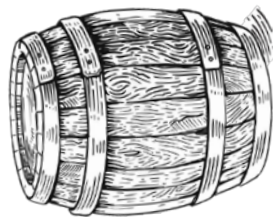
Perhaps 15 minutes after the two parties have met, the Mourning Gate opens again. The gate guards begin a disagreement with several rough-looking mercenaries, led by an armsman in the red & black colors of House Boatfield (*boet-feld*), a minor noble house of Thentia. Characters with high Perception will notice additional armsmen leaving shady alleyways near the shrine of Kelemvor across the square, those with shields also wear the red & black fox device. If a player notices these events, allow them to notify Glass or Synth. Else, Elisande will comment, "These Outsides is blind as my old Goat." Either way, read or paraphrase:

The Mourning Gate gives a muffled clatter as it closes behind a handful of travel-stained, heavily armed individuals.

The immediate reactions by Glass and Synth clearly indicate these are the men that are chasing the ladies. Chaos erupts. In a moment, the mercenaries have drawn weapons and the gate guards are down in a pool of blood. A dozen armsmen in the uniform of House Boatfield pour from an alleyway on the right. A score fall in from the left behind those that came from the gate, attempting to surround you.

Glass stands. "Aye, that's them... and they brought plenty of friends this time," she says, shoving the barrel across the cobblestones with a foot, "This one's yours!"

"There's too many to fight without having to explain a lot to the Thentian Watchlord," Synth advises. "Take a barrel, split them up, and run!!"



The three ladies will take the decoy barrels brought by the party and flee to the south as a diversion. The party should take the barrel marked with green wax and flee. In pursuit are 1d6 **guards** for each member of the party, all human and carrying clubs, nets or quarterstaves. One in each group carries a hand crossbow.

Adjusting this Encounter

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

- **Very Weak:** Barrel has 18 hp. DC for Complications is 10. The **guards** do not carry shields. Bug has full HP (40).
- **Weak:** Barrel has 16 hp. DC for Complications is 11.
- **Strong:** Replace 1 of each set of **guards** with a **thug**, DC for Complications is 13, Barrel has 12 hp.
- **Very Strong:** Replace all **guards** with **thugs**, DC for complications is 14, Barrel has 10 hp. If Bug is in combat, he will disengage and hide.

Chase Rules

Roll initiative, but for simplicity, the **pursuers all act on Initiative 10**, even if the chase ends & combat ensues.

If the number of guards is **too many, let some drop** out of the chase. On the other hand, if the party isn't struggling, there are several groups seeking them, so feel free to keep a full complement of guards. **This is meant to be a rollicking chase with teamwork, not a beyond lethal encounter.**

Grouping all guards in a rank & taking similar actions and rolling for them together works well. **It is not recommended that you roll for each individual guard or that you roll once for all guards.**

Modifications to Guards & Thugs

Guards of House Boatfield are equipped to capture—not kill—and have the following modifications:

- They always strike to subdue, not to kill.
- The Guards also carry hand crossbows and nets. Add these attack options to the stat block.

Hand Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Small or Medium creature. *Hit:* The target is restrained until it escapes the net. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Give the players a moment to designate which of them will begin carrying or rolling the barrel and if the path through the city should be chosen by one character, by committee, or by each player in turn.

- Track distance between the pursuers and each character by designating five ranks for this chase: Ahead of the Barrel, Adjacent (1-5ft), Close (6-30ft), Medium range (31-60ft), Falling Behind (61-100ft). The characters may start Ahead of or Adjacent to the barrel. The pursuers all start at Medium range. See **Appendix IV. Chase Tracker**
- Distances are only used for simplicity. Adjudicate ranges and area of effects however is simplest.
- The character(s) carrying or pushing **the barrel will always be Adjacent** unless they drop or lose the barrel.
- One of the characters will likely attempt to lift the barrel as Glass did. This requires a Strength of 18 or the Powerful Build trait (ie. Goliath, Bugbear, Firbolg.) If no one in the party qualifies, they will need to roll the barrel as they move to the House of the Moon. **The barrel has an AC of 10 and 14 hit points.**
- On their turn, anyone carrying or pushing the barrel must make a DC 15 Strength (Athletics) check. A character carrying the barrel makes the check with advantage. On a failure, they must pass the barrel to an Adjacent or Close ally with a DC 12 Strength (Athletics) check. Failure in this second check represents dropping the barrel or crashing it into stonework. The barrel takes 2 points of damage.
- If a pass check is needed and no allies are Adjacent or Close, all creatures (including guards) move up until the closest ally is Adjacent, then attempts the pass check.
- Any *pursuer* in the Ahead of the Barrel rank gives the adventurer carrying or pushing the barrel disadvantage on their checks.
- As an Action, each character not carrying the barrel may attempt a DC14 Dexterity (Acrobatics) or Strength (Athletics) check. If they succeed on the check by 5 or more, they may choose to move up one rank. A character that fails the check moves one rank backwards, dropping out if they fail twice while in the Falling Behind rank.
- A character can Dash a number of times up to 3+ their Constitution modifier. Dashing will move them up to two ranks.
- A chase participant can make attacks and cast spells against other creatures within range. Apply normal rules for range, cover, terrain, and so on. Using an

action to do this prevents the character from keeping pace with the barrel unless they have another means to do so (i.e. a bonus action Dash feature) and they slip back one rank.

- An adventurer that fails twice in the Falls Behind rank or goes unconscious and can be cut off from his party by the guards will be manacled and arrested. When Bug is not captured by House Boatfield, the adventurer will be released and dumped on the stairs of the House of the Moon that evening, a bit bruised but otherwise unharmed. Reintroduce them in **Part 4. The Plot Thickens**. They receive the same xp & gp rewards at the end of the module as all others.

Chase Complications

At the end of each turn, including the pursuers', the player (or DM for pursuers) rolls a d20 on the Chase Complications table below. **Complications affect the next character in the initiative order.** If the pursuers are next in the order, the complication should affect one-third to one-half of the pursuers at DM's discretion.

- | | |
|--------|---|
| 1-2. | A maze of barrels or crates blocks your way. Make a DC 12 Dexterity (Acrobatics) or Intelligence (Acrobatics) check to navigate through. On a failure, you move back one rank. If the person carrying or pushing the barrel fails, the pursuers move up a rank. |
| 3-4. | Two fresh guards sprint around a corner ahead, entering the Ahead of the Barrel rank. |
| 5-6. | An animated broom sweeps the street in front of you. Make an additional DC 12 Dexterity (Acrobatics) check to avoid it or fall prone on a failure, dropping back one. Failing by 5 or more falls into a pile of pixie dust; the adventurer floats into the air, immediately moving to Falling Behind. |
| 7-8. | You trip, slip, or slide in a puddle of rain water or mud, giving you disadvantage on your next Dexterity (Acrobatics) or Strength (Athletics) check. |
| 9-10. | A steep downhill grade speeds the barrel (if it is rolling) and 2 guards of the players' choice move back a rank. Any creature carrying the barrel must also immediately make a DC15 Strength (Athletics) check or drop the barrel, doing 2 damage to it. |
| 11-18. | No Complication |
| 19-20. | Weaving your way through the crowd, you jostle a Potion Vendor. One of the vials breaks against the flagstones, splashing you with a mysterious substance. With a momentary burst of speed, you may immediately move Ahead of The Barrel, if you are able. If you do, you gain one level of exhaustion. |

If the Barrel Breaks

If the **guards'** attacks or damage from dropping the barrel causes it to break, water will spill over the cobbles, as will Bug, a bullywug **spy**. Bug acts on Initiative 10 and will hide, fight or run as the party leads. The characters will inevitably benefit from a rest after, so they should feel free to let the pursuers have everything they've got.

Modifications to the Spy for Bug

Bug is a spy with the following modifications:

- Bug is a bullywug and his alignment is chaotic good.
- Because I can't resist a pun, Bug is wearing Hide armor and has an Armor Class of 14.
- Add to his speed, swim 40 ft.
- Bug's Dexterity is 16 (+3).
- Increase his skill mods for Sleight of Hand & Stealth to +5.
- Bug speaks Common, Bullywug, Sylvan.
- Add these features:

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The Bullywug can communicate simple concerns to frogs and toads when he speaks in Bullywug.

Standing Leap. The Bullywug's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

- Add this option to his actions.

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

- Bug's Shortsword & Hand Crossbow attacks have a +5 modifier to hit and do 6 (1d6+3) piercing damage.

