



PERIL AT THE PORT

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless; pick up a yklwah, climb aboard a dinosaur, or man the wall; but whatever you do, don't let those rascallions into the city!

A Three-Hour D&D Epic Adventure for 1st-10th Level Characters



WILL DOYLE
Author

Adventure Code: DDEP07-01

Optimized For: APL 3 and 8

Version: v1.1

Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

Special Thanks: Ariel Thomas

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Not for resale. Permission granted to print or photocopy this document for personal use only.

DDEP7-01 *Peril at the Port*

CONTENTS

Introduction.....	3
Adventure Primer	4
Beginning Play	6
Quest 1. Bargain with a Beggar Prince	7
Quest 2. Explore the Lost Tomb	10
Quest 3. Steal the War Charter.....	12
Quest 4. Entertain the Noble.....	14
Quest 5. Destroy the Flagship.....	16
Quest 6. Pirate Parley	18
Quest 7. Find the Buried Treasure	21
Quest 8. Slay the Pirate Champion	24
Quest 9. Unleash the Dinosaurs	26
Quest 10. Break the Pirate Curse.....	29
Location 1. Ancient Tomb.....	32
Location 2. Noble’s Villa	35
Location 3. The Banshee.....	37
Location 4. The Thundering Lizard.....	39
Location 5. Dinosaur Pens	41
Interactive Events	43
Rewards	45
Appendix 1. Dramatis Personae	48
Appendix 2. Monster/NPC Statistics.....	49
Appendix. Location 1: Ancient Tomb Map	62
Appendix. Location 2: Noble’s Villa Map	63
Appendix. Location 3: The Banshee Map	64
Appendix. Location 4: The Thundering Lizard Map ..	65
Appendix. Location 5: Dinosaur Pens Map	66
Appendix 4. DM Handouts.....	67
Player Handout 1. Port Map	72
Player Handout 2: Bargaining Terms	73
Player Handout 3. Torn Script.....	74
Player Handout 4. Jake’s Map	75
Appendix 6. Story Awards.....	76
Appendix 7. Magic Items	78
Appendix 8. Administrator Guide	79

INTRODUCTION

Welcome to *Peril at the Port*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation™* storyline season.

This is a special D&D Epics™ three-hour interactive adventure, designed for **four or more tables playing together**. Each table must seat **three to seven players with 1st-4th level characters** at Tier 1 or **5th-10th level characters** at Tier 2. Characters outside these level ranges cannot participate in this adventure. Guidelines for coordinating this event appear in Appendix 8: “Administrator Guide”.

Peril at the Port is set in Port Nyanzaru, an exotic city on the jungle peninsula of Chult. To win the day, characters must forge alliances with the city’s merchant princes and defend the port from an invading pirate armada. The adventure takes place before or during the events of the *Tomb of Annihilation* hardcover adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions for 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. In this adventure, Tier 1 is **optimized for 3rd level characters** and Tier 2 is **optimized for 8th level characters**.

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

DETERMINING PARTY STRENGTH

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don’t have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

“Not all treasure is silver and gold, mate.”
- Captain Jack Sparrow

ADVENTURE BACKGROUND

Ten years ago, the swashbuckler Pelican Jake cut a deal with Aremag the dragon turtle to rob Idrienne Smoke, his pirate lover. Aremag ambushed Idrienne’s ship while it was laden with booty, but accidentally wrecked the vessel with all hands onboard. Idrienne and her crew sunk to the bottom of the Shining Sea.

PORT NYANZARU

Port Nyanzaru is the gateway to a wild and perilous land. Surrounded by danger, the city is a feast of colors and wild music: as though the streets themselves exult in every precious moment of life. Abundant wealth pours through the city’s gates, and gargantuan reptiles prowl its boulevards as beasts of burden.

Now the *Banshee* has returned from the Nine Hells to seek revenge, and Captain Smoke has mustered an alliance of infernal pirates to besiege Port Nyanzaru. The fiendish buccaneer has sworn to murder one citizen of the port for every gold coin Pelican Jake stole from her – unless he’s handed over alive!

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Port Nyanzaru (NIE-ann-ZAH-roo). Bustling city port on the north coast of the Chultan peninsula.

Idrienne Smoke (Id-REE-anne). Notorious Chultan pirate returned from the Nine Hells to seek vengeance on the man who betrayed her.

Merchant Princes. Seven merchant princes rule over Port Nyanzaru, each with an equal vote in the matters that trouble the city.

Pelican Jake. Drunken swashbuckler and gambler famous for his improbable shenanigans. Whereabouts unknown.

Volothamp Geddarm (VOH-lo-thamp geh-DARM). Legendary explorer visiting the port to deliver signed copies of his latest book, *Volo’s Guide to Monsters*, to the merchant princes.

ADVENTURE OVERVIEW

Peril at the Port plays out like a normal adventure, but the characters’ actions affect other tables. The sum of completed quests from all groups determines the success or failure of the event.

Players choose quests from **Handout 1. Port Map**, with each quest taking their characters to a

different “sector” in the city. There are five sectors to explore, each with their own special adventure location. Players can only undertake one quest per sector, so locations are shared for quests in the same sector. Before play begins, familiarize yourself with the ten quests on offer and prepare the five adventure locations. You won’t know which quests your players will choose, so you need to be ready for anything!

Every thirty minutes, the administrators deliver a “battle report” of what’s happening in the city. Interactive events like wandering monsters and siege damage are introduced during these short interludes.

Your players aren’t expected to explore all five sectors. To win the event, each group must complete an average of three quests. At the end of the event, the administrators announce the results.

SPECIAL PREPARATIONS

Some Dungeon Masters enjoy preparing showpiece 3D terrain for D&D Epics™ adventures. If you choose to scratch build one of the adventure locations, you can insist that your players begin with a quest from that sector!

ADVENTURE HOOKS

Merchants, treasure-seekers and sell-swords flock to Port Nyanzaru to carve their stakes in the jungle kingdom. Use the hooks below to draw the characters into the adventure.

Search for the Soulmonger. The character hunts for the necromantic device responsible for the worldwide “death curse”. This hook ties into the *Tomb of Annihilation* hardcover adventure.

Betting on the Races. The character has come for a flutter on the weekly dinosaur races.

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epics™ event (these rules are also summarized on **Handout 1. Port Map**).

SHORT AND LONG RESTS

The battle plays out in just a few hours of game time. Players can't afford to take long rests, and can take only **one short rest**. Opportunities to earn additional short rests occur during play.

PLAYER SPELLCASTING

The alliance must act quickly to save the port from pirates.

- There is no time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than five minutes can only be cast during the event if the group uses their short rest.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups in the same sector at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.

SPELLCASTING SERVICES

Between encounters, alliance clerics can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master's Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days.

PILLARS OF ADVENTURE

Peril at the Port lets players tailor the adventure to their preference. Each quest on **Handout 1: Port Map** has an icon which represents one of D&D's three "pillars of play":



Combat. This quest features deadly battles and fast action.



Exploration. This quest features puzzle-solving, stealth or tests of skill.



Social Interaction. This quest features information-gathering, persuasion, and other social challenges.

Most quests feature other pillars to lesser degrees. Encourage your players to choose quests that match their preferred playstyle and the specialties of their characters.

BEGINNING PLAY

When everyone is ready, the administrators announce the start of the event.

1. INTRO SPEECH (ADMINISTRATOR)

An administrator reads the following aloud. If your group misses the announcement, you can read it to them yourself:

Port Nyanzaru! City of wonders, and gateway to the savage jungles of Chult! You've traveled from afar to forge your legends in this crucible of adventure. The city's bazaars heave with fortune seekers, and the mysteries of the jungle beckon from beyond the gates.

On this day, Port Nyanzaru hosts its famous Dinosaur Races! Grand lizards of all sizes scramble through the streets, whipped on by daredevil riders. As evening fog rolls in over the Bay of Chult, torches are lit to mark the race course through the city's streets.

Then black sails emerge from the fog! Warning bells toll from the fort, and a crimson beacon ignites on the lighthouse above the harbor. Pirates are coming!

A black galleon with sails of human skin looms at the heart of the armada. As the pirates launch their attack, a cruel voice booms from the devil ship:

"Bring me the traitor Pelican Jake, or I'll tear one soul from this city for each coin he stole from me!"

- Give the players **Handout 1. Port Map** and explain the special restrictions in play for the event.
- Ask each player to roll once on the **Port Rumors Table** below. These clues represent gossip gleaned earlier from taverns and street stalls.

Port Rumors

d10	Rumor
1	Yuan-ti spies have infiltrated the Old City, and one of them wields a singing cutlass.
2	The "Hideous Prince" of the Old City is loyal to the Zhentarim.
3	The best way to break into the nobles' homes is via their sewers.
4	Mother Sibonseni's villa is protected by rare birds that can sense magic.
5	One of Captain Smoke's pirates carries a bottle filled with magical smoke.
6	A Harper agent has infiltrated the <i>Banshee</i> .
7	The pirates have recruited Captain Walharrow: a fearsome minotaur buccaneer.

- | | |
|----|--|
| 8 | Most buildings in Port Nyanzaru have rain traps on their roofs that are handy for putting out fires. |
| 9 | One of the pirates in Tiryki Anchorage wears magic leather armor and can swim like a fish. |
| 10 | Last month, a dinosaur escaped the pens in Tiryki Anchorage and went on the rampage. |

2. INTRO SPEECH (DUNGEON MASTER)

When you're ready to begin, read the following aloud:

Everyone's looking for Pelican Jake. He's said to be a smuggler gone to seed; drunk and feckless from the succor of the quayside bars. Jake found treasure in the heart of the jungle, but frittered it away in the city's gambling dens. Now he's nowhere to be found.

That devil ship looks like the *Banshee*: a pirate galleon that Jake sailed on as first mate. Its captain, Idrianne Smoke, drowned when Aremag the Dragon Turtle wrecked her ship in the Bay of Chult. Now she's back, and the whole city looks set to suffer.

Port Nyanzaru has no standing army, just a citizen's brigade paid for by the seven merchant princes. To save the city, you must offer your services to one or more of these nobles. If you're lucky, you'll uncover a lead to Pelican Jake's whereabouts!

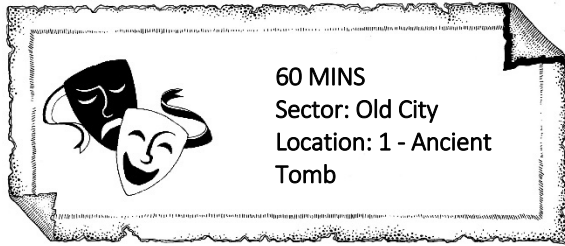
- Ask the players to pick a quest from **Handout 1. Port Map**. Once they've decided, review their chosen quest and prepare the appropriate adventure location for their sector.
- Begin your first encounter!
- When you're done, ask the players to pick another quest from **Handout 1: Port Map**. Continue playing quests until time is called.

PORT NYANZARU

Port Nyanzaru is the gateway to a wild and perilous land. Surrounded by danger, the city is a feast of colors and loud music: as though the streets themselves exult in every precious moment of life. Abundant wealth pours through the city's gates, and gargantuan reptiles prowl its boulevards as beasts of burden.

It's your job to bring this location to life as your players venture through it. Describe their journey through the city, and the sights and sounds they experience. Emphasize the heat, the humidity, and the exotic aromas. Remember that Captain Smoke's pirates are rampaging through the streets, spreading panic and setting fires. If you keep the tension high, this will be a memorable introduction to adventures in Chult.

QUEST 1. BARGAIN WITH A BEGGAR PRINCE



MEETING KWAYOTHÉ

If the players choose this quest, read:

Kwayothé's villa perches on the lower slopes of Throne Hill. Inside, the air is thick with the aroma of perfume and fresh fruit. Servants fetch you water and wine while you await the arrival of the prince.

Kwayothé arrives draped in fine silks and feathers. She dismisses her servants with a snap of her fingers, and looks you over with a smile.

"So you're the best my city has to offer?"

Kwayothé (k-WAY-oath-ay) asks each character to describe their skills. Once they're done, she reveals the following information:

- The thieves of the Old City are fighting a guerrilla battle in the slums beyond the walls.
- These thieves swear loyalty to the "beggar princes": a consortium of smugglers and extortionists who rule the Old City in mockery of the merchant princes.
- Kwayothé wants the characters to cut a deal with one of the beggar princes on her behalf. They must speak to "Pockmarked Po": the so-called "hideous prince" of the Old City, and persuade him to aid Kwayothé's mercenaries.

Give the players Handout 2. Bargaining Terms. Assuming they agree to her mission, Kwayothé explains the terms of the deal:

- The characters must strike a deal that doesn't compromise the city's merchants or cause a loss of profits for the merchant princes.
- A warning: Pockmarked Po respects Kwayothé but his lieutenant Jaha Mubsie (JAH-ha MOOB-see) hates her. If they mention her name, it would be wise if Mubsie wasn't present. The characters will know him by his flying monkey companion, Uku the Spider Boy (OO-koo).

- Kwayothé gives the characters a bag of gold to pay Pockmarked Po for his troubles (500 gp at Tier 1, or 2,000 gp at Tier 2). If they can cut a better deal, they can keep any excess gold.
- Once the characters have secured a deal, they must report back to Kwayothé. If she agrees to their terms, the players complete their quest.

ROLEPLAYING KWAYOTHÉ

Kwayothé (k-WAY-oath-ay) is a Chultan priestess of Kossuth. She's calm in a way that exudes both serenity and menace, and uses her beauty to manipulate men and women alike. She's always accompanied by male and females highly trained in unarmed combat, who double as her consorts.

Quote: "It's a simple thing I ask, yet its consequences are complex and far-reaching."

MEETING THE BEGGAR PRINCE

The beggar prince resides in one of the great ziggurats of the Old City:

The Old City sprawls beyond the port's outer walls. Three lofty ziggurats loom over the streets - remnants of some lost civilization - with a shantytown of bamboo shacks clinging to their flanks. Panicked citizens cram the streets when you arrive. Greasy smoke coils from the outskirts of town and bells toll from the ziggurats.

Pockmarked Po rules from the smallest of the three ziggurats. Climbing the steps, you see a group of thugs guarding the entrance to his chambers. A burly Chultan with a flying monkey on his shoulder turns to you.

"Be gone. The hideous prince is too busy to see you."

Five **thugs** guard the entrance with the **spy** Jaha Mubsie and his **flying monkey** companion. They have orders from the hideous prince to grant entry only to his most important guests.

To gain an audience, at least one character in the group must succeed on a DC 10 Charisma (Persuasion) check. If anybody reveals they're working for Kwayothé, they all have disadvantage on this check. Characters who prove their loyalty to the Zhentarim are allowed inside without rolling.

If they succeed, Mubsie escorts them inside to meet his master. Those who fail must use guile to find another way in.

THE NEGOTIATION

Read the following aloud when the characters gain entry:

A Calishite wearing a frayed cape slumps on a bamboo throne. His face is mangled and pitted by illness, but his one good eye sparkles with intelligence. Chultan girls serve him olives and wine as he motions for you to sit.

“Peace be upon you, and may the gods grant you mercy and blessings”.

Pockmarked Po is eager for Kwayothé’s assistance, but wants to secure the best deal possible for the future. The players don’t have to meet all Kwayothé’s demands: compromises are expected. As Po hears the terms, he makes several counter-offers:

“Your thieves must remain outside the city walls.”

Po argues that they won’t be able to defend the city without access to its inner wards. He demands free access to the Merchant’s Ward. With a successful DC 15 Charisma (Persuasion) check, a character can persuade him to drop this stipulation or shift it to another ward.

“Your thieves must obey the mercenary captains”.

Only a successful DC 20 Charisma (Persuasion) check can persuade Po to accept this demand. If the characters come up with a decent compromise, grant them advantage on the check and lower the DC to 15.

“We’ll pay you [X] gold for your service”.

Po won’t accept less than 50% of Kwayothé’s offer. Even if the players pitch 50% or more, he demands another 50% over their initial offer. With a successful DC 10 Charisma (Persuasion) check, the characters can bargain him down to 25% above their initial offer. If they beat the DC by 5 or more, Po agrees to their initial offer.

ADLIBBING THE NEGOTIATION

Try to roleplay the negotiation in full, only resorting to dice rolls if the players fail to present a solid argument. Use the following questions to prompt interaction:

- “Who sent you here? Jessamine? Or that trickster Wakanga O’tamu?”
- “Why should I trust the merchant princes? What have they ever done for us here in the Old City?”
- “My people need to see strong leadership. So, what would you do in my shoes?”
- “You’ve been quiet, friend. Is something on your mind?”

- “How can you prove to me that you aren’t lying snakes?”

During the conversation, Jaha Mubsie moves in and out of earshot to fetch drinks for the guests. While he’s distracted, any mention of Kwayothé’s involvement grants advantage to any Charisma (Persuasion) checks that the group makes.

ROLEPLAYING POCKMARKED PO

The illness that nearly took Po’s life ravaged his body. His face is heavily scarred, he is nearly blind in one eye, and he walks with a painful, stooped gait. Because of this, he has a small cadre of young Chultan women that tend to the physical aspects of his dealings: writing, fetching and stowing ledgers, and the like. Despite his physical deformities, he is wickedly cunning and has a sharp, silver tongue. He displays the appropriate professional courtesies in discussion and even when angry, never loses his temper.

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

THE BEGGAR PRINCE’S DEMAND

Assuming they reach an accord, Po has one stipulation. He explains the following:

- Yesterday, thieves stole a sack of treasure from one of Po’s captains. His spies tracked them down, but the pirates attacked before he could reclaim his gold.
- The thieves plan to ransack one of the tombs beneath the city. Po asks the group to intercept them and reclaim his gold.
- The hallway leading into the tomb is trapped, but its magic can be disabled with the following passphrase: “Ubtao shows the way.”

Assuming the characters agree, Po sends a guide to lead them to the tomb.

FACTION ASSIGNMENT: ZHENTARIM

If any characters belong to the Zhentarim, Po offers them an assignment:

- One of the stolen treasures is very valuable to the Zhentarim: a gold bottle called the “Coils of Dendar”. It’s imperative that its mysterious contents are returned to him undamaged.
- The flying monkey “Uku the Spider Boy” is trained to sniff out gold. He’ll lead them to the bottle if it’s nearby.

With that, Uku the Spider Boy hops from Jaha Mubsie onto the shoulder of the highest-ranked Zhentarim agent in the group. **Give this player the “Uku the Spider Boy” story award.**

CATCHING THE THIEVES

Location 1. Ancient Tomb details the tomb and its robbers. Use the notes provided to guide the players to Area 4D, remembering that the passphrase Kwayothé gave them can disable all the traps!

Give the players plenty of rope to resolve the encounter through negotiation. The thieves are more interested in securing the tomb's treasures than resorting to unnecessary bloodshed.

If the characters reclaim the stolen treasure, they can return to Pockmarked Po and seal the deal. With a leer, Po agrees to their settlement.

RETURNING TO KWAYOTHÉ

To complete their quest, the characters must return to Kwayothé with a good enough deal. They must achieve at least **one** of the terms stipulated on Handout 2. Bargaining Terms. Characters who fail to secure any of her terms fail the mission.

QUEST SUCCESS

If the players complete their quest, read:

Kwayothé dispatches her captains to brief the thieves. Within half-an-hour, the pirates' screams are heard from the Old City. The enemy is being driven back!

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4. "DM Handouts").

TREASURE

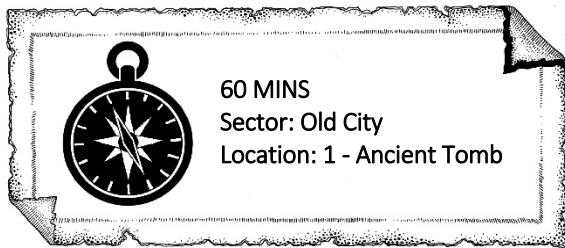
Players can keep any treasure they acquire from the "Ancient Tomb" location, as well as any gold left over from Kwayothé's payment to Pockmarked Po.

FACTION REWARDS

Characters who belong the Zhentarim faction gain the following rewards:

- If they return the "Coils of Dendar" to Pockmarked Po, they earn one renown point.
- Uku the Spider Boy bonds with his new master: this player keeps the "Uku the Spider Boy" story award. If they wish, they can gift the monkey to another character in the group.

QUEST 2. EXPLORE THE LOST TOMB



MEETING WAKANGA O'TAMU

If the players choose this quest, read:

The doors to Wakanga O'tamu's villa grind open of their own accord. Inside, soft music plays from nowhere and drifting orbs of light illuminate the painted walls. The prince's head is buried inside a gilded tome. Without looking up, he holds a finger to silence you until he finishes reading the page. Finally, you have his attention.

"I have a use for you."

Wakanga O'tamu (wuh-KAHN-guh oh-TAHmoo) reveals the following information:

- O'tamu has learned of an unexplored tomb under one of the ziggurats of the Old City. It belonged to the architects of the pyramids, who were buried alive to serve their king forever.
- The architects' tomb is said to contain a powerful spell scroll that can inspire armies. O'tamu could use this magic to bolster the port's defenders.
- O'tamu asks the characters to break into the tomb and recover the scroll. They can keep any riches they find, so long as they bring him the scroll intact.

Due to the risks, Wakanga O'tamu offers a purse of gold as payment on completion of the quest: 100gp at Tier 1, or 400 gp at Tier 2.

ROLEPLAYING WAKANGA O'TAMU

Wakanga O'tamu (wuh-KAHN-guh oh-TAHmoo) is a master of magic and lore: the only arcane spellcaster among the merchant princes. He's sympathetic to the Harpers and allows the use of his villa as a safe house. Wakanga has a soft spot for the life's luxuries: especially the pleasures of the flesh.

Quote: "Bah, life's too short for such worries!"

FACTION ASSIGNMENT: ZHENTARIM

On route to the tomb, a mysterious stranger approaches any characters belonging to the **Zhentarim** faction:

The Old City sprawls beyond the port's outer walls. Three lofty ziggurats loom over the streets - remnants of some lost civilization - with a shantytown of bamboo shacks clinging to their flanks. Panicked citizens cram the streets when you arrive. Greasy smoke coils from the outskirts of town and bells toll from the ziggurats.

As you push through the crowds, a hulking Chultan warrior shoulders his way towards you. He wears an eyepatch and carries a flying monkey on his shoulder. Drawing close, he presses a coin marked with the Black Network's seal into your palm.

"We need to talk", he hisses.

This is Jaha Mubsie (JAH-ha MOOB-see): a **spy** for Pockmarked Po, the "hideous prince" of the Old City. Jaha conveys the following information to his faction members:

- The hideous prince knows about their mission. He has a task he'd like them to complete while they're in the tomb.
- Yesterday, thieves stole a sack of treasure from one of the prince's captains. His spies tracked them down, but the pirates attacked before he could reclaim his gold.
- The thieves plan to ransack the tomb the characters are headed for. Mubsie asks his allies to intercept them and reclaim his master's gold.
- One of the stolen treasures is very valuable to the Zhentarim: a golden bottle called the "Coils of Dendar". It's imperative that its mysterious contents are returned to Mubsie undamaged.
- His **flying monkey**, "Uku the Spider Boy" (OOK-oo) is trained to sniff out gold. He'll lead them to the bottle if it's nearby.

After Mubsie has spoken, Uku the Spider Boy hops onto the shoulder of the highest-ranked Zhentarim agent in the group. **Give this player the "Uku the Spider Boy" story award.** Jaha Mubsie escorts the characters to the mouth of the tomb, but does not venture inside.

EXPLORING THE TOMB

Location 1. Ancient Tomb details the tomb and its robbers. If the characters recover the spell scroll, they can return to Wakanga O'tamu and complete their quest.

RETURNING TO WAKANGA O'TAMU

If the characters return to Wakanga O'tamu with the spell scroll, they complete their quest.

QUEST SUCCESS

If the players complete their quest, read:

Wakanga reads from the scroll, weaving powerful magic into the air. His voice booms over the city, inspiring your allies to even greater feats of daring!

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4. "DM Handouts").

TREASURE

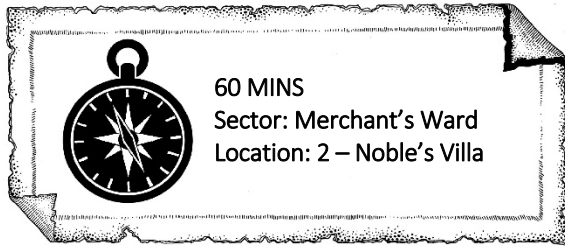
Players can keep any treasure they acquire from the Ancient Tomb encounter, as well as the gold that Wakanga promised them: 100gp at Tier 1, or 400 gp at Tier 2.

FACTION REWARDS

Characters belonging to the Zhentarim faction gain the following rewards:

- If they return the "Coils of Dendar" to Jaha Mubsie, they earn one renown point.
- Uku the Spider Boy bonds with his new master: this player keeps the "Uku the Spider Boy" story award. If they wish, they can gift the monkey to another character in the group.

QUEST 3. STEAL THE WAR CHARTER



MEETING JESSAMINE

If the players choose this quest, read:

Writhing serpents decorate the walls of Jessamine's clifftop villa. The lamps in here burn low, and hooded warriors lurk like gargoyles in the shadows. Roars and screams drift from the battle below. Jessamine watches over the city from a balcony, her body swathed in black bandages.

"I need people with very particular skills", she whispers.

Jessamine reveals the following information:

- Mother Sibonseni (SIH-bun-SEH-nee), high priestess of the Hall of Gold, is one of Port Nyanzaru's wealthiest citizens. She commands the largest mercenary army in the city.
- Sibonseni refuses to order her warriors into battle, arguing that the merchant princes should handle this on their own. Jessamine thinks she's making a play to become a merchant prince herself.
- To take up arms, Sibonseni's warriors require a signed war charter. Jessamine wants the characters to break into her villa, steal the charter, and forge her signature.
- If they succeed, they must return to Jessamine with the signed charter. Due to the risks, she offers a magical item as payment: a +1 *trident* at Tier 1, or a *cloak of the bat* at Tier 2.

Jessamine accepts no responsibility for the characters' actions: if they're caught, she'll deny involvement. If they agree to her task, Jessamine directs them to Mother Sibonseni's villa in the Merchants' Ward.

ROLEPLAYING JESSAMINE

Jessamine (JESS-uh-meen) is measured in voice and action. She suffers from the Death Curse, but keeps her symptoms well concealed. While murder is illegal in Port Nyanzaru, Jessamine can legally "sanction" killings using specific methods (usually using poison and daggers). For an

additional fee, one of her assassins will carry out the act, with results guaranteed.

Quote: "A good murder comes from the head, not from the heart."

JESSAMINE'S POISON

Before the characters leave, Jessamine gives them three doses of torpor poison:

Torpor (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

FACTION ASSIGNMENT: LORDS' ALLIANCE

If any characters belong to the Lords' Alliance, give them the following additional information:

- Mother Sibonseni is negotiating a trade deal between Port Nyanzaru and Neverwinter. The dignitaries of the Lord's Alliance are handling negotiations on the Sword Coast.
- One of her bargaining chips is an extensive set of trade charts, showing safe routes through the perilous straits of Chult's Wild Coast.

If the characters recover (or copy) these charts, they'll earn favor with their faction.

STEALING THE CHARTER

Location 2. Noble's Villa provides full details on Mother Sibonseni's villa. The characters must infiltrate the villa and steal the war charter from her office.

SIGNING THE CHARTER

To forge Sibonseni's signature, a character must have seen a sample up close. Sibonseni's office contains various signed papers.

- Once a character has seen Sibonseni's signature they can duplicate it with a successful DC 8 Wisdom (forgery kit) check.
- If they don't have the sample to hand when they craft the forgery, they have disadvantage on the check.
- Failing the check results in spoiling the charter.
- Note down the check result for a success, as the quality of the forgery affects Jessamine's willingness to complete the mission (see "Returning to Jessamine", below).

RETURNING TO JESSAMINE

If the characters return to Jessamine with a decent forgery, she pays them the money she promised (see "Treasure", below). However, her willingness

to see the task through depends on how much trouble the characters caused in Mother Sibonseni's villa:

Activity	Forgery DC
Alarm not raised	8
Alarm raised, nobody killed	10
Alarm raised, guards killed	15
Sibonseni killed	Automatic fail

Compare the result of the earlier forgery check with the new DC. If it succeeds, Jessamine is confident enough in the charter's quality to risk the ploy. If it fails, she won't risk it and the quest is a failure.

QUEST SUCCESS

If the players complete their quest, read:

Jessamine sends one of her spies to deliver the war charter. Within minutes, horns are sounded across the Merchant's Ward. Sibonseni's mercenaries are on the move!

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4. "DM Handouts").

FACTION REWARDS

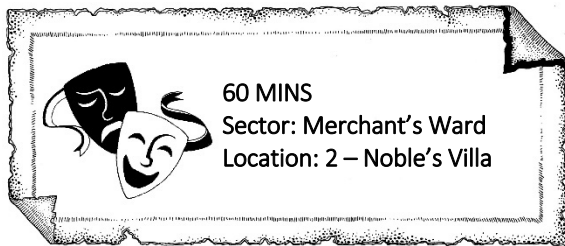
Characters belonging to the Lords' Alliance faction gain the following rewards:

- If they steal or copy Sibonseni's trade charts, they earn one renown point.
- The Lords' Alliance character who contributed most to stealing the map is singled out for an award. **Give this player the "Alliance Black Operative" story award.**

TREASURE

Players can keep any treasure they acquire from the Noble's Villa encounter, as well as any poison they didn't use. If they succeed in Jessamine's mission, she gives them a *+1 trident* at Tier 1, or a *cloak of the bat* at Tier 2.

QUEST 4. ENTERTAIN THE NOBLE



MEETING ZHANTHI

If the players choose this quest, read:

You meet Zhanthi in the Grand Souk: a covered market in the heart of the Merchant's Ward. Armed guards barricade the souk's entrances, turning back all but her most important visitors. Inside, Zhanthi inspects a stall of jungle songbirds, as though everything is business-as-usual. She looks up with a smile.

"I have an unusual task for you."

Zhanthi reveals the following information:

- Mother Sibonseni (SIH-bun-SEH-nee), high priestess of the Hall of Gold, is one of Port Nyanzaru's wealthiest citizens. She commands the largest mercenary army in the city.
- Sibonseni refuses to order her warriors into battle, arguing that the merchant princes should handle this matter themselves.
- Zhanthi has a long-standing relationship with Sibonseni's master-at-arms, Kwalu Mosi (KWA-loo MO-see). He has the power to mobilize troops on Sibonseni's behalf.
- Zhanthi wants the group to infiltrate Sibonseni's villa by posing as entertainers sent by Zhanthi to placate her. During the proceedings, they must find a way to speak to Kwalu Mosi alone and persuade him to secretly mobilize troops to protect his mistress.
- Zhanthi has prepared a rare play, entitled "Winter in the Midnight Garden". If they perform it well, they'll keep Sibonseni occupied.
- Zhanthi offers a magical item as payment for mobilizing the troops: a *+1 trident* at Tier 1, or a *cloak of the bat* at Tier 2.

ROLEPLAYING ZHANTHI

Zhanthi (ZAHN-thee) is wise and old, and few dare question her judgment. While she has strong professional ties to the Zhentarim, she disagrees with them on a personal level.

Her son, Shago, is a member of the Flaming Fist garrisoned at Fort Beluarian.

Quote: "One must break sticks to make fire."

PREPARING FOR THE PLAY

Assuming the characters agree to her quest, Zhanthi loans them the following gear:

- The script; a droll comedy called "Winter in the Midnight Garden". There's no time to learn the lines, so the characters must plant the script on stage and refer to it surreptitiously.
- Appropriate costumes for each character. These could be lordly robes, beggar's garb, even a donkey costume: let the players use their imaginations. The play is flexible enough to support any roles they choose.
- A cart pulled by a **triceratops**. No weapons are allowed inside the villa, so they'll have to store their gear on the cart and leave it outside.

Once they're ready, Zhanthi directs them to Mother Sibonseni's villa.

FACTION ASSIGNMENT: LORDS' ALLIANCE

If any characters belong to the Lords' Alliance, give them the following additional information:

- Mother Sibonseni is negotiating a trade deal between Port Nyanzaru and Neverwinter. The dignitaries of the Lord's Alliance are handling negotiations on the Sword Coast.
- One of her bargaining chips is an extensive set of trade charts, showing safe routes through the perilous straits of Chult's Wild Coast.

If the characters recover (or copy) these charts, they'll earn favor with their faction.

PERFORMING THE PLAY

Location 2. Noble's Villa provides full details on Mother Sibonseni's villa. The characters must present themselves to Mother Sibonseni, perform their play, and find a way to speak to Kwalu Mosi alone during the performance.

MEETING MOTHER SIBONSENI

Mother Sibonseni's followers meet the characters at the gate and search them for concealed weapons. Assuming they're unarmed, the followers lead them to the Atrium at area 2D.

THE PERFORMANCE

When the play is about to begin, read the following aloud:

The priestess leans back and watches you through heavy-lidded eyes. Just as you're about to begin, her puppy darts forward and snatches up your script. With a shake of its head, it tears the parchment to pieces. Mother Sibonseni squeals with surprise.

"Naughty Bo-Bo! Oh, I do hope that parchment wasn't important?"

Take the lines from **Handout 3. Torn Script** and place them in a bag in the middle of the table. Before the performance begins, each player takes a random line from the bag.

- The players must now adlib a play between them. The play's characters, scenes and story are completely up to them.
- Players can make up lines, but must find ways to slip their handout lines seamlessly into the narrative. As each handout line is delivered, its player takes another random line from the bag.
- Character can enter or exit the stage as seems appropriate. The play must have at least three acts, with short intermissions between each.
- Players must not confer or give hints during the performance!

Use a scrap of paper to jot down the appeal of the play as the players perform it:

- Mark a success every time a player delivers their handout line in a funny, well-timed or ingenious way.
- Mark a failure each time a player hesitates for too long or makes a blatant non-sequitur.
- Mark a failure if too much time goes by without a handout line being used.
- Mark a failure if one or more characters underperforms. Mother Sibonseni could even prompt an actor onstage if they've been absent for too long.

Mother Sibonseni calls for intermissions between each "act": at this point, total up your checks for that act. If the players have more successes than failures, Mother Sibonseni is pleased, and her attention drifts elsewhere until the performance resumes. More failures than successes mean she's eager to get the performance over with, and hastens the players onto their next act.

SPEAKING TO KWALU MOSI

If Mother Sibonseni is content, the players can speak to Kwalu Mosi during an intermission between acts. They could also devise their own distraction, or a character could sneak over to him during a particularly dramatic scene.

Kwalu Mosi is loyal to Zhanthi, but still needs persuasion to mobilize her troops without telling her first. To win him over, the character must succeed on a DC 14 Charisma (Persuasion) check. After three failures, Mosi is drawn away until the next intermission.

RETURNING TO ZHANTHI

If the characters mobilize Sibonseni's troops and return to Zhanthi, she gives them the magic item see promised (see "Treasure", below).

QUEST SUCCESS

If the players complete their quest, read:

Within minutes, horns are sounded across the Merchant's Ward. Kwalu Mosi has proven good to his word: Sibonseni's mercenaries are on the move!

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4: "DM Handouts").

FACTION REWARDS

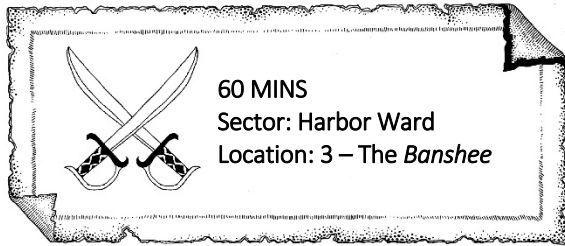
Characters belonging to the Lords' Alliance faction gain the following rewards:

- If they steal or copy Sibonseni's trade charts, they earn one renown point.
- The Lords' Alliance character who contributed most to stealing the map is singled out for an award. **Give this player the "Alliance Black Operative" story award.**

TREASURE

Players can keep any treasure they acquire from the Noble's Villa encounter. If they succeed in Zhanthi's mission, she gives them a *+1 trident* at Tier 1, or a *cloak of the bat* at Tier 2.

QUEST 5. DESTROY THE FLAGSHIP



MEETING EKENE-AFA

If the players choose this quest, read:

Ekene-Afa summons you to her villa on Throne Hill. Ornate weapons hang from her walls, and parrots squawk from gilded cages. When you approach, warriors are strapping armor to her scarred body. With her back to you, she addresses your reflections in the looking glass.

“I can breathe fire into the heart of the pirate armada, but I need your help.”

Ekene-Afa reveals the following information:

- Captain Smoke has seized the Royal Docks and is busy loading purloined goods onto her ship, the *Banshee*.
- Ekene-Afa wants the characters to capture the *Banshee* and rig it with explosives. She'll supply them with a wagonload of oil and alchemist's fire.
- Once the characters have doused the ship in oil, they must steer it into the armada and light the fuse on the explosives. Given luck, the sticky flames will spread from vessel-to-vessel.
- Ekene-Afa warns the characters that Captain Smoke is not truly of this world. Defeating her in combat won't destroy her for good.
- If they survive, the characters can use jolly boats to row back to the quayside.

Given the danger, Ekene-Afa offers the group a considerable reward: 250gp at Tier 1, or 1,000gp at Tier 2. She'll only hand over the money if her plan succeeds.

ROLEPLAYING EKENE-AFA

Ekene-Afa (eh-KEH-nay AH-fuh) is a former gladiator who invested her winnings in a fledgling trade business. Her exploits in the Grand Coliseum earned her the devotion of the common folk, and her busts adorn street corners across the city. As a merchant, she's a tough negotiator who doesn't tolerate fools and demands respect.

Quote: “We have a saying in the arena: if you must stare down a spear, make sure you're the one holding the haft.”

FIRE OIL

Ekene-Afa provides the group with a wagon loaded with 20 stoppered jugs of oil and 10 flasks of alchemist's fire (see Chapter 5 of the *Player's Handbook*). A **triceratops** pulls the wagon.

CAPTURING THE *BANSHEE*

Location 3. The *Banshee* provides full details on the *Banshee* and its crew. The players can approach the ship however they please, but the pirates won't surrender without a fight. Once the vessel is under the characters' control, they must douse it with oil and plant the flasks of alchemist's fire throughout the hold.

INFILTRATING THE ARMADA

Read the following aloud when the characters sail out into the harbor:

Drifting smoke and evening fog mask the *Banshee* as she slips back toward the armada. As you sail closer, explosions blossom around you as explosive-tipped bolts slam into the water. You're under fire from the fort!

Ekene-Afa isn't taking any chances: she's secretly ordered the fort batteries to open fire on the ship with explosive-tipped bolts!

PILOTING THE SHIP

To reach the armada, the character piloting the *Banshee* must succeed on **three** DC 12 Wisdom (water vehicles) checks. If they fail any of these checks, an explosive bolt ignites the oil-drenched ship and all characters onboard must make a DC 15 Dexterity saving throw. On a failed save, the character takes 5 (1d10) fire damage at Tier 1, or 16 (3d10) fire damage at Tier 2. All characters who remain onboard the burning ship must repeat the saving throw at the end of each of their turns. The pilot can still sail the ship while it's burning.