If Bug is captured or killed

The armsmen of House Boatfield look pleased, issue a warning that the party should not deal with the Applebottoms or the High Priestess further, and then will retreat. Proceed to **Part 4. The Plot Thickens.**

Tricks of the Trade

Encourage unconventional solutions. Casting control spells like Web or Sleep, turning over crates in the pursuers' path, or using Dash bonus actions are great. If Mounts are employed, substitute Wisdom (Animal Handling) checks for Strength (Athletics).

Plot the chase on the map. The Map of Thentia in Appendix X offers the party several paths from the Square of the Dead behind the Shrine of Kelemvor (Location 8) to The House of the Moon on the Heroes' Square (Location 4) but counting each round as approximately one city block means any but the most indirect routes **should last no more than 5-10 rounds.**

Full table? Keep it moving! Chases or races with more than 5 players at a table can become chaotic or outright

stall. **Keep an eye on the time,** encourage players to be ready to roll actions or ability checks quickly, or consider moving the party more than one block in a turn to keep things moving.

Too many of them to fight! Use discretion as to how many **guards** join the chase. Allow some to fail and fall away to avoid a situation where the party is too far from the temple to make it safely but is too outnumbered to stand and fight.

"But chases are dumb." This part of the adventure specifically features the chase rules, but not everyone cares for this mechanic. If your players aren't enjoying this or it's slowing down the game, end this portion early by allowing the players to give the pursuers the slip after a few successful rounds of ability checks or moving the party more than one block in a turn to keep things quick.

This One Went WHEE, to the House of the Moon

Once in eyesight of the House of the Moon, the characters are safe. The Boatfield guards will not pursue them further into this busy plaza.

XP Award

If the characters avoid stopping the chase for all-out combat with the House Boatfield guards, award each character 300 XP.

If the barrel breaks, but Bug arrives at the temple alive, award each character 150 XP.

Treasure. If the party subdues the chasing armsmen and searches them, they carry a collective wealth of 100 gp in coins and trinkets, 4 nets (1gp each) and 8 pairs of well-oiled manacles (2 gp each). Additionally, the armsmen's medic carries a scroll of *Hunter's Mark* and one *potion of healing*. It is *not* an Applebottom Bros.-brand healing potion. It is cloudy, off-color, and if consumed, tastes of soapy water and rust.



Part 4. The Plot Thickens

Estimated Duration: 15 minutes

The characters have completed a mad dash to deliver the barrel to the High Priestess. She will reveal to them its contents, recruit them for further work, and invite them to stay the night to take advantage of their sanctuary status.

General Features

The House of the Moon is one of the greatest landmarks in Thentia, and anchors the Heroes' Square, the epicenter of Thentian social activity. The interior is astonishingly elegant, serene, and peaceful.

Terrain. Expansive marble floors are masterfully crafted, the slabs of stone pieced to form an intricate pattern representing the seven stars surrounding the eyes of Selûne.

Weather. The air is cool and dry. It perpetually feels like dusk.

Light. A light source fashioned into the top of each wall causes the reflection off the ceiling to bathe each room as if in strong moonlight, yet Darkvision is not required to find your way.

Smells and Sounds. The temple is quiet, conversations are hushed and reverent in the main chambers.

The One with the Surprise

With a cry of "Sanctuary! These people have Sanctuary in the House of the Moon!" an acolyte of Selûne has confirmed you are beyond the reach of House Boatfield within their temple. Once ushered inside, the party is led past many of the common folk who are queued to receive food and alms from the temple's kitchens, then through an elegant main hall that is masterfully pieced from cool marble. Hidden lights of some arcane nature reflect from the ceiling's alabaster representations of the lunar phases, lighting the interior as if under a Full Moon.

Winding through a few corridors, you are brought to a well-appointed office, where the High Priestess is reading what seems to be the hundredth page of an enormous pile of reports, invoices and ledger entries. Lounging in chairs near the hearth are Synth, Gene & Jean Applebottom, while Elisande is sitting cross-legged in a corner, looking through a book of pictures with Glass.

Serieri Moongleam looks up from her mountain of paperwork, and gives a warm, if slightly tired smile.

If the barrel arrived intact at the Temple. If the party conveyed the barrel to the Temple intact, several in the room look a bit shocked, with Glass exclaiming, "Have ye not let him out, yet!?" The characters (and players) are likely to be a little confused at this point.

The High Priestess will instruct one of the strongest characters (or Glass & Jean if none of the characters are particularly strong) to smash the barrel. This releases **Bug** — a bullywug Rogue and agent of the Emerald Enclave — from the cask, spilling a fair amount of water onto the carpets.

If the barrel shattered during the chase, then as the Priestess looks up, Bug will slip in and dash forward to her, where they awkwardly embrace. (Bullywug do not have poison skin like grung!) She and the others seem genuinely relieved to see him safe.

If Bug didn't make it, House Boatfield's goons dump a thoroughly-interrogated, badly-beaten, possibly deceased, Bug on the steps of the House of the Moon as a warning. The Priestess and Jean will immediately carry him in to the altar of the temple and prepare the ceremony to cast *Raise Dead* on Bug. They are angry with their rivals, not the party, who were clearly outmatched.

The One Where We Catch Up

If Bug arrived alive, read or paraphrase this:

"Bug! Oh, Thank the Night White Lady! I'm so happy they got you here in one piece!" the priestess rejoices.
"Thank you all for this! You don't realize... oh. You're confused. Yes, Hmm. I think I need to explain a bit more," Selûne's chosen decides.

More information. The priestess and the frog will relay the following information to the party as you think is required.

- Bug is a bullywug, a sentient frog-like species prevalent in swampy regions throughout the Forgotten Realms. (See *Monster Manual*)
- Bug is a former slave that was freed when he entered Thentia 9 years ago and has made his home here. He earns a living as an information broker, private investigator, and occasionally as a blackmailer, but prefers to only employ those tactics against the morally corrupt and powerful of Thentia.
- He and the Applebottoms are acquainted and they seem to get along well.
- Elia Springpond, the current love interest of the Thentian Watchlord, has turned one of the younger members of House Boatfield against Bug.
- House Boatfield's members have received numerous overtures from a political alliance in Thentia that wishes to overturn the centuries-old law that bans

slavery in Thentia and emancipates all slaves brought east of the River Thent.

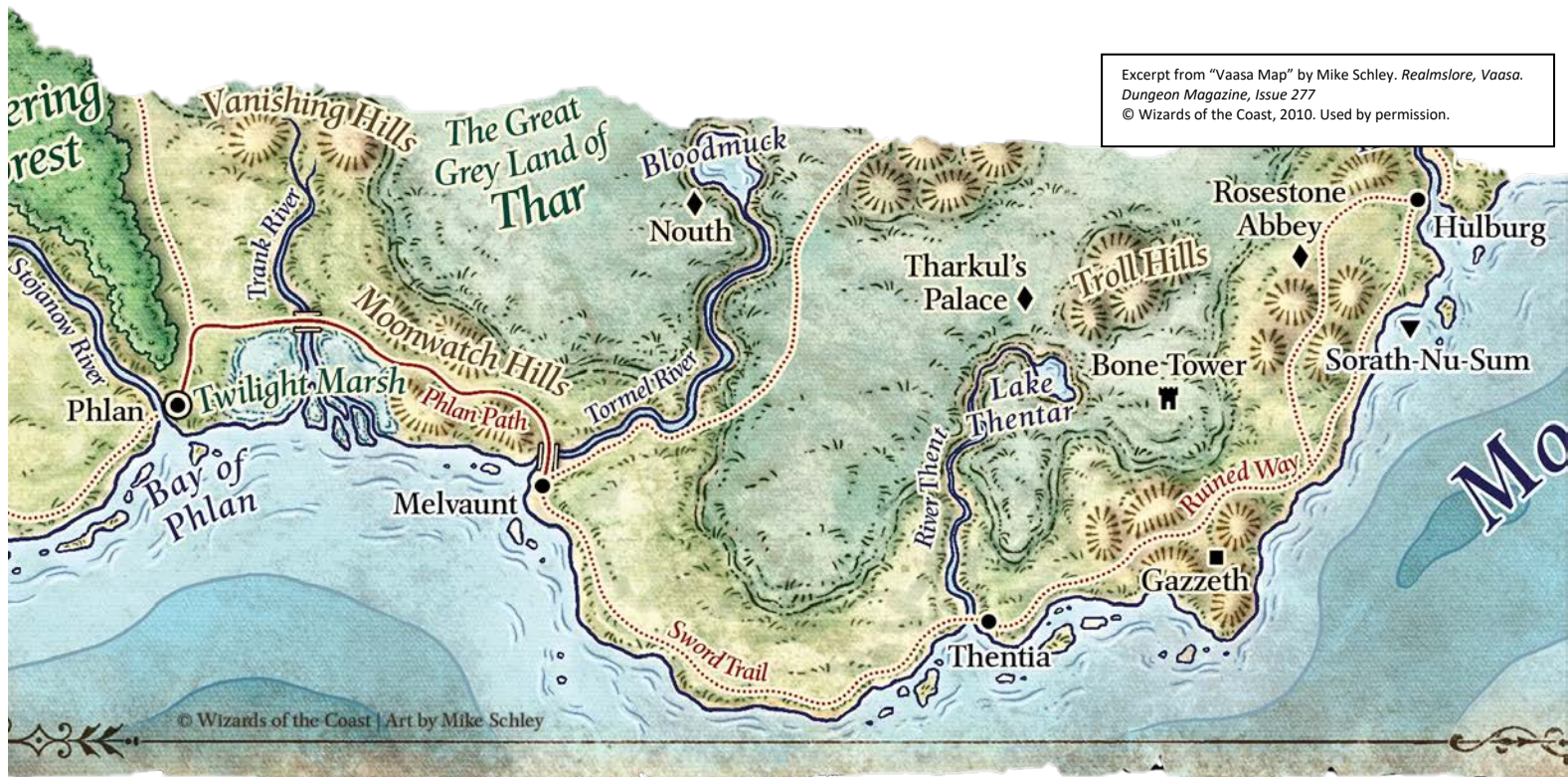
- While the house's patriarch has been away for some time, his spoiled, conniving nephew has declined—so far—but he can be bribed.
- As an initial move to interrupt one of the younger Boatfield's many plots, the High Priestess wishes to employ the adventurers to escort Bug up the River Thent.
- There, they should locate a colony of bullywug called the Blue Bayou clan in the swamp near Lake Thentar.
- The goal is to retrieve a frogemoth's egg: simultaneously preventing such a dangerous monstrosity from being hatched into the environment around Thentia and preventing Boatfield's house wizards from using it, though Bug was unable to discover what Boatfield the lesser intended to use it for.
- The party is welcome to sleep the night in the temple and leave in the morning.