If the players scuttle the ship before it reaches the armada, their mission could fail. Their chances of failure depend on how many successful checks the pilot made before the ship was abandoned:

Successes	Chance of failure
0	75%
1	50%
2	25%
3+	0%

If the pilot completes three successful checks, the *Banshee* reaches the center of the armada. From there, the characters can safely light the fuse and scuttle the ship. When they're at a safe distance, read:

The burning flagship drifts into the middle of the pirate armada. With a thunderous boom, its hold explodes and rains fire over the nearby vessels. The inferno leaps from sail-to-sail, and within minutes the armada is ablaze.

RETURNING TO EKENE-AFA

Having succeeded in their mission, the characters can now return to Ekene-Afa for payment. She remains true to her word, but pleads ignorance about the intervention of the fort batteries.

QUEST SUCCESS

If the players complete their quest, read:

The pirate armada burns in the harbor. High above, the ballista batteries on Fort Nyanzaru turn their fire toward other enemy positions!

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4: "DM Handouts").

FACTION REWARDS

Characters belonging to the Harpers faction gain the following rewards:

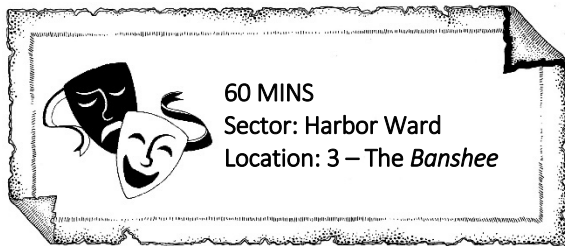
- If they rescue Sirge Wintermelt and capture Barnacles the parrot alive, they earn one renown point.
- Barnacles latches on to the character who played the greatest role in capturing him. **Give this player the "Barnacles the Parrot" story award.** If they wish, they can gift the parrot to another player in the group.

TREASURE

Players can keep any treasure they acquire from the *Banshee*, as well as any alchemist's fire they didn't use.

Ekene-Afa reclaims the cart and triceratops. If they succeed in her mission, she pays them 250gp at Tier 1, or 1,000 gp at Tier 2.

QUEST 6. PIRATE PARLEY



MEETING JOBAL

If the players choose this quest, read:

You arrange to meet Jobal at a bath house in the Market Ward. When you arrive, silence has settled over the marbled chambers. The prince lurks in a sauna, dark skin beaded with sweat. As he speaks, he draws water from a bucket and pours it slowly over his shoulders.

“I have eyes everywhere. If there’s weakness in the enemies’ ranks, I’ve already seen it.”

Jobal reveals the following information:

- Captain Smoke has seized the Royal Docks and is busy loading purloined goods onto her ship, the *Banshee*.
- Jobal has learned that one of Smoke’s fellow pirates is running late. Captain Smoke hasn’t met this pirate, but she knows some basic details about his or her past.
- Jobal wants the characters to pose as the pirate captain and crew to gain access to the *Banshee*. Once aboard, they must question Captain Smoke about Pelican Jake.
- Jobal tells them all he knows about the pirate captain and his or her crew (for now, handwave over these details: the players will define these themselves!)
- If the characters uncover useful information, Jobal will pay them 100gp at Tier 1, or 400gp at Tier 2.

Let the players come up with the pirate captain’s name. Jobal provides the characters with piratical disguises, and then sends them on their way.

ROLEPLAYING JOBAL

Jobal (Joh-BAWL) became rich as a wilderness guide when he stumbled upon an immense cache of gold and jewels (an excursion that he, coincidentally, was the only survivor of). He now employs a network of guides—most of whom report the actions of those in their charge to Jobal. In

business, he is confident and sly, and never afraid to exploit a weakness.

Quote: “Oh, you thought I didn’t know that? How sweet.”

PREPARATIONS FOR THE RUSE

Before they head to the ship, ask each player to write down **eight facts** about the pirate they’re posing as. These facts represent snippets of information that Jobal told them. They can’t be physical details: they must be social or historical in nature. For example:

- “I sailed around the horn of Maztica while blindfolded”
- “I’m wanted in five kingdoms of Faerûn.”
- “I’m searching for the captain who forced my dad to walk the plank.”

Once everybody’s written down eight facts, go around the table and ask each player to read out one of their facts. Continue until everyone has read out all eight facts. **Players are not allowed to take notes during the reading!** Finally, ask the players to hand you their lists. **Now reveal that each player’s facts relate to the character seated to their left!** Write the names of those characters on the lists, and keep them close to you. Players are not allowed to refer to their lists during play.

ONBOARD THE *BANSHEE*

Location 3: The *Banshee* provides full details on the *Banshee* and its crew. After the players announce their presence, the pirates lead them inside to meet Captain Smoke.

BOARDING THE SHIP

It’s important that the players act in character throughout! The pirates let them aboard as guests, and send a runner to notify Captain Smoke. While they wait on deck, the pirates chat to them. Use the player’s lists to ask leading questions to each character. For example:

- “Ain’t you the one who sailed somewhere blindfolded? Where was it again?”
- “Ain’t I seen yer face before? Are you famous?”
- “Yer searchin’ for someone, I heard. Who was it again?”

If anybody answers incorrectly, the pirates become suspicious. They don’t turn on the characters just yet, but they secretly let Captain Smoke know something’s not right...

MEETING CAPTAIN SMOKE

When the players meet Captain Smoke, read:

If Idrienne Smoke was once beautiful, her years in the Nine Hells have twisted her horribly. Her teeth are now jagged metal, her skin is scaled, and black horns curve from her brow. On her shoulder, a scraggly parrot eyes you suspiciously. Captain Smoke cracks a shark's smile and beckons you forward.

"About time, shipmates. Mayhaps ye'll be telling me why yer late to my party?"

Captain Smoke is upset that the pirates are late and wants to know why. Roleplay the scene out. If you're stuck, use the following questions to guide the conversation:

- "So why didn't ye let me know earlier?"
- "Ye know there's a password, right?"
- "How much of yer cut are ye prepared to give up as compensation for this upset?"
- "Call yerself a pirate? Prove it to me by cuttin' off yer thumb."

As the scene plays out, describe how Captain Smoke becomes increasingly suspicious of the characters. Eventually, her patience runs out...

TRIAL OF THE CUTLASS

When you're ready, read the following:

Captain Smoke glares at you suspiciously. With a snap of her fingers, pirates move to block the exits and hands lower to the hilts of cutlasses.

"Something ain't right here. Let's see if ye're really who ye say ye are. Lads – seize THAT ONE!"

The pirates grab the largest character in the group. If the players try to resist, the situation swiftly escalates into combat. Otherwise, the pirates pin the character against a table and hold a cutlass over their outstretched wrist.

Captain Smoke now asks that character three questions about **other characters** in the group, based on the facts provided earlier. For example:

- "Which one of yer shipmates sailed 'round the horn of Maztica?"
- "She's wanted in how many kingdoms?"
- "I hear he's lookin' for someone. Who is it, and why?"

After each correct answer, ask the character to make a DC 10 Charisma (Persuasion or Deception) check. Raise the DC to 15 if the pirates on deck

were suspicious of the group earlier. If the player gives the wrong answer or fails the check, Captain Smoke's parrot squawks one of the following phrases: "Thar she blows!", "Hang 'em from the yardarm!", or "Blow the man down!".

To escape unharmed, the character must pass two checks. After two failures or one wrong answer, the pirates chop off the character's hand. **Give the player the "Hook for a Hand" story award** (see Appendix 6. Story Awards). Captain Smoke then repeats the trial on a different character.

If at least half of the characters pass the trial, Captain Smoke relaxes ("Just a wee test, shipmates. Better safe than sorry eh?"). The characters can now ask her about Pelican Jake (see below). If half of the group fail her test, Captain Smoke and her pirates attack!

QUESTIONING CAPTAIN SMOKE

After her trial, Captain Smoke pours the characters some rum and invites them to relax. For a few minutes, the characters can explore her ship unhindered. If questioned about Pelican Jake, Smoke reveals the following:

- Pelican Jake was Idrienne's first mate on the *Banshee*, and her lover.
- After the *Banshee* robbed a Waterdhavian treasure ship, Jake hatched a plan to betray her and steal her riches. He cut a deal with Aremag the dragon turtle to rob the *Banshee* and split the riches.
- Aremag wasn't supposed to sink the ship, but it lost its temper. Captain Smoke and her crew sank to the bottom of the Bay of Chult. With her dying breath, she swore vengeance on Pelican Jake.
- Ten years later, Jake angered the goddess Umberlee by desecrating one of her shrines. Umberlee brought Captain Smoke back from the Nine Hells to seek vengeance.
- Captain Smoke promises to kill one denizen of Port Nyanzaru for every coin that Pelican Jake stole from her – unless he's handed over alive.
- Captain Smoke doesn't know where to find Jake, but she thinks he's still in the city. Her pirate contacts recently met with him, and he dropped some hints about where he's staying...

The group can now summon Pelican Jake to their table (see "Interactive Events")! Play the interaction as a flashback, with each player taking on the role of a different pirate (ideally the pirates they've been posing as). If they uncover a clue to

Pelican Jake's whereabouts, tell them to write it down for later.

RETURNING TO JOBAL

The characters can return to Jobal once they're safely ashore. The players must learn Captain Smoke's backstory to claim their reward: any clues about Pelican Jake's whereabouts are a bonus.

QUEST SUCCESS

If the players complete their quest, read:

Word spreads of your cunning ploy to trick Captain Smoke. You've got one over on the pirates, and inspired your allies to even greater feats of defiance.

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4. "DM Handouts").

FACTION REWARDS

Characters belonging to the Harpers faction gain the following rewards:

- If they rescue Sirge Wintermelt and capture Barnacles the parrot alive, they earn one renown point.
- Barnacles latches on to the character who played the greatest role in capturing him. **Give this player the "Barnacles the Parrot" story award.** If they wish, they can gift the parrot to another player in the group.

TREASURE

Players can keep any treasure they steal from the *Banshee*. If they succeed in the mission, Jobal pays them 100gp at Tier 1, or 400gp at Tier 2.

QUEST 7. FIND THE BURIED TREASURE



MEETING KWAYOTHÉ

If the players choose this quest, read:

You meet Kwayothé on the battlements of Fort Nyanzaru. Far below, fires rage across the Harbor Ward as the defenders fight a running battle against Captain Smoke's pirates. Kwayothé sips wine as she watches, her brow knitted with concern.

"We must find a way to stop these reavers."

Kwayothé's spies have brought her valuable evidence. She reveals the following information:

- Years ago, Pelican Jake betrayed Captain Smoke by stealing her treasure. With her dying breath, Smoke cursed the stolen coins.
- Terrified of her wrath, Pelican Jake buried the hoard beneath Port Nyanzaru. A few months back, he gave it away to settle a gambling debt. Jake revealed the hoard was hidden somewhere inside the "Thundering Lizard" tavern.
- Jake gave his beneficiary a scroll, a key, and a battered telescope: items he claimed were "vital tools" to find his treasure.
- The beneficiary had no luck finding the hoard, and wrote it off as a betrayal. Kwayothé recently acquired Jake's items, which she now gives to the characters.
- Unearthing the treasure hoard could stall the pirate attack. Kwayothé asks the characters to search the tavern again to find it.
- Captain Smoke's pirates were recently spotted in the vicinity. If they're present, Kwayothé advises the characters to create a diversion so they can sneak inside.

Kwayothé offers the group a reward for finding the treasure: 100gp at Tier 1, or 400gp at Tier 2. Give the players **Handout 4. Jake's Scroll**. The telescope is plain and worn, but radiates a faint aura of illusion magic when targeted with a *detect magic* spell or similar magic. The iron key is unadorned.

ROLEPLAYING KWAYOTHÉ

Kwayothé (k-WAY-oath-ay) is a Chultan priestess of Kossuth. She's calm in a way that exudes both serenity and menace, and uses her beauty to manipulate men and women alike. She's always accompanied by male and females highly trained in unarmed combat, who double as her consorts.

Quote: "It's a simple thing I ask, yet its consequences are complex and far-reaching."

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

If any character belongs to the Order of the Gauntlet, Kwayothé tells them to visit the "fat knight" before heading for the tavern. Apparently, he has business there. The characters recognize the fat knight as Alastar Bol: the ranking Lords' Alliance contact in the area.

Bol resides in a manor on Mount Sibasa, high above the fish market. If the characters choose to visit him, read:

Armed guards escort you to a courtyard within Alastar Bol's villa. The nobleman lounges on a divan before a fountain, his body pouring with sweat from the sticky evening heat. A map of the city spreads before him, with sugared treats marking enemy positions.

"Ah, you've seen Kwayothé. Good: I have need of your assistance."

Bol has an important task for his allies.

- One of the Gauntlet's knights recently embarked on an expedition into the jungle. He succumbed to mad monkey fever, and sent his squire back to fetch vital medical supplies: a halfling called Gordo the Just.
- Gordo is the only person who can locate the knight within the trackless jungle. He's staying overnight at the Thundering Lizard and plans to head back at daybreak with the supplies.
- Bol wants his allies to find the Gordo and escort him to the city limits.

ROLEPLAYING ALASTAR BOL

Alastar Bol (BOWL) has put on quite an amount of weight since arriving in town, mostly because he doesn't leave his villa and eats constantly—likely out of boredom. He sees the pirate attack as an opportunity to earn himself a nice promotion someplace civilized and decently cool. Bol is smart and wise, and is quick to provide his insight on the task at hand. He doesn't, however, take kindly to his guidance being disregarded.

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

EXPLORING THE TAVERN

Location 4. The Thundering Lizard provides full details on the tavern and its infernal visitors. The players must break into the tavern and sneak into the cellars. If they attract attention, they must fight the pirates.

THE CELLAR

Characters who observe the cellar through Jake's spyglass notice that each pillar has a different word engraved in its finial. These words are not otherwise visible. Clockwise from the north, the words read:

- **Northeast:** Crocodile
- **Southeast:** Dinosaur
- **Southwest:** Bites
- **Northwest:** Lowest

Arranged correctly, the message reads "Dinosaur Bites Lowest Crocodile". Folding Pelican Jake's scroll so that the dinosaur's jaws align with the lowest crocodile reveals a secret message across the crease "4, 3, 2, 5". If the numbered barrels in the cellar are pushed in that order, a secret door swings open to reveal a hidden chamber behind the south wall.

PELICAN JAKE'S TREASURE

Pelican Jake's cursed treasure lies inside the hidden chamber.

The secret door opens into a tiny chamber. A battered sea chest sits on the floor, secured with an ornate padlock. Each keyhole has a different creature engraved around it: a beholder, an owlbear, an umber hulk, and a mindflayer.

Pelican Jake's riddle indicates which keyhole opens the padlock: the owlbear. Once unlocked with his key, any treasure within can be safely removed. Turning the key in any other keyhole triggers a trap...

TRAP: EXPLODING PADLOCK

The padlock explodes if the key is turned in the wrong keyhole; opening the chest but damaging its contents.

Detection and Disabling. A *Detect Magic* spell reveals an aura of evocation magic emanating from the padlock. Once detected, its magic can be dispelled with a *Dispel Magic* spell (DC 15) or a *Knock* spell.

Trigger. Turning the key in any keyhole other than the owlbear keyhole triggers the spell. If a character tries to pick the padlock, the trap automatically triggers.

Effect. The padlock explodes and deals 5 (1d10) slashing damage per APL (average party level) to all creatures within

15 feet. The blast tears the lid from its hinges and destroys the potion bottles contained within the chest.

The treasure chest contains:

- 4 *potions of healing* (Tier 1) or 4 *potions of superior healing* (Tier 2).
- 1,500 cursed gold pieces (see below).

CURSED COINS

Captain Smoke laid a vengeful curse on Pelican Jake's stolen booty. Anyone who handles the coins is immediately cursed until the stolen coins leave their possession. Physical contact isn't required: carrying a container of cursed coins has the same effect as grasping them with bare hands.

The curse strikes as soon as the character gives to coins to another creature. As they're handed over, each coin deals 1 necrotic damage to the cursed character. Damage takes place instantaneously, so counting out coins slowly allows the cursed character to detect the effect as they pass them over. Tossing over a pouch of coins deals damage in a single burst, causing the character to disintegrate into a cloud of chalky dust if they drop to 0 hit points.

If the coins are left on a nonliving surface, the bane effect fades away after ten minutes. If anybody picks them up before them, it counts as giving the coins away.

RETURNING TO KWAYOTHÉ

If they succeed in their mission, the characters can return to Kwayothé with the cursed gold. Players who don't know of the curse may be in for a nasty surprise here!

HANDLING THE COINS

Kwayothé knows the coins are cursed, so she questions the characters carefully about them before receiving them. She then has one of her servants take the coins from the group and place them in a dungeon under Fort Nyanzaru.

QUEST SUCCESS

If the players complete their quest, read:

As the battle rages on, Kwayothé's agents are dispatched to cut a deal with Captain Smoke. Across the city, Smoke's pirates fall back to provide muscle for the coming negotiation.

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4: “DM Handouts”).

FACTION REWARDS

Characters who belong to the Harpers faction gain the following rewards:

- If they rescue Gordo the Just and recover his supplies, they earn one renown point.
- Gordo rewards the Order of the Gauntlet ally who played the greatest role in rescuing him.
Give this player the “Map of the Jungle” story award. If they wish, they can pass this award to another player in their group.

TREASURE

The players can keep any treasures they recover from the Thundering Lizard tavern. If they succeed in their mission, Kwayothé pays them 100gp at Tier 1, or 400 gp at Tier 2.

QUEST 8. SLAY THE PIRATE CHAMPION



MEETING EKENE-AFA

If the players choose this quest, read:

Smoke's pirates have breached the Tiryki Gate and are pushing through into the Market Ward. A staunch defense has been mounted outside the Red Market, with mercenaries forming a barricade of upturned carts across the street. Ekene-Afa stands atop the barricade, fresh blood dripping from her blade.

"Some of the bastards got through. I need you to kill them."

Ekene-Afa reveals the following information:

- One of Captain Smoke's champions, a minotaur called Captain Walharrow, broke through the barricade with his pirate band.
- Walharrow was last seen near the Thundering Lizard tavern. Ekene-Afa wants the characters to track him down and slay him.
- Killing Captain Walharrow will demoralize the pirates and save countless denizens of the Market Ward.

Given the danger, Ekene-Afa offers the group a reward: 100gp at Tier 1, or 400 gp at Tier 2. She'll only hand over the money if they return with proof that Captain Walharrow is dead.

ROLEPLAYING EKENE-AFA

Ekene-Afa (eh-KEH-nay AH-fuh) is a former gladiator who invested her winnings in a fledgling trade business. Her exploits in the Grand Coliseum earned her the devotion of the common folk, and her busts adorn street corners across the city. As a merchant, she's a tough negotiator who doesn't tolerate fools and demands respect.

Quote: "We have a saying in the arena: if you must stare down a spear, make sure you're the one holding the haft."

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

If any character belongs to the Order of the Gauntlet, Ekene-Afa tells them to visit the "fat

knight" before heading for the tavern. Apparently, he has business there. The characters recognize the fat knight as Alastar Bol: the ranking Lords' Alliance contact in the area.

Bol resides in a manor on Mount Sibasa, high above the fish market. If the characters choose to visit him, read:

Armed guards escort you to a courtyard within Alastar Bol's villa. The nobleman lounges on a divan before a fountain, his body pouring with sweat from the sticky evening heat. A map of the city spreads before him, with sugared treats marking enemy positions.

"Ah, you've seen Ekene-Afa. Good: I have need of your assistance."

Bol has an important task for his allies.

- One of the Gauntlet's knights recently embarked on an expedition into the jungle. He succumbed to mad monkey fever, and sent his squire back to fetch vital medical supplies: a halfling called Gordo the Just.
- Gordo is the only person who can locate the knight within the trackless jungle. He's staying overnight at the Thundering Lizard and plans to head back at daybreak with the supplies.
- Bol wants his allies to find the Gordo and escort him to the city limits.

ROLEPLAYING ALASTAR BOL

Alastar Bol (BOWL) has put on quite an amount of weight since arriving in town, mostly because he doesn't leave his villa and eats constantly—likely out of boredom. He sees the pirate attack as an opportunity to earn himself a nice promotion someplace civilized and decently cool. Bol is smart and wise, and is quick to provide his insight on the task at hand. He doesn't, however, take kindly to his guidance being disregarded.

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

THE THUNDERING LIZARD TAVERN

Location 4. The Thundering Lizard provides full details on the tavern and the pirates. The characters must confront Captain Walharrow and slay him. When they have proof of his death – his head, for example – they can return to Ekene-Afa to claim their reward.

RETURNING TO EKENE-AFA

If they succeed, the characters return to Ekene-Afa with proof of Captain Walharrow's death. In return, she pays them the gold she promised.

QUEST SUCCESS

If the players complete their quest, read:

A roar of triumph echoes over the streets as word spreads that Walharrow is slain. That will surely be a grave blow to the pirates' morale!

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4: "DM Handouts").

FACTION REWARDS

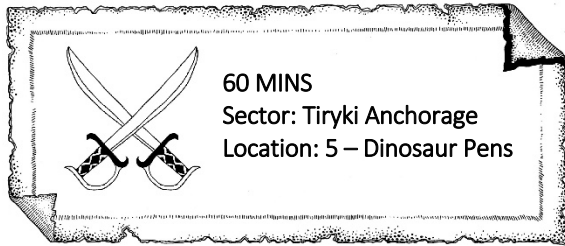
Characters who belong to the Harpers faction gain the following rewards:

- If they rescue Gordo the Just and recover his supplies, they earn one renown point.
- Gordo rewards the Order of the Gauntlet ally who played the greatest role in rescuing him.
Give this player the "Map of the Jungle" story award. If they wish, they can pass this award to another player in their group.

TREASURE

The players can keep any treasure they recover from the Thundering Lizard tavern. If they succeed in the mission, Ekene-Afa pays them 100gp at Tier 1, or 400 gp at Tier 2.

QUEST 9. UNLEASH THE DINOSAURS



MEETING IFAN TALRO'A

If the players choose this quest, read:

You find Ifan Talro'a in the halls of Goldenthrone. By day, this magnificent palace is the seat of government. Tonight, worried patricians fill its chambers with shouting voices. The merchant prince hammers his staff on the floor to call for order.

"Silence, fools! Only I have the power to unleash Ubtao's Children from their pens and drive these buccaneers from our city! But who among you dares to lead the dinosaurs?"

Ifan Talro'a calls for a volunteer. No matter which character steps forward, he sneers that they wouldn't know how to handle "Ubtao's Children". To test their mettle, he challenges the character to fight a dinosaur right here in Goldenthrone—alone.

ROLEPLAYING IFAN TALRO'A

Ifan Talro'a (ee-FAHN tall-ROW-uh) is an arrogant merchant driven by greed and jealousy. The Zhentarim collaborate in many of his schemes, and his spies infest the city's markets. Unbeknownst to all, Ifan is in league with the yuan-ti of Omu, and uses flying snakes to warn them of treasure hunters heading into the jungle.

Quote: "I didn't get here by shoveling dung. That's why I have people like you around."

TO THE DEATH!

If the characters agree to Ifan's test, his guards form a circle in the great hall of Goldenthrone. A dinosaur is then released into the circle—a **deinonychus** at Tier 1, or a **stegosaurus** at Tier 2 – and the character is forced to fight it alone. If Ifan notices other characters intervening, he declares the test a failure. If the character dies, another character can challenge the same beast. Refusing to fight results in the failure of this quest.

THE HUNTING HORN

If a character defeats the dinosaur, Ifan Talro'a loans them a hunting horn carved from the fang of a sabre-tooth tiger. As an action, a character can sound the horn, causing any trained dinosaurs within 30 feet of them to follow. Ifan Talro'a sends the group to Tiryki Anchorage with orders to muster the dinosaurs and drive the pirates from the waterfront.

FACTION ASSIGNMENT: EMERALD ENCLAVE

As they leave Goldenthrone, a young tabaxi approaches any characters who belong to the **Emerald Enclave** faction:

As you're leaving the palace, a green-eyed tabaxi pulls aside her cloak to reveal the clasp of the Emerald Enclave. She looks around nervously, then beckons for you to follow her.

"Ifan Talro'a is the fool.," she snarls. "And we need to do something about it."

This is Screaming Wind, a tabaxi **spy** loyal to the Emerald Enclave. She reveals the following information:

- Ifan Talro'a is a traitor who conspires to lead the unwary into the jungle, where his criminal allies rob and murder them.
- Talro'a keeps a secret office underneath the beast pens. Screaming Wind wants her allies to search this office for clues about Talro'a's shady dealings.
- If they return to her with information, they'll earn renown with their faction.

ROLEPLAYING SCREAMING WIND

This young tabaxi is shy in crowds, but listens carefully from the back of the room, and adds her opinion only when she feels it necessary. Screaming Wind speaks very seldom, but when she does, people tend to listen. She is remarkably insightful for her age, and a more skilled hunter few have seen. She is the sole surviving member of her tribe, the rest of whom were slain by undead.

Quote: "Less talking, more hunting."

RELEASING THE DINOSAURS

Location 5. Dinosaur Pens provides full details of the dinosaur pens. To complete their quest, the characters must release the dinosaurs from every pen and then lead them on a charge through the waterfront. The pirates try to stop them.

DINOSAUR FRENZY

Once the characters have defeated half of the pirates, the prize dinosaur smashes from its enclosure in a frenzy.

- At Tier 1, the dinosaur is a **stegosaurus**.
- At Tier 2, the dinosaur is a **tyrannosaurus rex**.

On its turn, the dinosaur tears at the struts supporting the gantries underneath the characters. If it deals 20 or more damage in a single attack, a 20-foot wide section of gantry collapses. Each creature on the gantry when it collapses takes 11 (3d6) bludgeoning damage and falls prone in the mud below. The prize dinosaur attacks any creatures that stray too close.

CHARGE OF THE DINOSAURS!

If the characters release the dinosaurs, read:

With bellowing roars, the dinosaurs trample from the beast pens: a wave of heaving, scaly flesh that crushes all in its path. Pirates throughout the Anchorage glimpse the coming destruction, and begin running back to their ships! One of the beast keepers calls out to you:
“Quickly! Ride Ubtao’s Children and drive the pirates into the sea!”

To complete their quest, the characters must drive the pirates from the waterfront. Each player can mount a dinosaur steed: a **hadrosaurus** or a **triceratops** for Medium-sized characters, or a **deinonychus** for Small-sized characters.

CHASE RULES

Roll initiative, but only track player characters: their enemies form a single routing mob that doesn’t take actions. The pirates are scrambling down alleyways, climbing over buildings, and doubling back on themselves to escape pursuit. Distances are only used for simplicity.

- The pirate mob has AC 14. At tier 1, it has hit points equal to the number of players multiplied by 20. At tier 2, it has hit points equal to the number of players multiplied by 40.
- Track the distances between the pirate mob and each character in five steps: adjacent, close (5-50ft), medium (51-100ft), far (101-200ft) and extreme (200ft+). You can use miniatures to represent how far apart the characters are. The characters all start at medium range.
- As an action, each character makes a DC 15 Dexterity (Animal Handling) check to stay in the

chase. A character moves one step backwards if they fail the check by 5 or more, dropping out the chase if they fall beyond extreme range.

- On a success of 15 or higher, the character moves one step closer. If they’re already adjacent to the mob, they maintain their position on a success.
- A character can use their action to attack or cast a spell, but doing so moves them one step backwards in the chase.
- Each character rolls on the **complications** table at the end of their turn (see below).

CHASE COMPLICATIONS

- Complications affect the **next** character in the initiative order.
- Any player can spend inspiration to negate a result after it’s rolled.
- When making an ability check due to a complication, a character can use their own ability score if it’s higher than their mount’s.
- If a character falls from their mount, they’re out of the chase.

Chase Complications

1d20	Complication
1	Smash through a wall! You take 5 (1d10) bludgeoning damage at Tier 1, or 22 (4d10) bludgeoning damage at Tier 2. You fall back two steps in the chase.
2	Smash through fences! Make a DC 12 Dexterity saving throw. On a failed save, you take 5 (1d10) slashing damage and fall back one step in the chase.
3	Smash through stalls! Make a DC 12 Dexterity saving throw. On a failed save, you’re blinded until the end of your next turn and fall back one step in the chase.
4	Pandemonium of parrots! Make a DC 12 Dexterity saving throw to avoid the startled birds. On a failed check, you fall back one step in the chase.
5	Washing Lines! Make a DC 12 Dexterity saving throw to avoid the lines. On a failed save, you take disadvantage on skill throws and saving throws until the end of your next turn.
6	Ah-harr! A pirate turns and shoots at you with his crossbow! (+4 to hit, 5 (1d8+1) damage).
7	Wrong turn! Make a DC 15 Wisdom (Perception) check to get back to the pirates. On a failed check, you gain disadvantage on your next roll to keep up.
8	Shortcut! Make a DC 12 Wisdom (Perception) check. On a success, move forward one step in the chase.
9	Charge! Move forward one step in the chase!
10-20	No complication.

To succeed, the group must maintain the chase for 10 rounds or defeat the pirate mob. If the characters drop out, the pirates scatter through the city and the quest is a failure.

RETURNING TO IFAN TALRO'A

If they succeed in their mission, the characters can return to Ifan Talro'a.

QUEST SUCCESS

If the players complete their quest, read:

The dinosaurs rampage through the streets, driving the pirates back into the sea. Horns are sounded across Tiryki Anchorage as the defenders reclaim control!

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4: "DM Handouts").

FACTION REWARDS

Characters who belong to the Emerald Enclave faction gain the following rewards:

- If they explore the secret office, they earn one renown point.
- The Emerald Enclave rewards the character who contributed the most to their mission. **Give this player the "Flying Snake" story award.** If they wish, they can pass this award to another player in their group.

TREASURE

Players can keep any treasure they acquire from the dinosaur pens. They can also hang onto their dinosaur steed, but must return it to the animal handlers at the end of the event. Ifan Talro'a reclaims his hunting horn.

QUEST 10. BREAK THE PIRATE CURSE



MEETING ZHANTHI

If the players choose this quest, read:

You meet Zhanthi in her villa on Throne Hill. Suits of gold-plated armor line the walls, and jeweled reliquaries are displayed in glass cabinets. The merchant prince is seated on a gilded throne, fanned by loyal servants.

“I know how Captain Smoke returned from the Nine Hells. If we’re clever, we can find a way to send her back.”

Zhanthi reveals the following information:

- Zhanthi knows a smuggler who adventured with Pelican Jake. He recently came to her for work, and she got him a job as a beast herder in the dinosaur pens at Tiryki Anchorage.
- Over drinks, the smuggler revealed that he and Jake had accidentally roused the spirit of Idrienne Smoke, Jake’s pirate lover. He never finished his story, as it stirred up bad memories.
- Zhanthi thinks the full story could shed some light on Captain Smoke’s vendetta; maybe even help banish her back to the Nine Hells.
- Zhanthi wants the characters to head down to the dinosaur pens and question the smuggler about his adventure with Pelican Jake. The smuggler’s name is Jailo Mek.

Zhanthi offers the group a reward for finding any useful information: 100gp at Tier 1, or 400gp at Tier 2. Pirates are swarming over Tiryki Anchorage, so she knows her mission will be dangerous.

ACID BOMBS

To aid their quest, Zhanthi gives each character an alchemical sticky bomb. Each bomb takes an action to plant, and explodes exactly one round later. All creatures within 10 feet of the bomb when it explodes must make a DC 15 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful

one. Zhanthi hints that the bombs are particularly useful for demolishing wooden structures.

ROLEPLAYING ZHANTHI

Zhanthi (ZAHN-thee) is wise and old, and few dare question her judgment. While she has strong professional ties to the Zhentarim, she disagrees with them on a personal level. Her son, Shago, is a member of the Flaming Fist garrisoned at Fort Beluarian.

Quote: “One must first break sticks to make fire.”

FACTION ASSIGNMENT: EMERALD ENCLAVE

As they leave Goldenthron, a young tabaxi approaches any characters who belong to the **Emerald Enclave** faction:

As you’re leaving the palace, a green-eyed tabaxi pulls aside her cloak to reveal the clasp of the Emerald Enclave. She looks around nervously, then beckons for you to follow her.

“We need to do something about Ifan Talro’a.”

This is Screaming Wind, a tabaxi **spy** loyal to the Emerald Enclave. She reveals the following information:

- The merchant prince Ifan Talro’a is a traitor who conspires to lead the unwary into the jungle, where his criminal allies rob and murder them.
- Talro’a keeps a secret office under the beast pens. Screaming Wind wants her allies to search it for clues about Talro’a’s shady dealings.
- If they return to her with information, they’ll earn renown with their faction.

ROLEPLAYING SCREAMING WIND

This young tabaxi is shy in crowds, but listens carefully from the back of the room, and adds her opinion only when she feels it necessary. Screaming Wind speaks very seldom, but when she does, people tend to listen. She is remarkably insightful for her age, and a more skilled hunter few have seen. She is the sole surviving member of her tribe, the rest of whom were slain by undead.

Quote: “Less talking, more hunting.”

FINDING JAILO MEK

The **Tiryki Anchorage** encounter provides full details of the dinosaur pens. When the characters arrive, Jailo Mek is busy fighting the pirates. If the characters use Zhanthi’s gifts wisely they quickly gain the upper hand.

DEMOLISHING THE GANTRIES

The acid bombs can collapse the gantries under the pirates. If planted on a support strut, a 20-foot wide section of gantry collapses when the bomb explodes. Each creature on the gantry when it collapses takes 11 (3d6) bludgeoning damage and falls prone in the mud below. If the pirates spot a character planting a bomb, they'll spend their next actions moving to safety.

RESCUING JAILO MEK

Jailo isn't keen on recounting his adventure with Pelican Jake in case "she can hear", but he's thankful for being rescued. If the characters escort him to safety, he cautiously tells them what he remembers (see "Tomb Raider Flashback").

TOMB RAIDER FLASHBACK

"Jake sniffed out a temple in the caves under the Harbor Ward. Belonged to the Bitch Queen it did, but long ago. Well, Jake heard a rumor there was some gold down there for the takin'. Rustled up a gang of rascalions, and we headed in to claim our fortunes. By all that's holy, I've never regretted anythin' so much in all my life..."

In this short flashback, each player assumes the role of one of Pelican Jake's **bandit** accomplices. Give them the bandit's basic stats, and ask them come up with names. When they're ready to begin, read:

"That temple turned out to be a right hellhole. We lost Olaf Sevenbellies and Roz to the traps, and morale was gettin' low. But the worse was yet to come..."

Now play the skeleton hall and coin puzzle encounters below. To complete the quest, at least one character must survive to the end. If they all die, the quest ends in failure (see "Total Party Kill" below). Pelican Jake and Jailo Mek are also present in the flashback, but hold back and let their henchmen take the heat.

SKELETON HALL

Read the following aloud:

Six pools of briny water line the walls of this dank hallway. A rusted metal door with no handle stands at the far end, etched with a sun, a moon, and a circle of stars. An inscription on the lintel reads:

"Death dies when the moon lights the sun and the stars fall dark."

When a living creature first passes in front of a pool, a **skeleton** emerges from the water. Traversing the length of the hallway causes six skeletons to emerge. If a skeleton is destroyed, another skeleton emerges to replace it at the start of the next round.

To open the door, a character must hold a light source over the moon symbol, while ensuring that the stars remain in shadow (for example, by holding a shield or cape in the way). When the door opens, any skeletons in the hallway disintegrate and no more emerge from the pools.

COIN PUZZLE

When the door opens, read:

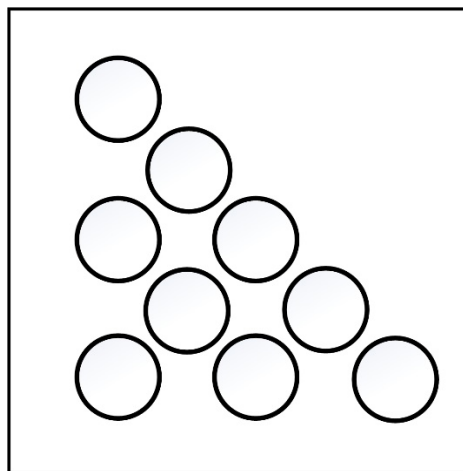
The door grinds open to reveal an ancient shrine. A stone altar rises from the seawater, with nine silver coins gleaming on its surface. As you enter, a rasping voice echoes from nowhere.

"Interlopers! Turn back now, or the drowned will come back to haunt you."

Pelican Jake smirks.

"More dead sailors, eh? Ain't stopped us so far."

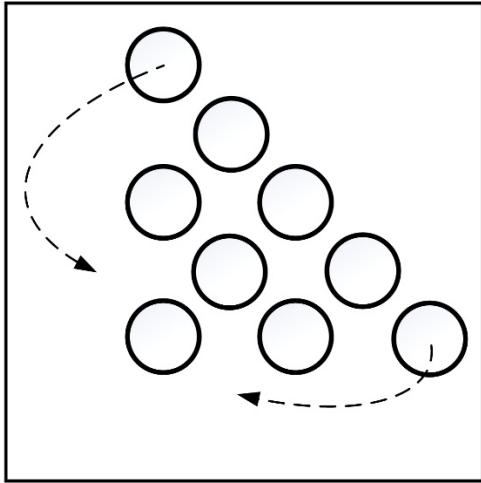
The altar has nine silver coins arranged in the following configuration. Each coin bears the holy symbol of Umberlee.



The following phrase is etched into the lid of the altar: "Two moves make a square". As soon as a character approaches the altar, the door slams shut behind them and the chamber begins to flood with seawater. **The players now have two**

minutes to solve the puzzle before their characters drown.

To complete the challenge, the characters must move two coins as follows:



Doing so causes a compartment in the altar to grind open and reveal a pile of gold. Read the following aloud:

Pelican Jake and Jailo Mek rush forward to scoop up the gold. Meanwhile, you see the coins on the altar tremble and rearrange into a circle. Before your eyes, black smoke belches from the circle and coalesces into a fearsome woman wearing the coins as a necklace. Pelican Jake yelps in shock when he sees her.

“Idrienne?! But, you’re...dead? Quick lads, run!”

The bandits flee from **Captain Smoke**. If you wish, she can hunt down and kill the remaining characters, but Jaiko Mek and Pelican Jake must escape. When you’re ready, read the following:

Jailo Mek finishes his story with a sigh.

“Jake went into hiding after that. What was it he said to us when he left? Let me think...”

The group can now summon Pelican Jake to their table! Play the interaction as a continuation of the flashback, with the surviving players acting as the bandits. If they uncover a clue to Pelican Jake’s whereabouts, tell them to write it down for later. The group has now completed their quest.

TOTAL PARTY KILL

The flashback ends if all the bandit characters die before meeting Captain Smoke:

Jailo Mek shudders at the memory.

“Don’t know how me and Jake got out of there. I remember seein’ Capn’ Smoke’s eyes in the dark, but not much more. That’s all I remember. We messed with something we shouldn’t have, and we paid the price.”

The quest ends here, as the characters have failed to uncover anything useful.

RETURNING TO ZHANTHI

Players who survived the flashback can now return to Zhanthi and recount Jailo’s story.

QUEST SUCCESS

If the players complete their quest, read:

Zhanthi nods thoughtfully.