Developments

Treasure. Gene keeps his promise, paying the characters 5 Gond Bells each. (At the end of the adventure, these bells are converted to 100 gp per character.)

If the party escaped without launching into all out combat, Jean will present the party with a scroll of *Bless* (1st level) and one Applebottom Bros.-branded *potion of healing*.

This potion tastes of a six-course dinner with all the sides. If sipped, each taste is of a different course, beginning with a crisp Westgate salad, continuing through Fiddlehead soup, Elven bread paired with cheeses from the [Tormite monastery at Helping Hand](#), steamed star lobster, and a broiled rothé steak. The dessert is a fine ripplebark cake with a mint ale.



Part 5. It's Good to be King

Estimated Duration: 90 minutes

After two quiet days of travel, the party nears a small swampy area along a bayou connecting the marshes of Thar to the River Thent, home to the Blue Bayou clan of bullywug. See **Appendix V. Map: Blue Bayou Marsh**

General Features

The swamp is swampy.

Terrain. Large pools of brackish water are disturbed by stands of reeds and tall cypress trees.

Weather. The boggy air is humid, causing sweaty clothes to cling to the skin.

Light. The daylight through the trees dapples the surface of the water where shadows fall, but otherwise is unobscured.

Smells and Sounds. The mud squelching under the water gives off a notable, putrid smell. Frogs and insects sound all through the area, as does the occasional birdcall.

I. The One Where We Choose Our Own Adventure

After you have described the terrain so that your players understand where they now are, read or paraphrase the following:

It has been a quiet two days of travel along the River Thent and through the moors of Thar. In the predawn haze, Bug warms himself next to your campfire of peat. As he removes the small game he is cooking for your breakfast, he says, "We will enter the territory of the Blue Bayou clan soon. Their sentries may have already seen us." He grows quiet for a moment. "The Blue Bayou are crafty and treacherous, but they strictly follow a code and will not disobey King Timrek. If you're convincing, they will hold from violence against anyone seeking a parley with the king. We have more than a few options as to how we approach this, and I'm curious as to what you'd prefer."

Allow the players to discuss or craft their preferred strategy for entering the Blue Bayou marshes and retrieving the Froghemoth Egg from the treasure pile of King Timrek. If they are stumped or ask Bug for his advice, he will present the strategies that he's devised.

Stealth & Burglary. The consummate gentleman rogue, Bug is often fond of breaking into places and simply taking any evidence he requires. However, he may be concerned the party's chances of moving through the swamp undetected is likely to be difficult unless a skilled ranger or guide is in the party.

Diplomacy. Bug also knows that King Timrek is infamously vain and has a weakness for flattery and

gambling. It is possible that a charismatic envoy could convince Timrek to trade the egg for a suitable gift or wager it in a competition.

Extermination. Bug is a proud member of the Emerald Enclave, but he is also pragmatic. The overpopulated Blue Bayou community is wreaking havoc on the surrounding ecosystem, not to mention their incubating a live froghemoth that would destroy the Thar marshes entirely. If the party will not listen to any other option, he will acquiesce to carving their way to the egg, though he will ensure they know they will be outnumbered and it could be a tough fight.

If the players select one of Bug's recommended approaches, look to the sections below for guidance on how to run them. If they invent a hybrid approach, use the information below to craft a scenario or, because no plan survives first contact with the opposition, throw them a curveball and guide them into one of the scenarios presented.

Regardless of the approach they choose, proceed to section **II. The One Where They Almost Found Us**, before moving on to section III, IV, V or VI.

II. The One Where They Almost Found Us

While they move through the swamp, an active Wisdom (Perception) check against a DC 15 will notice any of the Blue Bayou's **noose snares** set under the water's surface. If they fail, the hapless adventurers stumble into one. Use the following.

Bullywug Noose Snare

A loop of vine on a sapling may seem easy to avoid, but not when immersed in a few feet of murky water. The bullywug use this to alert patrols and occasionally harvest large game.

Detection and Disabling. The 3-foot wide noose may disturb the regular pattern of ripples in the water. Detecting it requires a DC15 Wisdom (Perception) check or a successful DC 12 Intelligence (Investigation) check. If successful, the dimensions of the trap can be determined. It can be disabled, but it is likely easier to jump over or detour around normally.

Trigger. Stepping into the noose breaks the stick anchoring the trap. The sapling straightens, pulling the noose tight around an ankle, and ringing an attached iron bell, potentially alerting a bullywug patrol.

Effect. The triggering character must succeed on a DC 13 Dexterity saving throw or be restrained and lifted 10 feet into the air. A creature that can reach the noose can use its action to make a DC 10 Strength check to try to free itself or another creature from the noose. Dealing 5 slashing damage to the noose or cutting the sapling (AC 10, 20 hp) also frees a creature. If the party does not account for the height, a freed character takes 4 (1d6) bludgeoning damage when falling from the noose.

III. The One Where We Steal the Egg

Stealth & Burglary

If the party wishes to attempt infiltration, they may choose to wait for dusk to approach the **Blue Bayou settlement**.

1. Have the party make a group Dexterity (Stealth) check. If more than half of the party succeeds against a DC 13 after dusk (or DC15 in the sun) they can bypass the Blue Bayou sentries (each patrol is 4 **bullywug** and 1 **giant frog**, there are 6 patrols total) at the edge of the village undetected.
2. If the sentries detect them by sight or by the party triggering a noose trap, they will call out a challenge, seeking the password. If the characters do not answer or answer in a way that alarms the sentries, they will raise the warning call. Skip to section **VI. The One Where Everybody Fights**. If the characters instead present a request for parley, skip to section **IV. The One Where We Talk Nice**.
3. If the adventurers make it past the sentries, perform a second group stealth check (as before) when they are halfway from the edge of the village to the King's feasthall. Failure means a **bullywug** villager has discovered them and raises the alarm.
4. The door to the feasthall has no lock, but it is crude and noisy in its construction. The windows are shuttered in a similar fashion. Each character that wishes to enter King Timrek's hall to pilfer the egg must pass a DC 15 Stealth check or be discovered. This check may be made at advantage if the adventurer has a means to enter without opening the door, a shutter, or making significant noise.
5. Should they be seen or heard, a **bullywug** retainer will call out to question why they are trespassing. Bare steel or a readied weapon will almost certainly provoke violence, unless a charismatic character intervenes quickly.

The characters may then choose to switch to Diplomacy, Combat, or get inventive with a different solution to recover.

Development

If they are not seen or heard, show them **Appendix VI. Map, The Feasthall**. Read or paraphrase the following:

The feasthall of King Timrek is a long rush hut. The mud floor is uneven and pools of brackish water at the edges of the room serve as resting places for bodyguard bullywug, who require submersion every day.

At the far end of the structure is a pile of rubbish; no, King Timrek rests atop it, his girth rising and falling as he snoozes, hugging a small length of carved steel in his arms. This pile is not trash but the bullywugs' treasury and Timrek's make-shift throne. At the bottom of the pile are a few female bullywug and a giant toad, incubating and caring for an egg nearly the size of a gnome.

They find King Timrek (a **knight**) asleep on a mound of "treasures," mostly discarded rubbish taken trespassers in the swamps or won in competition with other small tribes.

6. Freeing the Froghemoth egg or King Timrek's *Broken Duergar Drill Bit (+1 Lance)* from his clutches requires a DC 12 Dexterity (Sleight of Hand) check each.
7. They may escape the room with a final DC 15 Dexterity (Stealth) check.

Treasure. Characters passing all stealth checks are able to retrieve, in addition to the Froghemoth's egg, a few small trinkets and coins worth 250 gp. Passing a separate Sleight of Hand check allows the retrieval of King Timrek's *Broken Duergar Drill Bit (+1 Lance)*.

Story Award. If the characters have moved all the way to the feasthall undetected, but fail at the door or inside, then choose to switch to diplomacy or a non-combat option, award them the Story Award. "**You Have Nice Manners for A Thief and A Liar.**" See *Player Handout I. Story Awards*.

Tricks of the Trade

If this would wrap up the adventure too early for the play time you have remaining, consider having the bullywug catch the party on the trip back to Thentia and play out a skirmish with the bullywug, using the Combat suggestions in section **VI. The One Where Everybody Fights**.

XP Award

If the characters successfully bypass all combat through Stealth & Sleight of Hand, award each character 600 XP.

IV. The One Where We Talk Nice

"You have nice manners for a thief and a liar," said the dragon. – JRR Tolkien, The Hobbit

Diplomacy

If the characters approach the village openly (or fail the stealth check above) they are hailed by a **bullywug** patrol, who will call in Bullywug for the party to identify themselves and provide a password or state their purpose. The guards are convinced the adventurers mean no threat with a small bit of Charisma (Persuasion or Deception) passing a DC10, but these attempts are made with disadvantage if weapons are not sheathed, they feel threatened, or the party cannot speak Bullywug (ie Bug or another is not translating.)

Failure means the party is denied entry and a general alarm is sounded. See section **VI. The One Where Everybody Fights**.

For layout of the hall, see Appendix VI. Map: The Feasthall. As the adventurers are lead into King Timrek's Hall, read or paraphrase the following:

Hearing that you wish an audience with Timrek, a sentry leaps over 20 feet, croaking out a call. A few more leaps and he is out of sight. As the remaining sentries escort you through the village, bullywug of all ages leave small huts of bent reeds, croaking loudly, joyously.

Bug translates, telling you, "They say, 'Outsiders come to challenge the King.' Many call out names of tribe members they hope will be allowed to compete or they call out the games they hope are played. You should hear the titles they give themselves. Ridiculous & self-important."

In the middle of the village stands a long hall of reeds that is twice the height of the surrounding huts. Within, you are ushered on to address the King himself. Timrek lounges lazily on his makeshift throne: a pile of baubles stolen from outsiders or won in games of sport with bullywug tribes, goblin clans and kobold dens.

Timrek will listen inattentively while throwing bits of fish to a giant toad, his favorite mount. He will not *trade* the frogmoth egg for any material possession, barring magical compulsion. He will, however, *wager* it on a competition with stipulations that must be met first.

Roleplaying King Timrek

A fat, aged male Bullywug **knigh**t, Timrek rules the Blue Bayou tribe with a tyrants' fist. Don't let his pride or girth fool you. He's a cavalier of remarkable skill.

He is loud in his negotiations and louder still when gloating after a victory, where he assuredly cheated shamelessly.

Quote: "Many treasures I won from joust. None so shiny important as the Kubazan egg taken from the children of Nangnang. I thinking your treasures need be big-time interesting if you looking to wager."

Development

A Game of Skill. Persuading the Bullywug to compete is not difficult, if an appropriate wager is presented. A healthy mount, a slave, a modest sum of gold or something similar will suffice.

I see you and I call. Timrek will wager his *Broken Duergar Drill Bit (+1 Lance)* against any bet of sufficient worth, but a DC 15 Charisma (Persuasion) check and an additional piece of collateral is required to convince him to wager the Egg on a competition. The conniving bullywug does not fear losing it because he plans to cheat shamelessly.

Ante up. If the party does not intend to follow through should they lose or if they wish to offer collateral not in the room, a DC 15 Charisma (Deception) check is required to convince the King to trust their word. Failure on this check means Timrek—typically a frog of little imagination—will steadfastly refuse any wager against an item or promise that is not tangible or present.

If the adventurers accept his offer of a wager, see section **V. The One Where We Play a Game**.

Combat. If the adventurers insult King Timrek too greatly or grow frustrated and begin hostilities, see section **VI. The One Where Everybody Fights** to play it out.

Compulsion. If the adventurers use magical compulsion – or a particularly nasty character takes a hostage or the like – King Timrek will order his bullywug to stand aside as the party takes the egg and leaves. They will comply for the time being, fearing Timrek's wrath.

Tricks of the Trade

If this would wrap up the adventure too early for the play time you have remaining, consider having the bullywug catch the party on the trip back to Thentia, using the Combat suggestions in section **VI. The One Where Everybody Fights**.

XP Award

If the characters successfully bypass all combat in the village through Diplomacy and/or Magical Compulsion, award each character 600 XP.

V. The One Where We Play a Game

As the call goes out for contestants, the party is lead to an area of soggy peat just a few hundred feet from the village. The tribe moves quickly, decorating surrounding trees with banners and moving in crudely fashioned log benches to watch the tournament. Still more bullywug appear, carrying the equipment and implements of their favorite games and sports.

General Features

The swamp is swampy. The competition ground is less so.

Terrain. An area of marshy peat moss rises out of the water near the village. It measures about 150 ft. diameter (a 75 ft. radius) and is used as a competition ground. The moss is spongy underfoot, but stable.

Weather. The boggy air is humid, causing sweaty clothes to cling to the skin.

Light. The daylight through the trees dapples the surface of the water where shadows fall, but otherwise is unobscured.

Smells and Sounds. Bullywug croak raucously in their language. Cheers and boos fly from the crowd, especially in response to outcomes that effect their bets.

Perhaps a hundred yards from the village, the bayous divert around a large flat of peaty moss. It holds the swampy water, and your footprints leave squished footprints that release a slightly stagnant smell as you step across it, but it otherwise seems firm. Bullywug of the Blue Bayou clan call out to each other in their froggy language as they energetically set up an area that seems set aside for competition and sport. Perhaps 80 bullywug now crowd the stands, while a half dozen gather around King Timrek, strategizing quietly.

The following scenario is a contest that heavily favors a bullywug's natural abilities. Keep a running tally of successes to see if the adventurers can beat the Blue Bayou contestants in a three to five event (depending on your time) competition for points. Feel free to allow tactics not accounted for and assign bonuses or penalties dependent on how the players describe trying to perform each task. You may wish to use the score sheet found in **Appendix VIII. Blue Bayou Shindig Score Sheet.**

Tricks of the Trade

The Blue Bayou live by the motto, "If yer ain't cheatin', are yer even tryin', my friend?" (*It's a rough*

translation.) You should feel free to allow the bullywug as much leeway as needed to stack the deck against the adventurers and/or keep the competition close.

When all are assembled, a pair of bullywug leap to the center of the competition field and with voices amplified as if by thaumaturgy, they gather the attention of all in attendance. One speaks in Bullywug, the other translating in Common marked with a dialect mimicking the announcers of the gladiatorial arenas of the large cities.

"Welcome friends and howwww do??" He pauses, waiting for a reaction. There are some half-interested cheers. "BLUE BAYOU, HOW DO WE DO?" he enjoins.

A roar of excited croaks, chirrups, and yells pours across the bog, but betting seems slow; many remain disinterested.

"We certainly had not planned a shindig today, but unexpected fun is the best sort, no?" He is losing the crowd.

"Please, please, place your bets; today's games feature our local rep from the Emmmerald En-CLAAAVE... and several of his pet big folk!" A few scattered cheers, but they are scarce.

"Terms are standard! No wagers on speculation; goods in hand only. Even odds on undercards, 3 to 1 on the main event as with the poor grey dwarves last week," he says with a rueful chuckle.

The crowd offers up a few light-hearted boos, several laughing and jeering or flinging muddy turf at a pair of grey dwarves dangling from Noose Snares in the water near the fields edge.