“So Umberlee brought her back... I’ll speak to my sorcerers, see if we can use this somehow. Perhaps her powers are connected to that necklace of coins?”

Ask a player to deliver the quest report for this quest to the administrators (see Appendix 4: “DM Handouts”).

FACTION REWARDS

Characters who belong to the Emerald Enclave faction gain the following rewards:

- If they search the secret office, they earn one renown point.
- The Emerald Enclave rewards the character who contributed the most to their mission. **Give this player the “Flying Snake” story award.** If they wish, they can pass this award to another player in their group.

TREASURE

Players can keep any treasure they acquire from the dinosaur pens. For learning Jailo Mek’s story, Zhanthi pays the group 100gp at Tier 1, or 400 gp at Tier 2.

LOCATION 1. ANCIENT TOMB

Read the following aloud when the characters approach this location:

Your guide leads you to a ramshackle market at the base of the shantytown. Looking around nervously, he yanks aside some crates to reveal an opening in the side of the ziggurat. Worked stone steps descend into the dark.

“Down there”, he whispers. After handing you his torch, he darts away for the safety of the city walls.

See Appendix 3: “Maps” for a map of the tomb.

THE ANCIENT TOMB

The ziggurat’s architects crafted this tomb so they could sleep forever alongside their king. Like all dungeons beneath the Old City, its entrance is a closely-guarded secret. When the characters arrive, most of the citizens living nearby have evacuated to the safety of the ziggurats, or bargained their ways inside the city walls.

GENERAL FEATURES

The tomb has the following general features:

Terrain. Walls and ceilings are crafted from worked stone. Reliefs etched into the walls depict Chultan laborers building the ziggurats.

Weather. The air is cool and dry. Dust swirls around the characters as they tread through the tomb.

Light. Unless noted otherwise, the tomb is cloaked in darkness. All descriptions assume that the characters are carrying a light source of some kind.

Smells and Sounds. A whiff of embalming fluid, the lingering aroma of torch smoke, and the muted thrum of the city above.

AREA 1A: TRAPPED STAIRCASE

The **trapped staircase** is rigged to outfox robbers once they’ve delved deeper into the tomb.

Steps descend into the bowels of the ziggurat. Footprints in the dust indicate that others have passed this way recently.

With a successful DC 12 Intelligence (Investigation) check, the character deduces that at least three sets of boot prints descend but none return. These tracks belong to the tomb robbers currently exploring Area 1C.

TRAP: IT’S A SLIPPERY SLOPE FROM HERE!

The **trapped steps** are hinged to retract into the stonework, dumping characters down a chute into the **pit trap** at Area 1B. However, the trap doesn’t trigger until the intruders have moved deeper into the tomb.

Detection and Disabling. Characters with a passive Wisdom (Perception) of 18 or higher notice that the steps are hinged to retract. Detecting this on a search requires a successful DC 15 Wisdom (Perception) check. Using iron spikes, a character could jam one or more steps to prevent them from retracting.

Trigger. Removing the key from the trapped pedestal in Area 1B triggers the trap. Characters are safe on their initial descent.

Effect. Characters standing on the staircase when the steps retract must succeed on a DC 16 Dexterity saving throw or slide down the slope into the **pit trap** at Area B. Sliding characters get no save to avoid falling into the pit.

AREA 1B: TRAPPED HALLWAY

The tomb’s architects crafted this hallway to outwit even the greatest thieves.

An arched hallway stretches ahead. Dusty cobwebs obscure the ceiling, and a stout doorway stands at the far end. A silver key rests on a pedestal just before the door.

Halfway down the hall, the corpse of a Chultan woman sprawls on the floor in a puddle of blood. Her sandaled feet stand upright beside her body, severed neatly at the ankles.

The door at the far end is locked and can only be opened using the silver key or a magic passphrase. Characters who hang back or use magic to lift the key are in for a nasty surprise!

B1 PIT TRAP

This **pit trap** dumps interlopers into a pit of poisonous snakes.

TRAP: WHY DID IT HAVE TO BE SNAKES?

A hinged section of the hallway floor pivots inward when triggered, pitching intruders into the snake pit.

Detection and Disabling. Characters who search the hallway floor notice the trapdoor on a successful DC 18 Wisdom (Perception) check. The trapdoor fills the hallway and cannot be jammed shut.

Trigger. Removing the key from the trapped pedestal at B3 triggers the trap. Characters are safe when they first pass over the pit.

Effect. Characters standing on the trapdoor when it opens must succeed on a DC 15 Dexterity saving throw or fall into a 20ft. deep pit, taking 2d6 bludgeoning damage and landing prone. Characters who succeed grab hold of

the lip and are left dangling. A **swarm of poisonous snakes** lurks at the bottom of the pit.

B2 HIDDEN BLADES

The corpse appears to be a Chultan woman dressed in explorer's garb. Characters who examine her body uncover some treasure (see "Treasure", below). With a successful DC 12 Intelligence (Investigation or Medicine) check, they also notice she has a forked tongue: marking her as a **yuan-ti pureblood**.

TRAP: PUT YOUR BEST FOOT FORWARD

When triggered, a pair of **hidden blades** sweep along the hallway at ankle-height.

Detection and Disabling. Characters with a passive Wisdom (Perception) of 18 or higher spot finger-deep grooves running at ankle-height along each wall. Detecting these with a search requires success on a DC 12 Wisdom (Perception) check. The grooves dip into the floor at both ends of the marked section. With a DC 10 Intelligence (Investigation) check, a character examining the grooves locates a blade retracted into the floor at the far end, spanning the hallway and set into the grooves. A second blade is cunningly concealed at the near end, requiring success on a DC 20 Intelligence (Investigation) check to detect. Using iron spikes or a dagger, a character can jam either blade in place.

Trigger. Removing the key from the trapped pedestal at B3 triggers the trap. Characters are safe when they first walk down the hallway.

Effect. The blades sweep from north-to-south and south-to-north, passing each other in the middle. Characters standing in the marked section when the trap triggers must succeed on a DC 12 Dexterity saving throw to jump the blades (DC 18 if they're don't know there are two blades). On a failed save, they take 13 (3d8) slashing damage at Tier 1, and 33 (6d10) slashing damage at Tier 2. If this damage reduces them to 0 hit points, the blade chops off their foot and they gain the "Peg Leg" story award (see Appendix 6).

B3 TRAPPED PEDESTAL

A silver key rests on the pedestal to lure the unwary.

TRAP: SILVER KEY

A thread binds the key to a mechanism inside the pedestal. Lifting the key triggers the traps throughout the hall.

Detection and Disabling. A character who carefully examines the key feels the pressure of the thread with a DC 18 Intelligence (Investigation) check. Once located, a character can cut the thread with a DC 18 Dexterity (Thieves' Tools) check. Failing this check accidentally triggers the trap.

Trigger. Removing the key without first cutting the thread triggers the traps.

Effect. When the key is moved, the **trapped steps** at Area 1A retract, the **pit trap** swings open at B1, and the **hidden blades** sweep the corridor at B2.

B4 DOORWAY

The door is magically locked and can only be opened with the key from the pedestal at B3. If a special password is spoken aloud in the hallway, the door swings open (see Quest 1. "Bargain with a Beggan Prince")

TREASURE

A pouch on the corpse's belt contains 50gp at Tier 1, or 200gp at Tier 2. A *potion of clairvoyance* is stuffed inside one of her pockets.

XP AWARD

If the characters manage to open the door without getting harmed by the traps, award them 700 XP.

AREA 1C: BURIAL CHAMBER

Pillars run the length of this burial chamber, with recesses in the walls holding graven sarcophagi. A statue of a fat, grinning man looms opposite. Shadows dance to the tune of torches held by a pair of hooded figures.

The hooded figures are two **yuan-ti purebloods** sent to pilfer the tomb for riches. At Tier 2, four **yuan-ti broodguards** are also present. When the characters enter, the yuan-tis are busy levering open a sarcophagus. If the characters beat the yuan-ti's passive Wisdom (Perception) on a group Dexterity (Stealth) check, they can sneak up on them unnoticed.

GROUP CHECKS

To make a group check, all characters in the group must make the same skill check. If at least half of them succeed, the characters overcome the challenge together.

GRINNING STATUE

The statue is hollow and contains a **black pudding**. If a living creature moves within 10 feet of the statue, the pudding oozes from the statue's grinning mouth and attacks friend and foe alike. The yuan-ti are unaware of its presence, and have so-far managed to avoid its attention.

DEVELOPMENT

The yuan-ti aren't keen on a fight unless they outnumber the characters. Instead, they use cold threats to scare off the intruders. A character can

diffuse the situation with a successful DC15 Charisma (Persuasion or Intimidation) check. If they play their cards right, the group could even team up with the yuan-ti and split the takings between them.

If combat seems certain, one of the purebloods pulls out a *+1 shortsword* that croons the words of a saucy sea shanty as it is drawn. The other backs off to attack from range, accidentally alerting the black pudding within the statue! If the broodguards are present, they form up alongside the pureblood wielding the scimitar.

TREASURE

One of the purebloods carries a *+1 shortsword* (see the Rewards section). In total, the yuan-ti wear 100gp in assorted jewelry at Tier 1, or 400gp at Tier 2. If you're playing the Zhentarim faction assignment, one of them carries the "Coils of Dendar" (see "Faction Assignment", below).

The sarcophagi contain 250gp in burial trinkets at Tier 1, or 1,000gp at Tier 2.

If you're playing Quest 2. "Explore the Lost Tomb", one sarcophagus contains the spell scroll that Wakanga O'tomu is searching for.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** At Tier 1, remove the ooze. At Tier 2, remove two yuan-ti broodguards.
- **Weak:** At Tier 1, replace the black pudding with an ochre jelly. At Tier 2, remove a yuan-ti broodguard.
- **Strong:** At Tier 1, add a yuan-ti broodguard. At Tier 2, add two yuan-ti broodguards.
- **Very Strong:** At Tier 1, add three yuan-ti broodguards. At Tier 2, add five yuan-ti broodguards.

FACTION ASSIGNMENT: ZHENTARIM

Uku the Spider Boy soon sniffs it out the "Coils of Dendar". Whenever seems right, read the following aloud:

Uku suddenly leaps from your shoulders and cartwheels across the floor to snatch a bottle from the yuan-ti's belt. He accidentally pops the stopper as he pulls it free, releasing a cloud of green gas that merges into the form of a snake-like monster!

The **yuan-ti abomination** made from smoke attacks all creatures nearby. This creature shares

the stats of a yuan-ti abomination, with the following differences:

- It's vulnerable to radiant damage.
- It can move through a space as narrow as 1-inch wide without squeezing.

Uku returns the bottle to his master. When this character moves closer to the abomination, he or she notices that wisps of smoke are drawn from the monster's body into the bottle. As an action, the character can try to suck the abomination back into the bottle. With a successful DC 10 Dexterity (Arcana) check, the character deals 16 (3d10) radiant damage to the monster. If this damage drops it to 0 hit points, the abomination is recaptured inside the bottle.

LOCATION 2. NOBLE'S VILLA

Read the following aloud when the characters arrive at this location:

Opulent villas sprawl over Temple Hill. Warriors cordon these streets from pirate attack; seemingly more concerned with protecting their paymasters than aiding the common folk below. Beyond the barricades, the night is quiet and balmy.

High walls enclose Mother Sibonseni's villa, meeting in front at a wrought-iron gate. Palms sway in the balmy gardens beyond.

See Appendix 3: "Maps" for a map of the villa.

MOTHER SIBONSENI'S VILLA

Mother Sibonseni uses this villa to entertain guests and manage her generous business estate. It's not her main place of residence.

GENERAL FEATURES

Mother Sibonseni's villa has the following general features:

Terrain. Outer walls are 15 feet high, with shards of colored glass embedded on their upper surfaces. Inside the manor, floors are polished marble with walls clad in smooth stone. Doors are made from teak, and are unlocked unless specified. The manor's windows are 15 feet above ground level, and are too narrow for creatures above Small size to squeeze through.

Weather. Warm winds blow over Temple Hill. High above the fogbanks, the night is clear and starry.

Light. Exterior locations are lit by dim starlight, granting disadvantage on Perception checks that rely on sight unless the viewer has darkvision. Oil lanterns shed bright light throughout the villa's interior.

Smells and Sounds. The exotic fragrances of the jungle, the crackling of torches, and the occasional belch of a guard.

Characters who search behind the villa spot a drain cover in the street. The **sewer tunnel** beneath leads to the outhouse in Area 2A.

AREA 2A. GARDENS

When a character enters the gardens, read:

Lush gardens surround the villa, filled with palms, lilies and lime trees. Rainwater trickles from wall basins and floods into ornamental pools. A bronze gong hangs from a post near the building's front door. To the rear of the compound, a wooden outhouse lurks in the shadows.

Mother Sibonseni's followers patrol the gardens.

- At Tier 1, there are four **acolytes** of Waukeen.
- At Tier 2, there are four **priests** of Waukeen.

The followers patrol in two groups. If they spot intruders, they dash to sound the alarm and defend the main entrance. Reinforcements from inside the villa arrive after two rounds.

FEATURES OF THE AREA

The garden has the following important features:

Main Entrance: The doors to the villa are locked at night (DC 14 to pick).

Walls: Navigating the broken glass on the walls requires success on a DC 12 Dexterity (Acrobatics) check. On a failure, the glass cracks loudly and the character takes 2 (1d4) slashing damage.

Alarm Gong: A large gong hangs near the main entrance: if sounded, the entire villa is alerted.

Crocodile Pools: Each pool contains two **crocodiles**. The beasts are chained to poles at the water's edge, but can move freely within 20 feet of the poles.

Outhouse: A simple garden commode. A **sewer tunnel** runs under the walls to a drain cover in the street outside. Lifting the sewer grate soundlessly requires a successful DC 12 Dexterity (Stealth) check.

AREA 2B. ENTRY HALL

This hall is where Mother Sibonseni hosts lavish balls for visiting merchants.

A high hall spans the length of the villa, decorated with stuffed dinosaur heads. Archways open on either side, with twin staircases leading to a third archway on a high balcony. Red-feathered crows sit in silver cages above the archways. A large skeleton of a tyrannosaurus rex is mounted in the center of the floor.

Mother Sibonseni's followers patrol the villa.

- At Tier 1, there are four **acolytes** and two **priests** of Waukeen.
- At Tier 2, there are three **priests** and one **war priest** of Waukeen.

The followers patrol in two groups. If they spot intruders, they shout for their allies within the manor.

SORCERY CROWS

The red-feathered crows are "sorcery crows": mundane birds enchanted to detect the presence

of magic spells. If a creature under the effect of a spell passes within 10 feet of a crow, it squawks loudly and alerts the nearest group of patrolling followers.

TREASURE

The hall boasts polished cabinets containing antiques, tribal spears, masks and hunks of meteorite rock. Sold at auction, these treasures could reap 200gp at Tier 1, or 800gp at Tier 2.

AREA 2C. LIBRARY

The library contains treatises on trade and religion.

This library occupies the western wing of the villa. A large map of the Sword Coast hangs from the wall, flanked by shelves containing scrolls and books. On the west wall is a treasure chest with a keyhole shaped like an eyeball.

UNSEEING CHEST

This chest is enchanted. Whenever a creature looks at the chest, it locks silently. When they look away, it unlocks. Above the eye-shaped keyhole is a tiny inscription: "Look inside yourself".

If a creature peers into the keyhole, a tiny blade flicks out and pops their eyeball. The character takes 7 (2d6) piercing damage and loses the use of one eye. **Give this player the Eye-Patch story award** (see Appendix 6).

TREASURE

The library contains rare historical scrolls, trade charts and almanacs. Together, these treasures are worth 100gp at Tier 1, or 400gp at Tier 2.

The chest contains four moonstones worth 50gp each. If the players are on the Lord's Alliance assignment, the chest also contains the sea charts that they're searching for.

AREA 2D. ATRIUM

Guests are entertained inside this airy, open-roofed atrium.

The rectangular pool in here is open to the sky. Painted pillars border it, with hanging lanterns casting lamplight over its still surface. Cushions and hookah pipes are scattered around the floor, visible through a haze of incense.

Mother Sibonseni lounges on a leopard-skin divan to the rear of the atrium, entertained by snake charmers and fire dancers. Her toy-terrier "Bo Bo" rests inside her silk handbag.

- Mother Sibonseni is a **priest**.
- At Tier 1, three **acolytes** guard Mother Sibonseni.
- At Tier 2, two **priests** and one **war priest** guard Mother Sibonseni.
- The entertainers are comprised of five **bandits** and three **poisonous snakes**.

TACTICS

If combat ensues here, the guards rally to protect Mother Sibonseni. The entertainers fight too, but retreat if they lose more than three of their number.

TREASURE

Mother Sibonseni wears a silver tiara embedded with a moonstone (250gp). Crystal decanters, glittering silverware, and bottles of rare wines are scattered around the room. Together, these treasures amount to 200gp at Tier 1, or 800gp at Tier 2.

AREA 2E. MOTHER SIBONSENI'S OFFICE

Mother Sibonseni conducts her trade deals from this office.

A lavish study spreads before you. Starlight slants from high windows onto a long wooden desk, with scrolls lined neatly over its surface. Stone tablets, maps, tribal weapons, and other Chultan relics decorate the walls

If you're playing Quest 6: "Steal the War Charter", there are five unfilled war charters on the desk.

TREASURE

Treasures here comprise Chultan relics and rare inks. Together, they amount to 100gp at Tier 1, or 400gp at Tier 2.

LOCATION 3. THE *BANSHEE*

Read the following aloud when the characters arrive at this location:

The flame from the lighthouse bathes the docks with hellish malevolence. Stampeded dinosaurs trample panicked citizens underfoot, and the air is thick with cloying smoke. The pirates snuck in before the militia could raise the harbor chain, and now their ships tack lazily around the docks, bombarding the city with fire and shot.

A barnacle-encrusted pirate ship is moored at the quayside. Devilish figures roll barrels of stolen goods up the gangplank onto the deck, and then hoist them into the hold via ropes and pulleys.

See Appendix 3: “Maps” for a map of the *Banshee*.

THE *BANSHEE*

Captain Smoke spent her last decade plying the Nine Hells’ River Styx. Her pirate ship, the *Banshee*, is now moored at the port’s royal docks while her crew load stolen goods from the harbor warehouses.

GENERAL FEATURES

The *Banshee* has the following general features:

Terrain. The ship’s decks are made from lacquered black wood. Bannisters and rails sport effigies of prancing, hellish figures.

Weather. Thick fog swirls over the bay. Outside the ship, Perception checks that rely on sight or hearing have disadvantage.

Light. The lighthouse bathes the ship in crimson light. Inside the hold, lanterns shed eerie light over the furnishings.

Smells and Sounds. Echoing cries, creaking ropes, and the slap on water on the bow. The pungent odor of brine and brimstone permeates the ship.

AREA 3A. HARBOR AND MAIN DECK

Smoke’s pirates are busy stealing barrels of salted fish, ginger and olive oil from the dockside warehouse. Half of the pirates roll barrels up the gangplank to a second group waiting on the deck:

- At Tier 1, there are three **sea spawn** pirates and one **deep scion**.
- At Tier 2, there are 10 **sea spawn** pirates and two **deep scions**.

Unlike normal sea spawn, these pirates can communicate in the Common tongue.

TACTICS

The pirates scare off intruders with coarse threats. One of the deep scions carries an *eversmoking bottle*: if they’re attacked, he pops the stopper and releases a cloud of churning smoke over the ship. Two pirates dash to release the mooring lines, which they can do in one round even with their eyes closed! Once released, the ship drifts from the pier at a speed of 5 feet per round.

DEVELOPMENT

If combat ensures here, the undead in the hold shamble upstairs to join the fray. These reinforcements arrive at the start of the third round.