"As per standard terms, winner by points takes the King's Lance!" At this addendum, the betting begins to pick up noticeably.

If the party managed to convince the King to wager the egg as well, the announcer adds:

"But wait, there's more! These unexpected challengers came for the lance just like the grung and the grey dwarves, but in an unprecedented circumstance, they also play for the Kee-yewb-eh-zon egg!" The announcer's drawn out proclamation leaves the crowd in a moment of shocked silence that crashes into a raucous tumult and the betting and jibes increase as the stakes are raised exponentially.

DM's Note: This is *not* Port Nyanzaru. Bullywug bookies have a strict code disallowing individual wagers by participants or near proxies. A duergar named Piotr Rosé was banned for this. Don't do it.

Choosing the Games for the Day

The first two challenges vary from shindig to shindig. The party must select two (or all, time allowing) of the following four options **based on the name of the contest alone**.

Option 1. Hide-and-Seek

Option 2. Powerful Winds, Toppling Willows

Option 3. Nerves of Ironwood

Option 4. The Swampwater Swim

Option 1. Hide and Seek

The Bullywug will often pass time with a quick game of Hide and Seek in the swamp and they've all played since they were pollywogs.

1. Have the party designate two individuals that will hide and two that will seek. The Blue Bayou will designate four **bullywug** to participate.
2. The seekers, when instructed, must close their eyes while the Hiders have three rounds to employ their best hiding strategy.
3. When the announcers call start, the Hiding adventurers may use three rounds however they see fit, using Dash, Hide, or other abilities at DM discretion.
4. One of the Bullywug hiders will dash twice to the edge of the competition field, then swim 40 ft. out, hiding in the swamp water, giving him advantage on his stealth check from his *Swamp Camouflage* ability. The other will hop around the Adventurer Seekers croaking to distract them, before leaping into the crowd and trying to blend in by making a Charisma (Stealth) check (+0 total modifier) with advantage to set the DC to discover him.
5. The adventurer seekers then have six rounds to attempt to find both hiding bullywug while the bullywug seekers look for the Adventurer hiders. Any combination of Survival, Investigation, Perception, or Insight checks as well as use of magic is permissible.
6. DC for discovery is set by the last Stealth, Deception, etc. roll of the hider.

Scoring points. A Seeker that discovers an opponent hiding scores one point for their team. A Hider that evades detection gains two points for their team.

Adjusting this Encounter

Imperceptive party. If the party recovered the *scroll of Hunter's Mark* from House Boatfield, they may wish to use it.

Very Stealthy party. If a standard bullywug has no hope of locating a particularly stealthy character, consider having one of the Seekers use a scroll of *Hunter's Mark*. They "cheat very big."

Option 2. Powerful Winds, Toppling Willows

Though the title of this game misleadingly sounds like a contest of strength or constitution, it is a competition for accuracy with a blowgun with the following steps:

1. The party should nominate two or three participants. The bullywug match numbers, one-for-one.
2. Those individuals are led to a stand of reeds at the edge of the competition space and told to select a reed and fashion it into a blowgun and ammunition. *A blowgun or ammunition brought from outside the marsh will not be allowed in the competition.*
3. Each participant should make a DC 14 Wisdom (Survival) or Intelligence (Woodcarver's tools) check to fashion their implements, with advantage if they are Lizardfolk or have proficiency with improvised weapons.
 - A success produces a blowgun & three standard blowgun needles with the statistics from the *Player's Handbook*.
 - Failure will reduce the needles' to hit rolls by 1.
 - Failure by 5 or more gives disadvantage with all attack rolls, but max range remains 100 feet.
 - Success by 5 or more creates one +1 blowgun needle. This item is nonmagical, must be used in the competition, and is not treasure.
4. After the implements are fashioned, the bullywug set up a marksmanship competition. Each target is a 1-inch-wide willow wand balanced somewhere out over the water. Each has an AC of 10 and 1 hitpoint.
5. The first shot is at 25 feet (normal range for a blowgun), the second shot is at 50 feet (typically at disadvantage due to long range), and the third shot is at 100 feet, normally maximum range for a blowgun.

Modifications to Bullywug for this game

For this event, consider **bullywug** contestants chosen to be proficient in Survival and blowguns. They do not have disadvantage due to range. Mostly because they cheat.

Scoring points. A participant that strikes a willow branch scores 1 point, to a maximum of three points per shooter.

Treasure. A character that succeeds on the Survival or Woodcarver's tools check may keep their blowgun (which can be found in the *Player's Handbook*) or may sell it for 5 gp (*half-market rate*) in Thentia.

Option 3. Nerves of Ironwood

This challenge is simple. The party should choose one to three participants. The bullywug will choose an equal number. Each of these bullywug volunteers is proficient in Animal Handling.

The choice of game and names of the volunteers are called out by the announcers. Cheers rise and wagers are placed. Each of the contestants is lead to an edge of the competition ground where the water appears to be four or so feet deep.

The announcer holds up a small ball of brightly dyed leather and issues the challenge.

“The rules for this game are simple. Grab the ball; bring it back. Good luck!”

With a cheerful croak, the bullywug that are running the games pick up several bright blue balls and on cue, throw them in the water, where the surface roils as several large alligators snap them up.

Bug whispers to you, “Don’t worry the ball is too big for them to swallow quickly.... Be careful. Your hand isn’t.”

Roll initiative. Each contestant should in turn retrieve a ball from the water. For the alligators, use the **crocodile** statistics.

- Calming an alligator that has a ball stuck in its

craw requires a successful DC 18 Wisdom (Animal Handling) check.

Failing by 5 or more may incite the alligator to Bite.

Removing the ball lowers the DC to 13.

- A contestant that attempts to force a gator’s jaws open must win an opposed Strength (Athletics) check.

• A contestant reaching into the mouth of an agitated, live alligator should expect the alligator to make a Bite attack against them.

On a hit, they are grappled and restrained.

- A contestant that has grabbed the ball but has not calmed the alligator or used the Disengage action will typically receive an attack of opportunity as they swim away.
- A contestant that attacks an alligator must fight it without assistance.

Scoring points. The contestant that retrieves their ball first (in the fewest rounds) gains three points for their team. Second place gains two points.

Option 4. The Swampwater Swim

This challenge is also simple. A creature must crawl into a cask of strong ale (*won from the duergar*) and hold their breath as long as possible. Any character too large to fit into a cask must submerge their face and as much of their shoulders as possible.

The party should select one or more participants for this competition. Bug is a natural choice for obvious reasons. The Blue Bayou will enter one bullywug for each adventurer participating.

- This challenge consists of successive Constitution saving throws vs. poison, increasing by 2 each round (DC 8, DC 10, DC 12, DC 14, and DC 16 respectively).
- The judges begin to check in after 30 seconds, meaning a character can hold their breath for a number of rounds equal to their Constitution modifier.
- Running out of breath requires you to come up for air, imposing disadvantage on your next check.
- Three failures or going unconscious ends the competition for you.

The Swampwater Swim Result

Check	Result
Natural 20	Doin’ fine! Advantage on next check!
Success	Judges award 1 point.
Failure	You’re drunk and poisoned.
Natural 1	Falls asleep. Out of the competition.

Development

I see you, and I raise. If, after two events, the score would give the royal bullywug confidence in winning and the Froghemoth Egg is not already wagered, His Immenseness King Timrek will send a messenger to raise the stakes with similar stipulations as before. Just about any ante will do as the King is overconfident.

Final Challenge. A Joust

The final challenge is always the same, a joust and single combat between King Timrek and one challenger.

If the party does not have a mount or lance, the king will loan an unarmored **giant frog** and exotic saddle for use in the arena. *(This saddle does not grant advantage against being dismounted.)*

The announcer gathers the crowd's attention and begins with a voice louder than you've heard yet. "Ladies and Amphibians, it's time for the MAIN EEEE-VENNT!" Cheers grow and final bets are placed.

"At the west end of the peat, it's...", The announcer pauses and looks to his colleague. "What's this guy's name? Is it a guy, girl, one of those tiefling things? I don't know. It's what? I can't pronounce that..." He resumes his volume. "It's the Challenger!!!"

A bullywug leads you to a spot at the end of the bog. The moss is rust red here. It's disconcerting.

Give the player a moment for roleplay or reactions, then proceed:

"At the other end, the Blue Bayou Light Heavyweight Champion, with a record of 56 wins, 2 losses, and 1 draw, it's KIINNNNG TIM-REEEHK!!!" The home crowd goes wild for their favorite.

"Your Majesty and Challenger, take your positions!"