TREASURE

One of the pirates carries an *eversmoking bottle* (see the Rewards section). In total, the pirates carry 250gp at Tier 1, or 1,000gp at Tier 2.

The trade goods are valued at 135gp in total: comprising 5 barrels of salted fish (2gp each), 2 barrels of ginger (50gp each), and 5 barrels of olive oil (5gp each).

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** At Tier 1, remove one deep scion and one sea spawn. At Tier 2, remove one deep scion and three sea spawn.
- **Weak:** At Tier 1, remove one sea spawn. At Tier 2, remove two sea spawn.
- **Strong:** At Tier 1, add one sea spawn. At Tier 2, add one sea spawn and one deep scion.
- **Very Strong:** At Tier 1, add three sea spawn. At Tier 2, add two sea spawn and two deep scions.

AREA 3B. HOLD

Captain Smoke’s undead minions defend the hold. When the characters enter the hold, read:

The *Banshee*’s hold is partially flooded. Anemones cling to the timbers and upturned barrels slosh in the shallow water. Hanging lanterns carved like screaming devils’ faces cast sickly green light over the scene.

- At Tier 1, there are eight **skeletons** in the hold.
- At Tier 2, there are eight **ghasts** in the hold.

SEWER PLAGUE

The undead wear ragged sailors' garb and are draped in seaweed. Their attacks are highly infectious: any creature that takes damage from them must succeed on a DC 11 Constitution saving throw or become infected by Sewer Plague (see chapter 8 of the *Dungeon Master's Guide*). Symptoms manifest faster than usual, afflicting characters at the end of the encounter.

DEVELOPMENT

After two rounds of combat, Captain Smoke leaves her quarters and joins the fray here.

AREA 3C. CREW QUARTERS

Captain Smoke holds court in this chamber. When the characters enter, read:

A short staircase opens into a crew cabin at the vessel's stern. Hammocks made from fishing nets dangle from the ceiling, and a bamboo throne squats on the deck beside a large sea chest. Quiet sobbing comes from a rusty iron cage in the corner.

Unless she's been disturbed, **Captain Smoke** sprawls languidly on her wooden throne, with her parrot "Barnacles" on her shoulder. At Tier 2, four **sea spawn** pirates accompany her.

Captain Smoke can't truly die until the end of the event. If the characters defeat her here, she disappears in a blast of flame and reappears elsewhere in the port. Before she departs, she curses the character who harmed her the most (see below). Her parrot Barnacles remains behind and flies crazily around the ship, squawking "*She's a gonner, she's a gonner!*"

PIRATE'S CURSE

Captain Smoke places a pirate's curse on her assailant if he or she defeats her. The character must succeed on a DC 15 Charisma saving throw or become cursed until the end of the event. Cursed characters vomit out bloated sea slugs whenever they roll a 1 on an attack, ability check or saving throw. Each slug takes a whole round to bring up, during which time the character counts as poisoned.

THE CAGE

The cage contains a pair of bedraggled captives kidnapped from the harbor: a half-elf **scout** called Sirge Wintermelt, and a Chultan merchant called Jojobo. Both captives are eager to escape, but Jojobo can't swim and is afraid of the water. If any characters belong to the Harpers, Sirge

surreptitiously identifies himself as an ally (see "Faction Assignment: Harpers", below).

TREASURE

A sea chest in the corner contains a jeweled torc (150gp), and a ring made from mother-of-pearl shaped like a sea slug (30gp). In addition, the sea chest contains:

- 100gp at Tier 1, or 800gp at Tier 2.

FACTION ASSIGNMENT: HARPERS

If any characters belong to the Harpers, Sirge Wintermelt finds a moment to surreptitiously flash the cloak pin of their order and beckon them closer.

- Sirge reveals he staged his own capture to get close to Captain Smoke. He bears a magical tattoo that will allow him to transform into a bat and escape the ship at any time.
- Captain Smoke whispers secret orders to her parrot to relay to other captains in the fleet. He wants the group to capture the bird, but they mustn't kill it!

If the characters capture the parrot alive, they'll earn renown with their faction.

ROLEPLAYING SIRGE WINTERMELT

The Harpers dispatched Sirge from Cormyr to investigate cult activity in the Moonsea. Following the fall of the Cult of the Dragon, Sirge has headed to Chult to track down the Cult of Frost. His hair is streaked with grey, and his features are lean and hawk-like. Like most rangers, he prefers the wild outdoors to the comforts of civilization.

Characters who played DDEX1-9 *Outlaws of the Iron Route* may have freed Sirge from the Claws of Tiamat. He showed up again in DDEX2-4 *Mayhem in the Earthspur Mines*, where he petitioned his allies to free the miners of Falling Stone Mine.

Quote: "*All things come to an end. Seasons change, leaves fall, and even dragons die.*"

LOCATION 4. THE THUNDERING LIZARD

Read the following aloud when the characters arrive at this location:

On better days, this district is the heart of the city: a hive of street-hawkers, merchants and market traders. Tonight, the narrow streets stand empty as residents cower behind locked doors and shuttered windows. In the distance, the rumbles of battle echoes from the Harbor Ward.

The Thundering Lizard sprawls on a street corner near the Red Market. Tables and benches spill out over the street, and a painted tyrannosaur skull hangs above the main entrance. From within, you hear breaking glass and drunken cries of pirates.

See Appendix 3: “Maps” for a map of the tavern.

THE THUNDERING LIZARD

Most nights, this tavern attracts a rough clientele looking for booze, fornication and bloodshed. Captain Smoke’s pirates remember it well from their former lives!

GENERAL FEATURES

The Thundering Lizard has the following general features:

Terrain. Sawdust floors, with a tobacco-stained ceiling just seven feet above. Doors within the tavern are unlocked unless specified otherwise.

Weather. Outside, rolling fog grants disadvantage on Wisdom (Perception) checks that rely on sight.

Light. Oil lamps hang from the walls, casting bright light throughout the tavern. Outside, the streets are dark and sinister.

Smells and Sounds. The stench of sour beer with an underlying bouquet of vomit. From afar, the clang of battle and the roar of explosions from the harbor.

ENTERING THE TAVERN

One **sea spawn** pirate stands watch outside the main entrance to the tavern. If she spots danger, she rushes inside to warn her comrades. The players shouldn’t find it too hard to slip past her in the fog, distract her, or ambush her.

AREA 4A: COMMON ROOM

The pirate champion Walharrow is busy “entertaining” himself with the tavern’s patrons.

The common room looks like a whirlwind has torn through it, leaving furniture broken and upturned. Bloody corpses sprawl on the floor and terrified patrons cower in the corners. An immense minotaur leans on a stool, peg-leg propped casually on the table before him. A pair of bipedal dinosaurs snap from a chain held in his meaty hand.

This is Captain Walharrow: a **minotaur** pirate. Characters who’ve played DDEX1-9: *Outlaws of the Iron Route* may have encountered him before (or even slain him – if so, the tyrants of the Nine Hells brought him back). Walharrow has the following pirates with him:

- At Tier 1, there are four **bandit** pirates and two **velociraptors**.
- At Tier 2, there are four **bandit captain** pirates and two **deinonychus**.

The pirates are tipsy on ale and are bullying four **commoner** captives: forcing them to dice against each other, with the losers being fed alive to Captain Walharrow’s pets. If combat breaks out here, the pirates in the kitchens join the fray at the start of round 2.

CAPTIVES

The commoners are Seluna Sindrienne, a Moon Elf seamstress; O’en Fennis, a human peddler from the Moonshea Isles; Meg Ra’Monn, a half-orc scribe; and Gorbo the Just, a halfling squire.

DEVELOPMENT

If combat breaks out here, the pirates from Area 4B arrive as reinforcements at the start of round 3.

TREASURE

The pirates carry strange trinkets from faraway lands or gold coins embossed with the heads of their devilish overlords. Together, this amounts to 250 gp at Tier 1, or 1,000gp at Tier 2.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** At Tier 1, remove two bandits and one velociraptor. At Tier 2, remove one bandit captain and one deinonychus.
- **Weak:** At Tier 1, remove two bandits. At Tier 2, remove one bandit captain.
- **Strong:** At Tier 1, add two bandits. At Tier 2, add one bandit captain.

- **Very Strong:** At Tier 1, add four bandits. At Tier 2, add two bandit captains.

AREA 4B: KITCHENS

The cook and his serving staff have barricaded themselves in the pantry, but the pirates are trying to smoke them out.

The kitchen lies ransacked. Spilled ale sloshes over the floor and the shelves have been swept clear. The pirates have shoved the furniture up against a pantry door, doused the pile in lamp oil, and set it on fire.

The following pirates are stoking the flames in here:

- At Tier 1, there are two **bandit** pirates.
- At Tier 2, there are two **bandit captain** pirates.

HIDEAWAYS IN THE PANTRY

Smoke from the bonfire will asphyxiate the hideaways inside the pantry in 10 rounds. Characters who quickly douse the flames can rescue the following hideaways: Bernuld Smurl, the cook; Je'jo and Xanya, Chultan twin sister maids; and Tya Swayne, the cook's mistress.

RAIN TRAPS

The roof of the tavern is fitted with several rain traps designed to capture and store rain water. If the characters think to pierce the ceiling, the rainwater splashes through and douses the bonfire below.

AREA 4C: CELLAR

The cellars stand silent, but may hold secrets for those with the wits to unearth them...

Four stout pillars support the cellar ceiling. Numbered kegs of ale and wine rest in arches in the walls, lit by a single flickering torch on the wall. Steps ascend to the kitchens above.

A single **bandit captain** lies drunk by one of the taps. If attacked, he counts as being poisoned until the second round, at which point he sobers up.

PELICAN JAKE'S TREASURE

The secret room shown the map is only available if the players chose "Quest 7: Find the Buried Treasure". See the quest section for full details on how the players can reclaim Pelican Jake's stolen booty.

AREA 4D: GUEST ROOMS

The door leading into this area is locked (DC 12 to pick). If the characters enter here, read:

A simple corridor connects a pair of spit-and-sawdust bedrooms.

These rooms are currently uninhabited.

TREASURE

One of these chambers contains a backpack that belongs to Gorbo the Just. It contains a healing kit, two applications of antitoxin, and a holy symbol of Ilmater.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

Characters who belong to the Order of the Gauntlet must free Gorbo the Just from the pirate's clutches (see area 4A). If they rescue him, the halfling insists on leaving with his bag of supplies (see area 4D). The characters can't complete this assignment unless they escape with Gorbo *and* his precious backpack.

LOCATION 5. DINOSAUR PENS

Read the following aloud when the characters arrive at this location:

Beyond the Tiryki Gate, a sprawl of market tents, beast pens and taverns encircles a knockabout harbor. Captain Smoke's pirates have landed here in force, bringing havoc and bloodshed to the muddy streets.

High palisades decorated with tribal shields and colored pennants surround the dinosaur enclosures. Bamboo gantries snake overhead, allowing the beast keepers to watch over the pens from a safe height. A furious melee rocks back-and-forth across the gantries, as pirates try to wrest control from the keepers. Occasionally, one of the combatants falls screaming into the pens and is devoured by hungry dinosaurs.

See Appendix 3. "Maps" for a map of the dinosaur pens.

THE DINOSAUR PENS

Each pen holds different species of dinosaur: triceratops in one, hadrosaurus in another, and raptors in the third. The fourth pen holds a prize dinosaur that is still being broken in.

GENERAL FEATURES

The dinosaur pens have the following general features:

Terrain. Well-churned mud fills each enclosure, making them difficult terrain throughout. The wooden walls are 30 feet high and topped with bamboo gantries.

Weather. Fog has rolled in over the bay, reducing visibility and granting disadvantage on Wisdom (Perception) checks that rely on sight.

Light. Starlight, but blazing torches keep the pens well illuminated.

Smells and Sounds. The stench of dinosaur dung, the funk of fresh blood, and the braying of giant reptiles.

PIRATE ATTACK

When the characters arrive, a group of beast keepers is fighting to defend the pens from pirate attack.

- Five beast keeper **bandits** and three injured **thugs** defend the pens from pirates (hit points remaining: 19, 12 and 8).
- At Tier 1, there are four **sea spawn** pirates and one **sea hag**.
- At Tier 2, there are six **bearded devil** pirates and two **sea hags**.

If you're playing Quest 9: "Break the Pirate Curse", one of the beast keepers is Jailo Mek. Don't let him perish unnecessarily: if he drops to 0 hit points he falls unconscious instead of dying.

One of the sea hags wears a suit of **+1 leather armor** embroidered with octopuses that writhe magically. At Tier 2, this pirate also wields a **staff of the woodlands**. This elite pirate has maximum hit points and one higher AC than usual.

TREASURE

In total, the pirates carry 250gp at Tier 1, or 1,000gp at Tier 2. The elite pirate wears **+1 leather armor**, and carries a **staff of the woodlands** at Tier 2.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Add two allied thugs at Tier 1, or four allied thugs at Tier 2.
- **Weak:** Add one allied thug at Tier 1, or two allied thugs at Tier 2.
- **Strong:** Add one sea spawn at Tier 1, or one bearded devils at Tier 2.
- **Very Strong:** Add three sea spawn at Tier 1, or three bearded devils at Tier 2.

AREAS 5A-5D. DINOSAUR PENS

5A. TRICERATOPS PEN

This pen contains five **triceratops**. These dinosaurs don't attack intruders.

5B. DUCK-BILLED PEN

This pen contains five **hadrosaurus**. These dinosaurs don't attack intruders.

5C. RAPTOR PEN

This pen contains eight **deinonychus**. Anybody entering the pen must succeed on a DC 18 Wisdom (Animal Handling) check or the dinosaurs attack them.

5D. CHAMPION PEN

This pen contains a champion dinosaur: a **stegosaurus** at Tier 1, or a **tyrannosaurus rex** at Tier 2.

OPENING THE PENS

Characters can operate the levers at gantry level to raise the portcullises to the pens. Each lever takes two rounds to turn and requires the character to succeed on two successive DC 12

Strength checks. Once raised, the dinosaurs in that pen charge out into the anchorage.

SECRET OFFICE

The metal door leading into this office is locked (DC 15 to pick), but one of the beast keepers wears the key on a chain around his neck.

Torches in the walls shed dancing light over this stone-lined chamber. Adventuring supplies weigh down the workbenches, and maps are pinned to the walls. Flying snakes swoop back and forth between open cages hanging from the ceiling.

Ifan Talro'a uses this chamber to conduct business with his shady allies in the jungle. To protect his secrets, he conjured otherworldly guardians to attack any intruders.

- At Tier 1, four **shadows** lurk here.
- At Tier 2, three **shadow demons** lurk here.

TREASURE

The desks contain correspondence between Ifan Talro'a and his yuan-ti allies. If any character belongs to the Emerald Enclave, there's enough evidence here to complete their assignment.

INTERACTIVE EVENTS

During play, the administrators will inform you of any events that affect your table. Consult this section for rules on managing the most important of these effects.

SIEGE DAMAGE

If your sector receives Siege Damage, ask each player to roll on the following table and apply result immediately to their character.

Siege Damage Table

d100	Effect
01	Immolated. A fiery explosion ripples around you. You must make a DC 15 Dexterity saving throw, taking 27 (5d10) fire damage per tier on a failed save, or half as much damage on a successful one. If you drop to 0 hit points because of this damage, the heat reduces you to a pile of ash.
02-03	Aflame. Burning oil ignites your clothing and hair. While you remain on fire, you take 5 (1d10) fire damage per tier at the start of each of your turns. At the end of each of your turns, you can make a DC 15 Constitution saving throw to quell the flames.
04-06	Aftershock. At the end of your next turn, all creatures in the combat must succeed on a DC 12 Dexterity saving throw or fall prone.
07-09	Blasted. An explosion blasts your space. All creatures within a 10-foot-radius of you must make a DC 10 Dexterity saving throw, taking 11 (2d10) fire damage per tier on a failed save, or half as much damage on a successful one.
10-11	Blinded. Plaster dust washes over you. You must succeed on a DC 10 Constitution saving throw or be blinded until the end of your next turn.
12-16	Bludgeoned. Wreckage slams into you, dealing 5 (1d10) bludgeoning damage per tier.
17-18	Buried. A pile of wreckage buries you beneath it. Until freed, you are prone, restrained and blinded. To break free, you or an adjacent ally must take an action and succeed on a DC 15 Strength (Athletics) check. The wreckage counts as difficult terrain.
19-20	Collapse. The balcony or gantry you're standing on collapses. If you're not standing on a balcony or gantry, the structure nearest to you collapses. All creatures standing on or below the structure take 11 (2d10) bludgeoning damage per tier and count as buried (see above).
21-22	Confused. A chunk of wreckage strikes you in the back of the head, dealing 5 (1d10) bludgeoning damage per tier. At the start of your next turn, you move half your speed in a random direction.
23-24	Coughing. Dust chokes you. Until the end of your next turn, you can't talk or cast spells with the verbal component.
25-29	Deafened. An explosion deafens you until the end of your next turn.
30-34	Impaled. A spear of shrapnel plunges into you, dealing 5 (1d10) piercing damage per tier.
35-36	Inferno. Burning oil spills over the floor in a 10-foot-radius around you. Any creature that enters the area for the first time on a turn or starts its turn inside it must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) fire damage.
37-39	Mutilated. A chunk of shrapnel tears into you, dealing 16 (3d10) slashing damage per tier and inflicting a random lingering injury (see "Injuries" in chapter 9 of the <i>Dungeon Master's Guide</i>).
40-46	Pinned. A falling beam pins you beneath it. Until freed, you are prone and restrained. To break free, you or an adjacent ally must take an action and succeed on a DC 10 Strength (Athletics) check.
47-54	Rubble. Rubble clatters over the you, creating difficult terrain in a 10-foot-radius around you.
55-59	Severely Bludgeoned. Wreckage slams into you, dealing 11 (2d10) bludgeoning damage per tier.
60-64	Severely Impaled. A spear of shrapnel plunges into you, dealing 11 (2d10) piercing damage per tier.
65-69	Severely Slashed. Shrapnel tears into you, dealing 11 (2d10) slashing damage per tier.
70-74	Slashed. Shrapnel tears into you, dealing 6 (1d10) slashing damage per tier.
75-76	Slowed. A chunk of wreckage cracks into your knee, reducing your speed by half until the end of your next turn.
77-78	Smoke. A 20-foot-radius sphere of thick smoke swirls up around you, heavily obscuring the area. The cloud persists until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.
79-80	Stunned. A chunk of wreckage strikes you in the back of the head, dealing 5 (1d10) bludgeoning damage per tier and stunning you until the end of your next turn.
81-86	Tangled. A knot of rope and wreckage entangles you. Until freed, your speed is halved and you take disadvantage on attacks and ability checks. To disentangle yourself, you or an adjacent ally must take an action and succeed on a DC 10 Strength (Athletics) check.

87-95	Tripped. A shockwave knocks you prone, along with any creatures with 5 feet of you.
96-97	Unconscious. A chunk of wreckage hits you in the back of the head and you drop to 0 hit points.
98-99	Double damage. Roll twice on this table and apply both results (ignoring rolls of 98-00).
00	Triple damage. Roll three times on this table and apply all results (ignoring rolls of 98-00).

BATTLING CAPTAIN SMOKE

The infernal leader of the pirates moves from table-to-table, battling different groups. Captain Smoke is played by one of the administrators.

- If Captain Smoke arrives at your table, immediately pause any encounter in progress.
- Fight one round of combat against the pirate.
- If your group has the boon from “Quest 10: Break the Pirate Curse”, they can use it to keep the pirate at their table until she is slain.

FINDING PELICAN JAKE

Two quests allow you to summon Pelican Jake to your table. Jake is played by one of the administrators.