An enormous frog leaps into place, armor glinting from his chest and haunches, a plate armored bullywug on his back. The King bears a wicked looking lance; sharp spirals of metal climb its length.

"The combat rules are simple!" he insists. "One-on-one tourney combat, beginning with a joust. After dismount, the melee! No assistance from allies now I have called you to starting positions. A first pass with lances *is* expected and all strikes in the melee are to subdue. No kills! Last humanoid standing—or hopping since **we** know who it will be!—scores 10 points for his team!" He inhales, then yells, "**BEGIN!**"

Additional Information

- Please use the Modifications to a **Knight** for King Timrek & the **Giant Frog** in *Part V. The One Where Everyone Fights* here also.
- A caster or ranged attacker that does not attempt to joust on the initial rounds or doesn't enter melee range once the King is dismounted will be booed and jeered. The cacophony forces a DC12 Concentration check at the end of their

turn. *Yes, every round until the crowd gets the show they expected. They are petty.*

- If you are not familiar with rules for Mounted Combat, see the *Player's Handbook*, Chapter 7. Combat.
- If the Challenger is dismounted and is size small, Timrek's mount will attempt to Bite then Swallow them.
- King Timrek will use one *potion of healing* during the combat if he has need and opportunity.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, **according to the challenger's level**. These are not cumulative.

- **Very Weak:** Timrek (**knight**) will strike only once with his lance if the fight is going well (still mounted.)
- **Weak:** Timrek (**knight**) will strike once with his lance or greatsword & once with his bite, if in range & the fight is going well (still mounted.)
- **Strong:** Timrek will strike twice with his lance or greatsword & has 60 hp. If he is not in single combat, he has 4 bullywug bodyguards, all mounted.
- **Very Strong:** Timrek carries a shield & has 70 hp. His mount has 30 hp. If he is not in single combat, he has 6 bullywug bodyguards, all mounted.

Development

If the Blue Bayou clan wins based on points, the party can collect their unconscious comrade, leave the items wagered, and depart the Blue Bayou's home. Refusal to pay is met with dark looks and grumbles, but no open hostility *(unless the DM chooses otherwise.)*

XP Award

If the characters amass more points than the Blue Bayou Clan and win the Lance and/or Egg, award each player an additional 300 XP.

Treasure. Also, if they win, they may claim King Timrek's *Broken Duergar Drill Bit (+1 Lance)* & 250 gp, a gift to Bug from a bookie that just cleaned out one of his rivals.

VI. The One Where Everyone Fights

There are multiple places where all-out combat may break out between the party and the Blue Bayou clan. The location will depend on the scenario & circumstances, (See *Appendices for the appropriate map*) but here are guidelines for this combat encounter.

If the party is not in the presence of King Timrek when combat happens, assume that a general alarm is raised by one of the **bullywug** on its first turn where it is able.

A bullywug patrol is 4 **bullywug** and 1 **giant frog**. There are 6 patrols total at the edge of the village.

Depending on distance from the party, it could take King Timrek (a bullywug **knight**) and his 6 **bullywug** bodyguards, all mounted on **giant frogs** the following amount of time to join the combat:

Distance at Start	Rounds to Arrive
Present at Initiative	No delay
From Hall to mid-village	2 rounds
From Feasthall to edge	4 rounds
From Feasthall to swamp edge	6 rounds
Further	I'll get you someday!

Adjusting this Encounter

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

- **Very Weak:** Timrek (**knight**) will strike only once with his lance if the fight is going well (& he is still mounted.)
- **Weak:** Timrek (**knight**) will strike once with his lance or greatsword & once with his bite, if in range.
- **Strong:** Timrek will strike twice with his lance or greatsword & has 60 hp. If he is not in single combat, he has 4 bullywug bodyguards, all mounted.
- **Very Strong:** Timrek carries a shield & has 70 hp. He hits as hard as he can, every round. His mount has 30 hp. He has 6 **bullywug** bodyguards, all mounted.
- **Ridiculous Hard Mode:** As Very Strong, but replace 3 Bullywug bodyguards with **Thugs** from House Boatfield.

Development

An adventuring party that has not reduced the patrols surrounding the village in some way should expect to fight no fewer than 3 standard patrols on their way in and out of the village, plus King Timrek & his bodyguards, either in the village, in the feasthall, or in the moors of Thar after the Blue Bayou catch up to them as they flee, but before a short rest can be completed.

If the party has the egg in their possession when discovered by the Blue Bayou bullywug, the patrols will attempt to harass and distract the various party members while King Timrek and two other bullywug focus on the recovering the egg.

The egg is of a size similar to a Small creature and a giant frog will Swallow it and flee if it has the opportunity. The bullywugs' focus is on recovering the egg first and killing the party second.

Treasure. If the party is victorious over King Timrek, they may claim his *Broken Duergar Drill Bit (+1 Lance)*. On his treasure pile and on his retainers, they will find a few small trinkets and assorted coins—mostly oxidized copper, tarnished silver, slimy harbor moons, and ancient electrum—worth 250 gp.

Modifications to a Knight for King Timrek

Timrek is a **knight** with the following modifications:

- Timrek is a bullywug and his alignment is lawful evil.
- Add to his speed, swim 40 ft.
- Timrek's Dexterity is 12 (+1).
- Add a skill mods Stealth +3.
- Timrek speaks Common, Bullywug, Grung.
- Add these features:

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concerns to frogs & toads when he speaks in Bullywug.

Standing Leap. The Bullywug's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

- Remove the Heavy Crossbow & add these to his actions.

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

Broken Duergar Drill Bit (Lance +1). *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (1d12+4) piercing damage.

Modifications to Giant Frog for Timrek's Mount

Timrek rides a **Giant Frog** with the following modifications:

- The giant frog wears rusted ring barding. Its AC is 14.
- The giant frog is fitted with an exotic saddle that gives Timrek advantage on checks to remain mounted.



Emerald Enclave (Faction Assignment).

If any in the party are members of The Emerald Enclave, Bug will remind them that non-combatants should be spared. Beyond this, melee attackers should strike to subdue and magic users should be careful not to harm bystanders.

Conclusion. An Egg in the Hand

Estimated Duration: 5 minutes

General Features

The interior of Moonsilver Hall has the following general features.

Terrain. The floors, walls, and ceilings are all in utilitarian, grey stone smoothed by years of foot travel, but in good repair as one would expect in a former convent.

Light. A clerestory above the arcade-style hallways provides bright light in the day. Sconces set in the hallways hold lanterns lit by glass beads invested with light at night.

Smells and Sounds. The air is a bit dusty, but not quite musty. There is a thin layer of dust except for where sheets were laid over furniture and are now removed.

Part I. Applebottom Gene's

Depending on the success of the expedition, read the appropriate ending.

In the case of the party's (very likely) triumph, read or paraphrase this scene:

It seemed only prudent to make haste in returning to Thentia, both to avoid further reprisal from the Blue Bayou clan and to limit the amount of time this potentially deadly egg is incubating in your presence. These ideas have made for wary, stressful travel and restless nights, but as the party arrives back to Moonsilver Hall, a last peek into the blankets used as padding confirms the Froghemoth hasn't yet hatched.

Jean is directing a handful of skilled laborers in hanging a sign carved in the outline of an apple from the gate to their new home in Thentia, and he escorts you inside, where High Priestess Seireri & Gene sit in a cool room of utilitarian grey stone. Sheets have been removed from a beautiful wooden table and chairs and the pair of clergy are all smiles while signing official documents of sale on the property.

The unveiling of the intact egg causes all the hullabaloo one might expect in casually revealing a potential calamity. The ever-tranquil Chosen of Selûne is a bit wide-eyed as she dispatches an assistant to notify a waiting Emerald Enclave delegation. "The Harpers and Enclave will assist Bug in moving the egg away from the edge of town as quickly as possible."

That settled, all wish the party to recount their tale.

The collected clergy of Selûne, Gond, and Waukeen listen with attention as you recount the story of your adventures. Jean uses an imaginary lance of air, striking at nothing as he gleefully exults in your triumph. One of the High Priestess' scribes carefully records every detail, while Seireri smiles with pleasure.

"I'll admit," Gene chuckles ruefully, "we've been keeping an eye on you through scrying and divination the past few days. It was rather touch-and-go, but an admirable job, to be sure." He pats around his pocketed vest, then belt. "I'm happy to compensate you for your services and I hope we can do more good for Thentia together. Say, Jean, where'd I put my purse?" Jean looks at his friend, then at the smug rogue.

"Bug! That's not funny! Give it back!"

If the party failed to recover the egg, read or paraphrase this scene instead:

The party has been very quiet and subdued during the retreat from the Blue Bayou's territory back to Thentia. Fortunately, you did hail a barge coming south down the River Thent and it has sped your return, but that bright spot did not improve morale.

The Applebottom Brothers quickly hear of your return to the Hilt and meet you, offering to patch up any remaining wounds and listening gravely as the party reports on the events upriver.

"Very well. We appreciate your trying. Truly, it was a daunting request and I'm only a bit disappointed at this setback. Bug told us this would be difficult!" Jean admits.

"Take heart, good friends! With what you have learned, I am sure the... err, rescue mission we were planning can instead of retrieving you, bring back the egg," Gene tries to encourage. "Check in with us soon. Perhaps there will be some other bit of work we can do to patch things up with the High Priestess, yes?"

Developments, Treasure, Etc.

If one character engaged King Timrek in solo combat without the assistance of another character, telling this tale awards the entire party the **Backstage Passes at the Pit** Story award. See *Appendix. Story Awards*.

Treasure. If the party recovered the Froghemoth Egg and returned it to High Priestess Seirei as promised, Gene will retrieve his purse from Bug and pay them an additional 5 Lantan Bells each (or 100 gp.)

If they did not already receive the scroll and *potion of healing* from Jean in Part 4, the High Priestess will present the party with a token of gratitude now: A scroll of *Bless (1st level)* and one Applebottom Bros.-branded *potion of healing*. (See pg. 12)

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 900 / Max 1,200)

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
Guard	25
Thug	100
Bullywug	25
Crocodile	100
Giant Frog	50
Knight (<i>King Timrek</i>)	300

Non-Combat Awards

Task or Accomplishment	XP Per Character
Not fighting Boatfield Guards	300
Bug arrives at House of Moon alive	150
Retrieving Egg by Burglary or Diplomacy	600
Participation in the Bullywug Games	300

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,200 **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
Coin & Trinkets on Boatfield guards	100 gp
Nets & Manacles	20 gp (total)
Gene's Compensation	100 gp each
Treasures from Timrek's Hoard	250 gp
Blowgun(s)	5 gp each

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.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Broken Duergar Drill Bit (+1 Lance)

Weapon (Lance), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Though shorter than a purpose-made lance, the King of the Blue Bayou bullywug has repurposed this broken bit of mining kit into an uncommonly effective weapon. Additionally, while underground, the bearer always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward. (Minor Property: Delver)

This item can be found in **Player Handout II**.

Potion of Healing

Potion, common

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

Scroll of Bless (1st level)

Spell scroll, uncommon

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

Scroll of Hunter's Mark (1st level)

Spell scroll, 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(s):

You Have Nice Manners for a Thief and a Liar. While not precisely as daunting as stealing from the horde of an Ancient Red Dragon, you did manage to sneak all the way into the feasthall of the Blue Bayou Bullywug before being caught, then talked your way out of a jam. Your success has given you the confidence to gain Advantage on the next three Charisma (Persuasion or Deception) checks made with nobles or persons of authority in the Moonsea area. See **Player Handout I. Story Awards**.

Backstage Passes at the Pit. A member of your party entered into single combat with the King of the Blue Bayou bullywug clan. Victorious or not, this story quickly achieves legendary status with the folk of Thentia, both noble and common.

Gene has given you a paper badge on a string that will let you backstage at The Mage Pit and encourages you to introduce yourself to Gelzira Tunnelly. She's a helpful woman to know.
See **Player Handout I. Story Awards**.

Renown

Each character receives **one renown** at the conclusion of this adventure.



Members of the Emerald Enclave that complete the assignment without eradicating bullywug patrols or villagers (*not the counting King*) or that took pains to capture or subdue rather than kill,

earn **one additional renown point**.



Members of the Harpers that avoid combat with the Boatfield Guards as the High Priestess requests earn **one additional renown point**.

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)*.

Location 21. The Mage Pit

When Thauguran's tower sprouted legs, got up, and literally walked away, a deep crater was left behind. After it was decided that the tower would not be returning, an ambitious halfling—**Gelzira Tunnelly**—commissioned the construction of an inn and tavern over the pit. The Mage Pit caters to traveling wizards, sorcerers, and other magic users. In addition to rooms, the Pit also offers research facilities with strong wards, a teleportation circle, and keeps many arcane components in stock.

In the past few months, Gelzira has opened a second common room with an open sawdust circle in the middle. It was originally intended for wizards duels only, but multiple brackets have opened for non-magic wielders also and are now a prime source of entertainment.



Appendix I. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Gene Applebottom (JEEN AP-uhl-BAHT-um). A Lightfoot Halfling Artificer & Interim Guildmaster. He is an alchemist primarily, and has a passion for making potions that taste like other things.

Jean Applebottom (ZOHN AP-uhl-BAHT-um). A Rock Gnome cleric of Gond. His specialty is pneumatics, springs, and moving parts. He favors the crossbow and will provide any spellcasting services in the DDAL Player's Guide at published prices. He always wears spectacles.

Seireri Moongleam (SAYR-airy MOON-gleem). Human, Female, appears mid-20's, actually far older. The High Priestess (and Chosen) of Selûne holds rank in the Hall of the Moon, has a 1/3 vote in the City Council, loves the common people, and is a high-ranking member of the Harpers. (Created by Grigory Parovichnikov.)

Glass (Glas). A Cormyrean Barbarian, aged 19. The former urchin is blonde and incredibly tall, devoted to protecting children, wears a Belt of Fire Giant Strength, Gauntlets of Ogre Power, and The Hammer of Thunderbolts. (*None of these are treasure*).

(Glass was the favorite character of Cambria McDaniel and this module is dedicated in memory of her. We love you, Cam. Cancer sucks.)

Synth Ravengard (Sinth RAY-ven-gard). A Baldurian noble and Cleric of Llira, 23. Slender, dark-complexioned, and attractive, Synth was the primary contact for the task of locating and freeing Bug from Yuan-ti imprisonment in Chult. (Created by Ethan McDaniel)

Elisande (Eli-sahn-de). A bone-thin, 15-year old orphan human girl, originally from an island village near Phlan. She is fascinated with outsiders still, despite her wanderings. She has few morals and due to her upbringing, no concept of right or wrong. Elisande was first encountered in *DDEX1-3 Shadows over The Moonsea* and again in *DDEX2-11 Oubliette of Fort Iron* and [several other modules](#). (*Spoilers!*) (Created by Greg Marks)

Bug (BUG). A male adult Bullywug. An inquisitive rogue, Bug sports a hand crossbow and a chip on his shoulder the size of Chult. His fingers are in every deal in Thentia, but even when he's trading information seemingly for personal gain, he works for the Emerald Enclave.

His Immenseness King Timrek (KEENG Kur-MEHT). A fat, aged male Bullywug that rules the Blue Bayou tribe

with a tyrants' fist. Don't let his pride or girth fool you. He's a cavalier of remarkable skill.

Appendix II. Monster/NPC Statistics

Modifications to the Guards & Thugs for this adventure are found in the sidebar on pg. 8

Guard

Medium humanoid, Neutral

Armor Class 16 (Chain Shirt, Shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Thug

Medium humanoid, neutral

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Bug is a Bullywug and a Spy. See the sidebar on pg. 10 for modifications.

Spy

Medium humanoid, any

Armor Class 12 (Natural Armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 5 (1d6+2) piercing damage.

Bullywug

Medium humanoid (bullywug), neutral evil

Armor Class 15 (Hide Armor, Shield. 13 without Shield)

Hit Points 11 (2d8+2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. Bug can communicate simple concerns to frogs and toads when he speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

King Timrek is a Bullywug and a Knight. See the sidebar on pg. 20 for modifications.

Knight

Medium humanoid, any

Armor Class 18 (Plate Armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws CON +4, WIS +2

Senses passive Perception 10

Languages Common, Bullywug

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft.

Hit: 10 (2d6+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to his AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

King Timrek's mount is typically outfitted with barding and a saddle. See the sidebar on pg. 20 for modifications.

Giant Frog

Medium beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses Darkvision 30 ft., passive Perception 12

Languages --

Challenge 1/4 (50 XP)

Amphibious. The giant frog can breathe air and water.

Standing Leap. The giant frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Bullywug

Medium humanoid (bullywug), neutral evil

Armor Class 15 (Hide Armor, Shield. 13 without Shield)

Hit Points 11 (2d8+2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. Bug can communicate simple concerns to frogs and toads when he speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Small or Medium creature. *Hit:* The target is restrained until it escapes the net. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Crocodile

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 19 (3d10+3)

Speed 20 ft., swim 30 ft.