- When Jake arrives, he’ll challenge the players to complete his riddle.
- If they succeed, Jake will give them a clue to his whereabouts.
- Ask the players to note down Jake’s clue. Near the end of the event, they may have to share it with their allies.

DEALING WITH VOLO

Volothamp Geddarm moves from table-to-table, selling magical goods and healing the injured. Volo is played by one of the administrators.

- If Volo arrives at your table, immediately pause any encounter in progress.
- Resolve any transactions between Volo and the players.
- Resume the encounter when Volo leaves.

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

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
Acolyte	50
Bandit	25
Bandit Captain	450
Bearded Devil	700
Black Pudding	1,100
Captain Smoke	1,800
Crocodile	100
Deep Scion	700
Deinonychus	200
Flying Monkey	10
Ghast	450
Hadrosaurus	50
Minotaur	700
Poisonous Snake	25
Priest	450
Sea Hag	450
Sea Spawn	200
Shadow	100
Shadow Demon	1,100
Skeleton	50
Spy	200
Stegosaurus	1,100
Swarm of Poisonous Snakes	450
Thug	100
Triceratops	1,800
Tyrannosaurus Rex	3,900
War Priest	5,000
Yuan-ti Abomination	2,900
Yuan-ti Broodguard	450
Yuan-ti Pureblood	200

TIER 1

The **minimum** total award for each character participating in this adventure is 675 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,125 **experience points**.

TIER 2

The **minimum** total award for each character participating in this adventure is 3,375 **experience points**.

The **maximum** total award for each character participating in this adventure is 5,625 **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 (Tier 1 / Tier 2)
Quest 1 Reward	max 250gp/1,000gp
Quest 2 Reward	100gp/400gp
Quest 3 Reward	250gp/1,000gp
Quest 6 Reward	100gp/400gp
Quest 7 Reward	100gp/400gp
Quest 8 Reward	100gp/400gp
Quest 10 Reward	100gp/400gp
Ancient Tomb	max 500gp/1,600gp
Noble's Villa	max 1,050gp/2,850gp
The <i>Banshee</i>	max 530gp/1,980gp
The Thundering Lizard	max 250gp/1,000gp
Dinosaur Pens	max 250gp/1,000gp

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*.

+1 SHORTSWORD

Weapon (shortsword), uncommon

This weapon has a basket hilt is forged to resemble a woman draped in kelp and nets-- similar in appearance to that of a ship's figurehead. When used in battle, the woman sings a rather obscene sea shanty audible to anyone within 30 feet. This item can be found in the *Dungeon Master's Guide*.

+1 TRIDENT

Weapon (trident), uncommon

This rusted weapon is crusted over with barnacles and draped in wet seaweed. Its wielder can hold

their breath underwater for twice their normal duration. This item can be found in the *Dungeon Master's Guide*.

+1 LEATHER ARMOR

Armor, rare

This sealskin suit is embroidered with octopuses that squirm magically when exposed to air. If worn underwater, the wearer gains advantage on checks made to escape grappling. This item can be found in the *Dungeon Master's Guide*.

EVERSMOKING BOTTLE

Wondrous item, uncommon

This bottle of spun glass is decorated with images of battling dragons and giants trampling the homes and lives of small folk underfoot. When the stopper is removed, the smoke smells of burning wood and flesh and is accompanied by the sound of weeping. This item can be found in the *Dungeon Master's Guide*.

CLOAK OF THE BAT

Wondrous item, rare (requires attunement)

This leathery cloak is made of the small, green scales of a pteranodon. When attuned to, the wearer gains a powerful appetite for fish. This item can be found in the *Dungeon Master's Guide*.

STAFF OF THE WOODLANDS

Weapon (quarterstaff), rare

This item has been meticulously trimmed and tended to in such a way that it appears to be a smaller version of one of the immense jungle trees in Chult. The staff's creator even went so far as to create a small diorama of what looks like a tiny village in the upper reaches of the staff's branches—complete with tiny, string bridges connecting tiny, straw houses. This item can be found in the *Dungeon Master's Guide*.

POTION OF CLAIRVOYANCE

Potion, rare

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

POTION OF SUPERIOR HEALING

Potion, uncommon

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

POTION OF HEALING

Potion, common

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

STORY AWARDS

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

Alliance Black Operative. Earned for completing the Lords' Alliance faction assignment.

Barnacles the Parrot. Earned for completing the Harpers faction assignment.

Eye-Patch. Earned for losing an eye to the Unseeing Chest in Location 2. Noble's Villa.

Flying Snake. Earned for completing the Emerald Enclave faction assignment.

Hero of Port Nyanzaru. Earned for winning the event under certain circumstances.

Hook for a Hand. Earned for losing a hand during Quest 6. "Pirate Parley"

Map of the Jungle. Earned for completing the Order of the Gauntlet faction assignment.

Peg-Leg. Earned for losing a leg to the blade trap in Location 1. Ancient Tomb.

Pirate's Curse. Earned for failing the event under certain circumstances.

Uku the Spider Boy. Earned for completing the Zhentarim faction assignment.

More information on these awards can be found in **Appendix 6: Story Awards**.

RENOWN

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

Members of the Order of the Gauntlet that rescue Gordo the Just and his supplies from the Thundering Lizard earn **one additional renown point**.

Members of the Harpers that capture Barnacles the Parrot alive earn **one additional renown point**.

Members of the Emerald Enclave that ransack Ifan Talro'a's secret office earn **one additional renown point**.

Members of the Zhentarim that recover the Coils of Dendar from the yuan-ti earn **one additional renown point**.

Members of the Lords' Alliance that steal the maps from Sibonseni's villa 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).

APPENDIX 1. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Alastar Bol (BOWL). Overweight ambassador to Chult representing the Order of the Gauntlet.

Ekene-Afa (eh-KEH-nay AH-fuh). Former gladiator who invested her winnings in a fledgling trade business and ultimately became a merchant prince.

Idrienne Smoke (Id-REE-anne). Notorious Chultan pirate returned from the Nine Hells to seek vengeance on the man who betrayed her.

Ifan Talro'a (ee-FAHN tall-ROW-uh). Arrogant merchant prince driven by greed and jealousy.

Jaha Mubsie (JAH-ha MOOB-see). Spy and mob enforcer for the hideous prince of the Old City.

Jailo Mek (JAY-lo). Buccaneer turned beast master. Used to adventure with Pelican Jake.

Jessamine (JESS-uh-meen). Master of magic and lore: the only arcane spellcaster among the merchant princes.

Jobal (Joh-BAWL). Merchant prince who employs a network of guides – most of whom are spies.

Kwalu Mosi (KWA-loo MO-see). Loyal master-of-arms to Mother Sibonseni.

Kwayothé (k-WAY-oath-ay). Chultan priestess of Kossuth and merchant prince of Port Nyanzaru.

Mother Sibonseni (SEE-bon-SAY-nee). High priestess of the temple of Waukeen. One of the richest nobles in Port Nyanzaru.

Pelican Jake. Drunken swashbuckler and gambler famous for his improbable shenanigans. Whereabouts unknown.

Pockmarked Po (POE). The so-called “Hideous Prince” of the Old City. A beggar prince with strong ties to the Zhentarim.

Screaming Wind. Young tabaxi agent representing the Emerald Enclave.

Sirge Wintermelt. Half-elf ranger sent south by the Harpers to tail the Cult of Frost.

Volothamp Geddarm. Legendary explorer visiting the port to deliver signed copies of his latest book, *Volo's Guide to Monsters*, to the merchant princes.

Wakanga O'tamu (wuh-KAHN-guh oh-TAHmoo). Master of magic and lore: the only arcane spellcaster among the merchant princes.

Zhanthi (ZAHN-thee). Wise and old merchant prince of Port Nyanzaru. Few dare question her judgment.

APPENDIX 2. MONSTER/NPC STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

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

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

CAPTAIN SMOKE (KRAKEN PRIEST)

Medium humanoid (any race), any evil alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 15, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

REACTIONS

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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.

DEEP SCION

Medium humanoid (shapechanger), neutral evil

Armor Class 11

Hit Points 67 (9d8 + 27)

Speed 30 ft. (20 ft. and swim 40 ft. in hybrid form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+0)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4

Skills Deception +6, Insight +3, Sleight of Hand +3, Stealth +3

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Common, thieves' cant

Challenge 3 (700 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.

ACTIONS

Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Battleaxe (Humanoid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Screech (Hybrid Form Only; Recharges after a Short or Long Rest). The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.

DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

ACTIONS

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

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

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

FLYING MONKEY

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 20 ft., climb 20 ft., fly 30 ft.

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

Senses passive Perception 11

Languages –

Challenge 0 (10 XP)

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

ACTIONS

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

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HADROSAURUS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages –

Challenge 1/4 (50 XP)

ACTIONS

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning damage.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

POISONOUS SNAKE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages –

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

SEA SPAWN

Medium humanoid, neutral evil

Armor Class 11 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (+1)	15 (+2)	6 (-2)	10 (+0)	8 (-1)

Senses darkvision 120 ft., passive Perception 10

Languages understands Aquan and Common but can't speak

Challenge 1 (200 XP)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes three attacks: two unarmed strikes and one with its Piscine Anatomy.

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

Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy.

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

Poison Quills. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

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., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

STEGOSAURUS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages –

Challenge 4 (1,100 XP)

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage.

SWARM OF POISONOUS SNAKES

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

THUG

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

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 any one language (usually 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 feet 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.

TRICERATOPS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages –

Challenge 5 (1,800 XP)

Trampling Charge. If a triceratops moves at least 20 feet straight towards a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strengths saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages –

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is

restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (2 slots): *banishment, freedom of movement, guardian of faith, stonewalk*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

ACTIONS

Multiattack. The priest makes two weapon attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

YUAN-TI ABOMINATION

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Draconic

Challenge 7 (2,900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

1/day: *fear*

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

ACTIONS

Multiattack. The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8+3) piercing damage plus 10 (3d6) poison damage.

YUAN-TI BROODGUARD

Medium humanoid (yuan-ti), neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	4 (-3)

Saving Throws Str +4, Dex +4, Wis +2

Skills Perception +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Draconic

Challenge 2 (450 XP)

Mental Resistance. The yuan-ti has advantage on saving throws against being charmed, and magic can't paralyze it.

Reckless. At the start of its turn, the broodguard can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The broodguard makes three attacks: one with its bite and two with its claws.

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

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

YUAN-TI PUREBLOOD

Medium humanoid (yuan-ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

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

At will: *animal friendship* (snakes only)

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

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

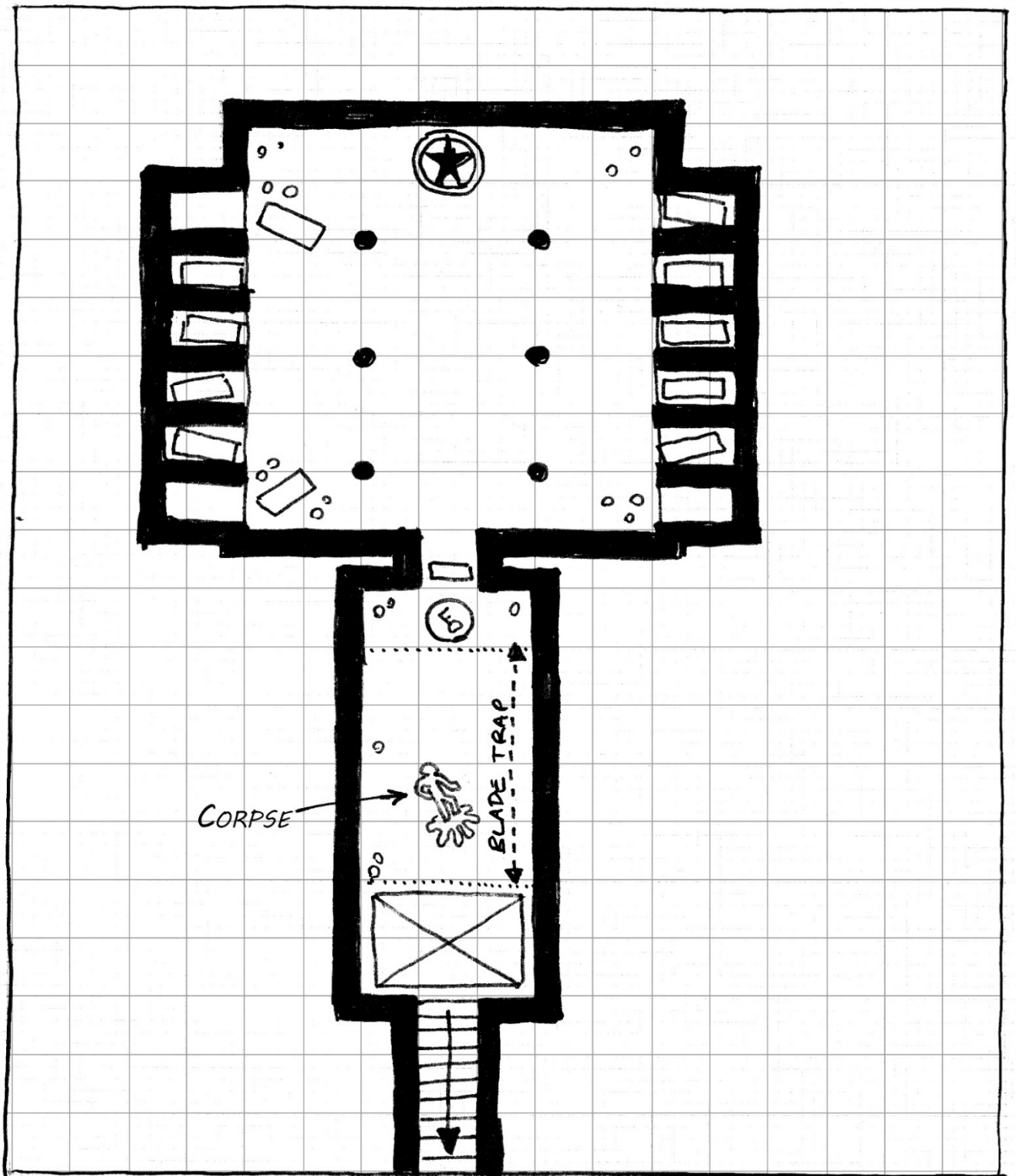
ACTIONS

Multiattack. The yuan-ti makes two melee attacks.

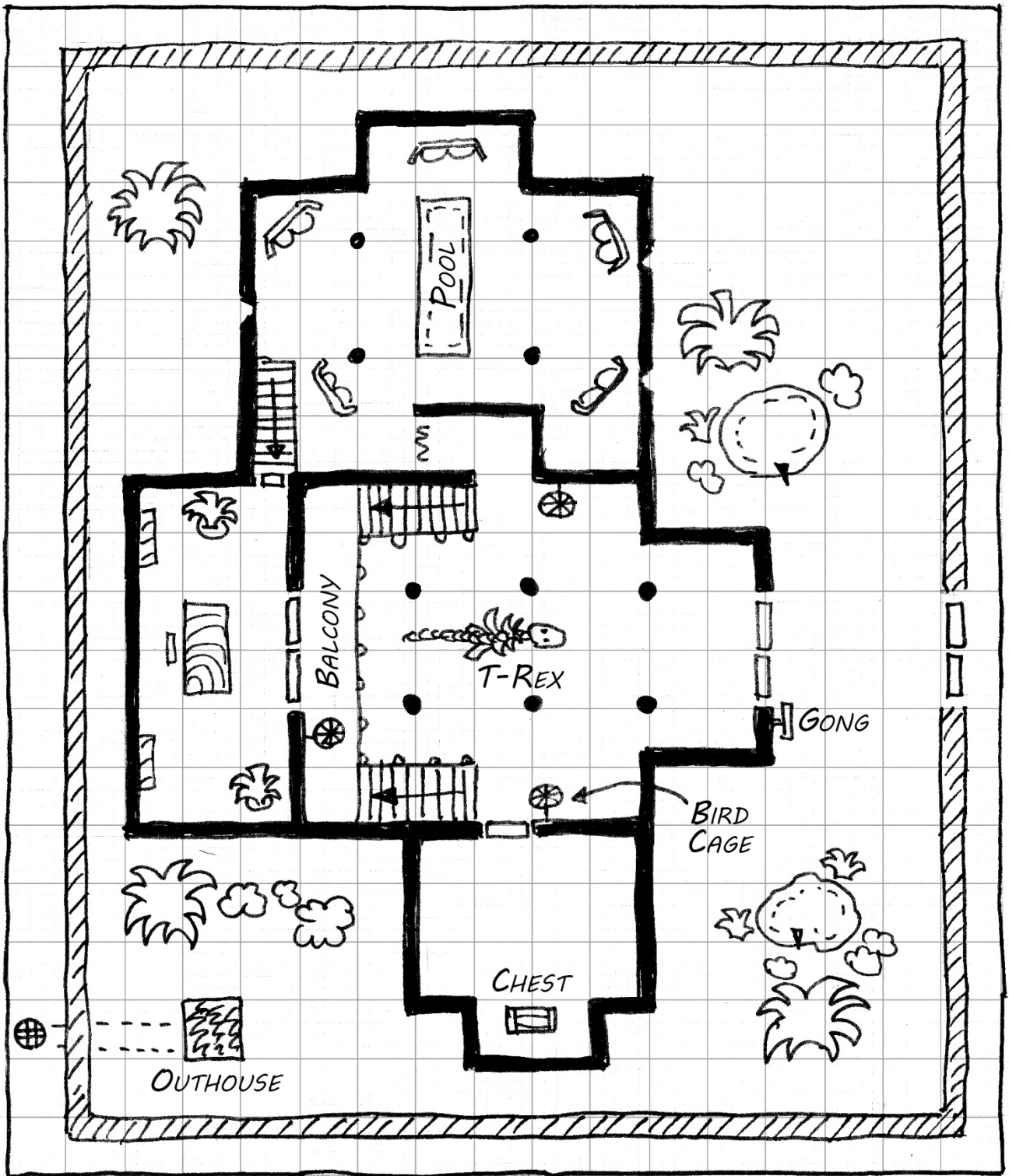
Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