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

Skills Stealth +2

Senses passive Perception 10

Languages --

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Appendix III. Map: Thentia

GATES

- 1) WINTER GATE
- 2) DUSK GATE
- 3) MOURNING GATE

TEMPLES / SHRINES

- 4) HOUSE OF THE MOON
- 5) TEMPLE OF MYSTRA
- 6) TEMPLE OF LLIIRA
- 7) TEMPLE OF CHAUNTEA
- 8) SHRINE OF KELEMVOR
- 9) TEMPLE OF TYR
- 10) TEMPLE OF TEMPUS
- 11) TEMPLE OF UMBERLEE
- 12) ALL SHRINES

Other Landmarks:

- 13) RIVERSIDE DOCKS
- 14) SEASIDE DOCKS
- 15) APPLEBOTTOM ARTIFICERY
- 16) FARROWIND ESTATE
- 17) CARAVAN CAMP
- 18) SWIFTHAND ESTATE
- 19) ZHENTISH MARKET
- 20) THE SILVER SPIRE
- 21) THE MAGE PIT
- 22) THE GREAT AERIE
- 23) THE INLET
- 24) SPIRALING TOWER
- 25) WATCHLORD'S TOWER
- 26) ROTHE & LANCE (RIDERS' BARRACKS)
- 27) MAD MELYRK'S
- 28) WARDERS' BARRACKS
- 29) THE BEACON
- 30) ANGRYM'S LIVELY
- 31) REDMANE ESTATE
- 32) REDMANE HEMP FACTORY
- 33) VALKRANA TILE FACTORY

THENTIA

1489 DR

MAP BY JEREMY HOCHHALTER, 2017

Appendix IV. Chase Tracker

Range	Effects	Field			
Ahead of the Barrel (Distance Varies)	Any pursuer here gives adventurer carrying or pushing barrel disadvantage on skill checks.				
Adjacent to the Barrel (1-5ft)	Carrying/pushing the barrel DC 15 Strength (Athletics) check (carrying barrel = advantage) Fail: pass barrel to Adjacent ally w/ DC 12 Strength (Athletics) check. Fail 2nd check: barrel takes 2 dmg				
Close (6-30ft)	If a pass check required & no allies Adjacent, all creatures (<i>incl. guards</i>) move up/back until ally is Adjacent, then attempt the pass check				
Medium range (31-60ft)	As an Action, character not carrying the barrel DC14 Dex (Acrobatics) or Str (Athletics) to keep pace. succeed 5+: move up one rank Fail: move back one rank				
Falling Behind (61-100ft)	Fail twice while in the Falling Behind rank moves to Out of The Chase. A character can Dash a number of times up to 3+ their Constitution modifier. Dashing will move them up to two ranks.				
Out of the Chase	An adventurer that fails twice in the Falls Behind rank or goes unconscious and can be cut off from his party by the guards will be manacled and arrested. See pg. 9				

Chase Rules pg. 8-10 — NPC Statblocks on page 25 & 26

At the end of each turn, including the pursuers', the player (or DM for pursuers) rolls a d20 on the Chase Complications table below. Complications affect the next character in the initiative order. (See pg. 9)

Appendix V. Map: Blue Bayou Marsh

RIVER THENT

COMPETITION FIELD

FEAST HALL

BULLYWUG HUT

BULLYWUG TOWER

PATROL PATH



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Appendix VI. Map: King Timrek's Feasthall



THE GOLD EGG

TREASURE

CREAKY WINDOW SHUTTERS

CREAKY WINDOW SHUTTERS

GUARD'S SLEEPING POOLS

CREAKY WINDOW SHUTTERS

CREAKY WINDOW SHUTTERS

CREAKY DOOR

5'

CHALLENGER'S
STARTING SQUARE

SPECTATOR'S SEATING

KING TIMREK'S
STARTING SQUARE

THE GOLD EGG



SPECTATOR'S SEATING

Appendix VIII. Map: Blue Bayou Shindig Score Sheet

Event	Scoring	Adventurers	Blue Bayou Bullywug Clan
Hide & Seek (pg. 17)	A Seeker that discovers an opponent hiding scores one point for their team. A Hider that evades detection gains two points for their team.		
Powerful Winds, Toppling Willows	A participant that strikes a willow branch scores 1 point, to a maximum of three points per shooter.		
Nerves of Ironwood (pg. 18)	The contestant that retrieves their ball first (in the fewest rounds) gains three points for their team. Second place gains two points.		
The Swampwater Swim	See The Swampwater Swim Result Table below. Maximum of 5 per participant.		
The Tourney (pg. 19)	Last humanoid standing (and conscious!) scores 10 points.		
Total	If the characters amass more points than the Blue Bayou Clan and win the Lance and/or Egg, award each player an additional 300 XP.		

The Swampwater Swim Result

Check	Result
Natural 20	Doin' fine! Advantage on next check!
Success	The judges award one point.
Failure	You're drunk and poisoned.
Natural 1	Falls asleep. Out of the competition.

Player Handout I. Story Awards

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your players, print as many as you may need to ensure that any eligible character receives a copy:

Story Award: “You Have Nice Manners for A Thief and A Liar.”

While not precisely as daunting as stealing from the horde of an Ancient Red Dragon, you did manage to sneak all the way into the feasthall of the Blue Bayou Bullywug before being caught, then talked your way out of a jam.

Your success has given you the confidence to gain Advantage on the next three Charisma (Persuasion or Deception) checks made with nobles or persons of authority in the Moonsea area.

Story Award: A Friend in the Pit

A member of your party entered into single combat with the King of the Blue Bayou bullywug clan. Victorious or not, this story quickly achieves legendary status with the folk of Thentia, both noble and common.

Gene has given you a paper badge on a string that will let you backstage at The Mage Pit and encourages you to introduce yourself to Gelzira Tunnelly sometime. She’s a helpful woman to know.

Location 21. The Mage Pit

When Thauguran’s tower sprouted legs, got up, and literally walked away, a deep crater was left behind. After it was decided that the tower would not be returning, an ambitious halfling—**Gelzira Tunnelly**—commissioned the construction of an inn and tavern over the pit. The Mage Pit caters to traveling wizards, sorcerers, and other magic users. In addition to rooms, the Pit also offers research facilities with strong wards, a teleportation circle, and keeps many arcane components in stock.

In the past few months, Gelzira has opened a second common room with an open sawdust circle in the middle. It was originally intended for wizards duels only, but multiple brackets have opened for non-magic wielders also and are now a prime source of entertainment.



Player Handout II. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Broken Duergar Drill Bit (+1 Lance)

Weapon, Martial, Special, uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Though shorter than a purpose-made lance, the King of the Blue Bayou Bullywug has redesigned this broken bit of mining kit into an uncommonly effective weapon. Additionally, while underground, the bearer always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward. (*Minor Property: Delver*)

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



About Role Play Rally

Role Play Rally is a biannual Dungeons and Dragons Adventurers League-only convention in Austin, Texas. Their commitment is to provide the most enjoyable, inclusive convention experience in Texas. Role Play Rally is put on by Above Board, an Austin company formed by a gamer to promote connection through gaming. <http://www.roleplayrally.com>



Playing This Module for Charity.

Proceeds from *It's Not Easy Being Gene* will be donated to the Leukemia & Lymphoma Society in honor of Cambria McDaniel. The Leukemia & Lymphoma Society (LLS) is the largest voluntary health organization dedicated to funding research, finding cures and ensuring access to treatments for blood cancer patients.

If you wish to use this module as a fundraiser for the LLS, an Extra-Life campaign, or another charity:

- You might request a minimum donation from each player at the table, though some prefer not to do this to maintain the inclusivity & openness of D&D Adventurers' League.
- You might also choose to offer rerolls of any d20 based roll, check, or save for \$1 (or local currency.)
- If you offer rerolls, be up front with how many times you will allow a reroll before the result is final (*I like 3, though sometimes I say, "It's for the kids!"*) or **IF** you allow multiple rerolls, feel free to increase the DC of that check for subsequent rolls. Stealth & Burglary of the Egg or the Skill challenges are good places for this.
- Remember that the DDAL DM's Quests provide extra rewards for both DM & players for running a Charity game. See *Giving DM* in the DDAL DM's Quests Guide.

Thentia Map.

The Cartography for the map of Thentia is courtesy of **Jeremy Hochhalter** & Wanderer's Press Publications. It is [available in multiple digital formats from the Dungeon Master's Guild](#).

Other Artwork.

The main title typography is by [superkij designs](#).

The Character art for Bug is by [Juan Ruiz Art](#).

The Blue Bayou encounter maps were designed by **José "Gigio" Esterás**. You can see more of his work on [DeviantArt](#) and on [fiverr](#).

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