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

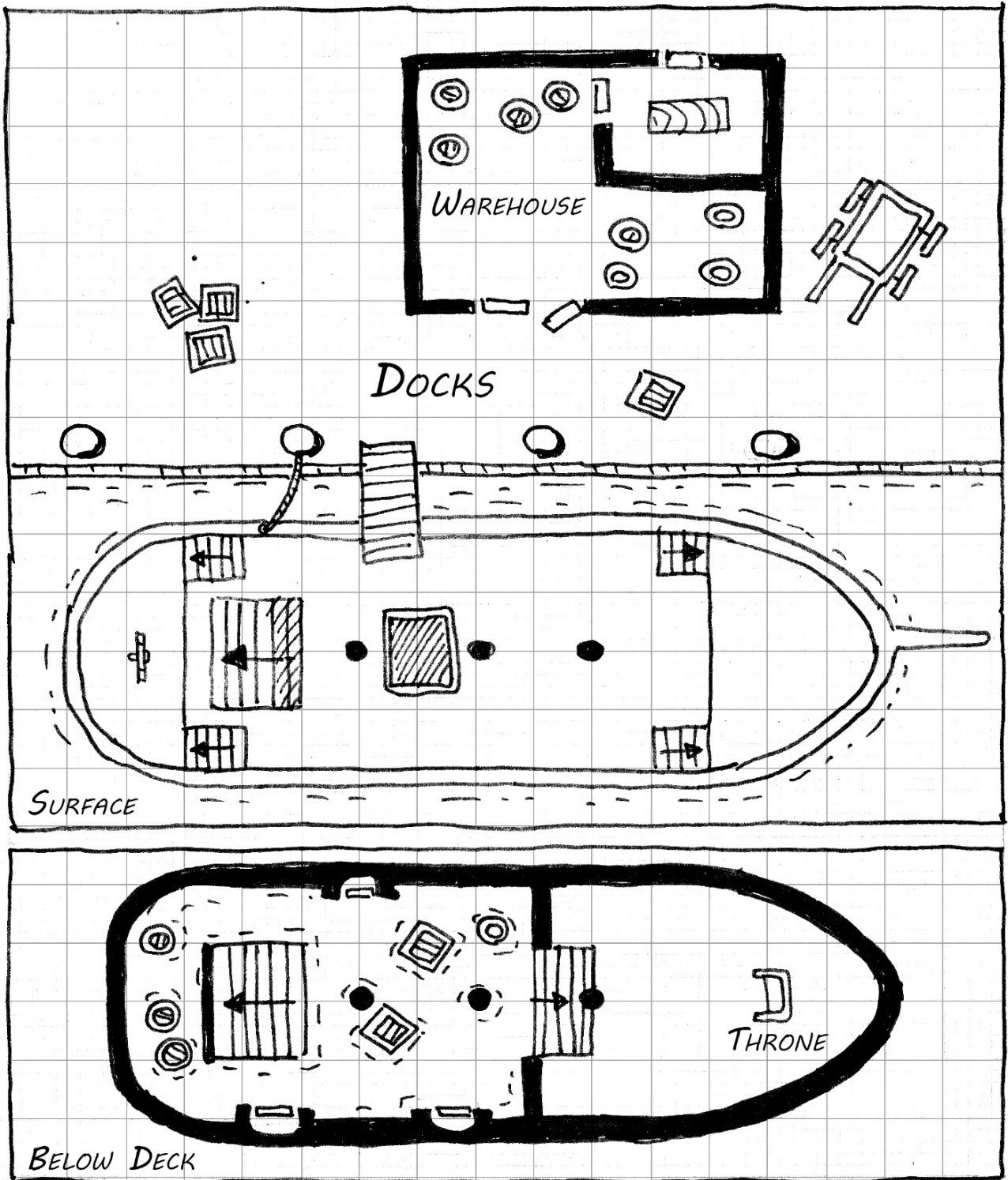
APPENDIX. LOCATION 1: ANCIENT TOMB MAP



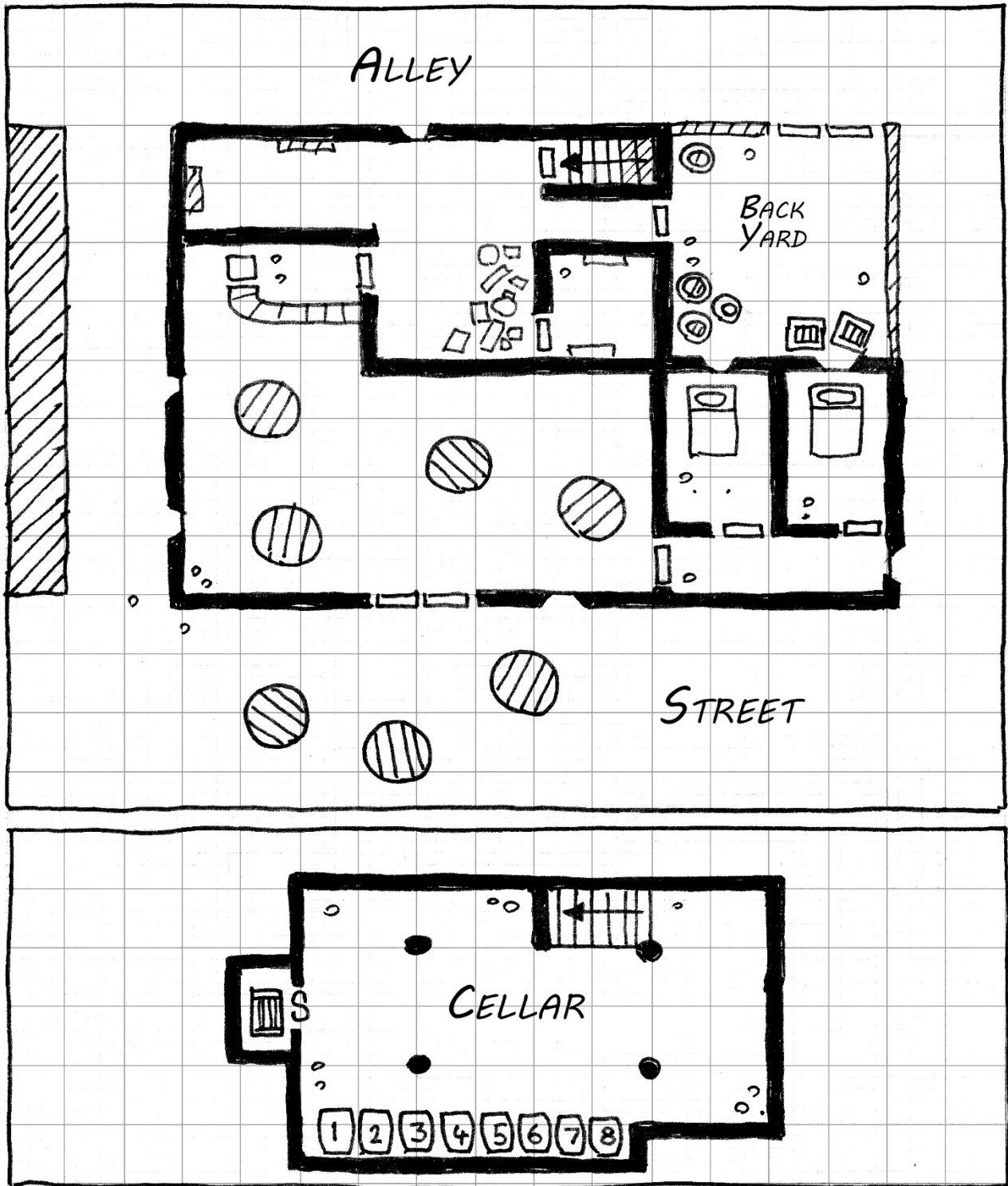
APPENDIX. LOCATION 2: NOBLE'S VILLA MAP



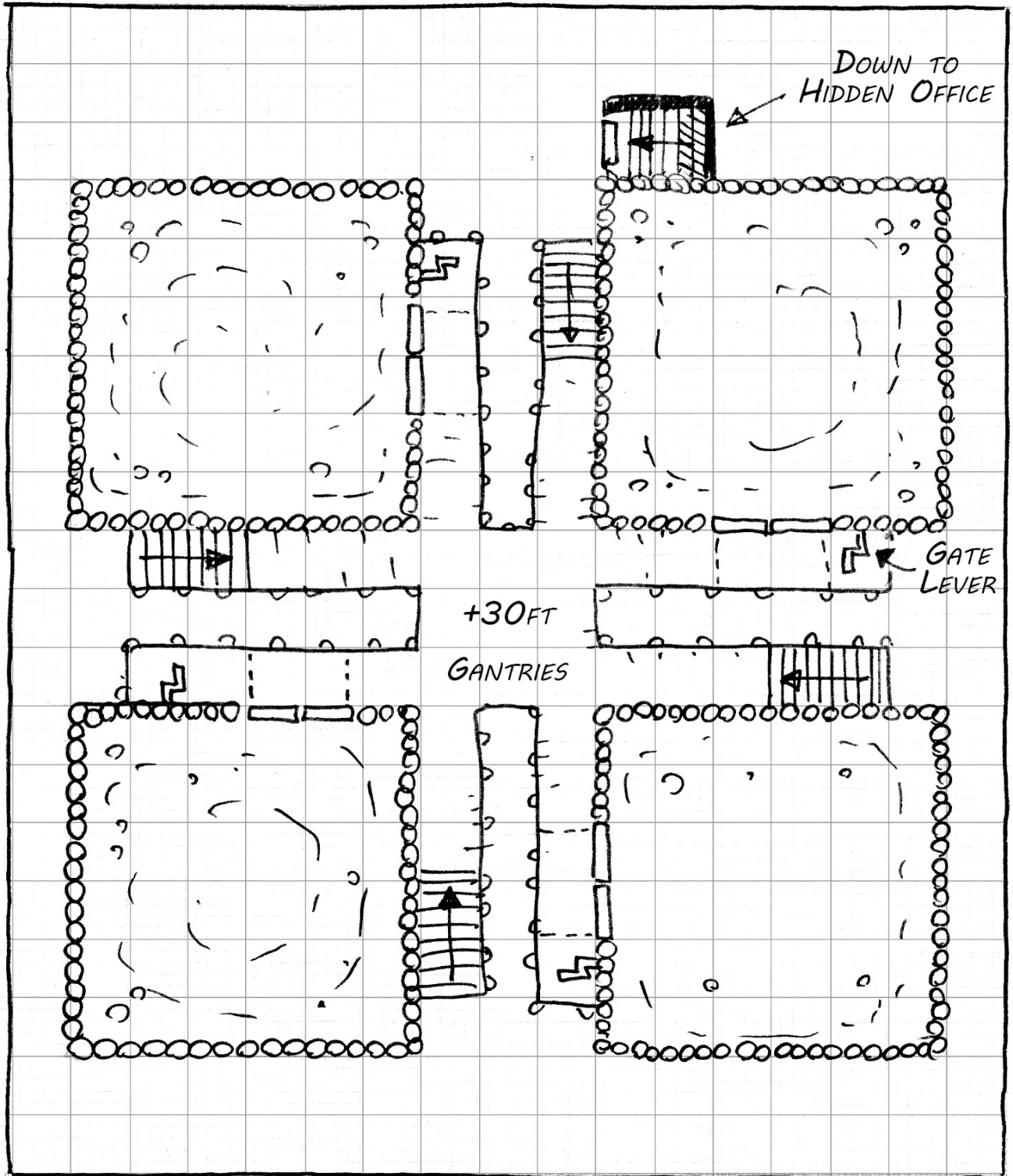
**APPENDIX. LOCATION 3: THE *BANSHEE*
MAP**



APPENDIX. LOCATION 4: THE THUNDERING LIZARD MAP



APPENDIX. LOCATION 5: DINOSAUR PENS MAP



APPENDIX 4. DM HANDOUTS

QUEST REPORT 1: BARGAIN WITH A BEGGAR PRINCE

ACHIEVEMENT

We bargained with a beggar prince and he agreed to lend his thieves to our aid.

EFFECT

Give this boon to another group. At Tier 1, the players can spend it to summon a single **bandit**.
At Tier 2, the players can spend it to gain control of one **bandit** per character.

QUEST REPORT 2: EXPLORE THE LOST TOMB

ACHIEVEMENT

We recovered a rare scroll from the catacombs beneath the Old City.

EFFECT

Give this boon to another group. The players can spend this boon to immediately gain the benefit of a short rest without taking any time.

QUEST REPORT 3: STEAL THE WAR CHARTER

ACHIEVEMENT

We forged a war charter to muster mercenaries to the battle.

EFFECT

Give this boon to another group. The players can spend this boon to fire a volley of arrows at their enemies, dealing 5 (1d8+1) piercing damage to each enemy at Tier 1, or 11 (2d8+2) piercing damage to each enemy at Tier 2.

QUEST REPORT 4: ENTERTAIN THE NOBLE

ACHIEVEMENT

We performed a play to entertain a noble and muster her troops for battle.

EFFECT

Give this boon to another group. The players can spend this boon to grant inspiration to every player in the group.

QUEST REPORT 5: DESTROY THE FLAGSHIP

ACHIEVEMENT

We rigged an enemy galleon with explosives and detonated it within the fleet.

EFFECT

Give this boon to another group. The players can spend this boon to target one enemy with an explosive ballista bolt, dealing 16 (3d10) fire damage at Tier 1, or 27 (5d10) fire damage at Tier 2.

QUEST REPORT 6: PIRATE PARLEY

ACHIEVEMENT

We tricked our way into a meeting with Captain Smoke and questioned her about her past.

EFFECT

Give this boon to another group. The players can spend this boon to double their proficiency bonus for all Charisma-based skills. This effect lasts until the end of their current quest.

QUEST REPORT 7: FIND THE BURIED TREASURE

ACHIEVEMENT

We found Pelican Jake's treasure and used it to bargain with Captain Smoke.

EFFECT

Give this boon to another group. The players can spend this boon to remove one pirate enemy from an encounter. This boon cannot be spent during combat.

QUEST REPORT 8: SLAY THE PIRATE CHAMPION

ACHIEVEMENT

We killed the pirate champion and demoralized the remaining enemies.

EFFECT

Give this boon to another group. The players can spend this boon make their enemies frightened for one full round.

QUEST REPORT 9: UNLEASH THE DINOSAURS

ACHIEVEMENT

We released the dinosaurs from their pens and drove the pirates into the sea.

EFFECT

Give this boon to another group. The players can spend this boon to summon a loyal **deinonychus** at Tier 1, or a **stegosaurus** at Tier 2.

QUEST REPORT 10: BREAK THE PIRATE CURSE

ACHIEVEMENT

We learned how Pelican Jake accidentally summoned Captain Smoke from the Nine Hells – and discovered that her powers are linked to the necklace of coins that she wears.

EFFECT

Give this boon to another group. If Captain Smoke visits this group, the players can spend this boon to gain advantage on their attacks against her.

PLAYER HANDOUT 1. PORT MAP

PERIL AT THE PORT

Quest Key



= Exploration



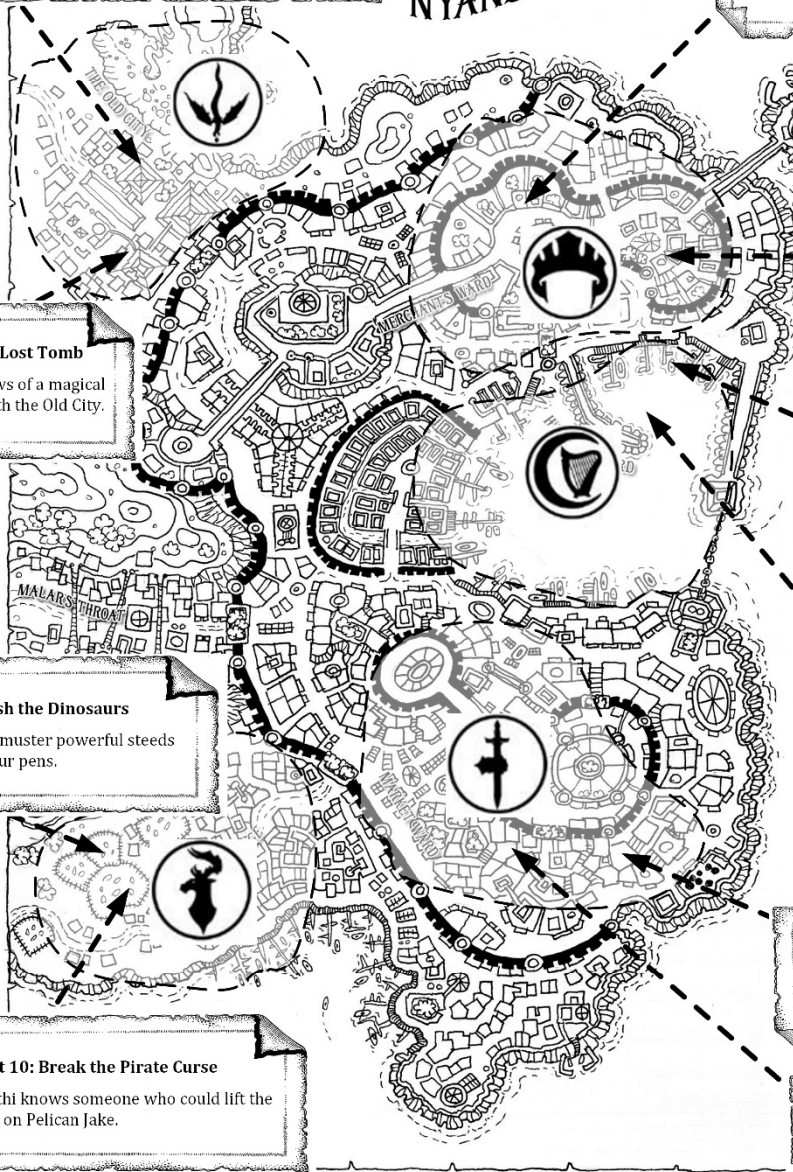
= Combat



= Social Interaction

Quest 1: Bargain with a Beggar Prince
 Kwayothé can strike a deal with the thieves of the Old City, but she'll need agents to bargain on her behalf.

Quest 3: Steal the War Charter
 Jessamine can muster an army on the sly; but she needs a delicate hand to pull it off.



Quest 2: Explore the Lost Tomb
 Wakanga O'tamu knows of a magical weapon buried beneath the Old City.

Quest 4: Entertain the Noble
 Zhanthi needs troubadours to cajole a noble into volunteering troops for the war effort.

Quest 9: Unleash the Dinosaurs
 Ifan Talro'a can muster powerful steeds from the dinosaur pens.

Quest 5: Destroy the Flagship
 Ekene-Afa plans to wreak havoc on the pirate armada by targeting their flagship.

Quest 6: Pirate Parley
 Jobal wants you to pose as pirates to infiltrate Captain Smoke's galleon.

Quest 10: Break the Pirate Curse
 Zhanthi knows someone who could lift the curse on Pelican Jake.

Quest 7: Find the Buried Treasure
 Kwayothé has a lead on Pelican Jake's stolen treasure.

Quest 8: Slay the Pirate Champion
 Ekene-Afa wants you to put an end to Captain Walharrow's rampage.

EVENT RULES

- You can only play one quest in each sector.
- You can only take 1 short rest and no long rests.
- You can't cast spells with a casting time longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes require a short rest to cast.
- Spells with a casting time of longer than 1 hour can't be cast at all.
- Between encounters, you can buy any of the spells listed on the Adventurers League™ spellcasting services table. These are cast instantly.

PLAYER HANDOUT 2: BARGAINING TERMS

*We ask for your help in fighting back the pirates.
With your thieves fighting alongside our
mercenaries, we will surely win the day.*

These are our terms:

1: *Your thieves must remain outside the city walls.*

Amendments:

**2: *Your thieves must obey the orders of our
mercenary captains.***

Amendments:

3: *We will pay you for your cooperation.*

Agreed sum:

Signed -

In the presence of -

PLAYER HANDOUT 3. TORN SCRIPT

<i>That, sir, is a mimic.</i>	<i>O woe! We'll never reach the palace by nightfall!</i>	<i>A pox on your scabrous father!</i>
<i>I do believe we've run out of pie.</i>	<i>What's that bulging under your cloak?</i>	<i>Ah, I am slain!</i>
<i>We meet again.</i>	<i>No, sir. I intend you to die.</i>	<i>Oh, blood! Blood blood blood!</i>
<i>Not like that. Like this!</i>	<i>The king is dead!</i>	<i>That's what all the ladies say.</i>
<i>I require a leper, a monkey, and a duck.</i>	<i>I drink alone, to forget times together.</i>	<i>Am I not attractive?</i>
<i>I bid you adieu.</i>	<i>Is this a sword I see? Or do I dream? Oh, what nightmares!</i>	<i>Oh my love! My skin smolders under your touch.</i>
<i>Ah, here is the sergeant.</i>	<i>What are your tidings?</i>	<i>Think not on these deeds. They shall make you mad.</i>
<i>Long live the king!</i>	<i>Dance for me now. It shall lift my mood.</i>	<i>A madness has claimed you.</i>
<i>I'll see it done.</i>	<i>You corset-mauling swine!</i>	<i>Let us pursue them!</i>
<i>Speak if you can. What are you?</i>	<i>Ah, true and worthy friend!</i>	<i>Give me your hand, lady.</i>
<i>You'll be king one day, surely.</i>	<i>This has transported me to a happy place.</i>	<i>Ah, such bloody instructions!</i>
<i>What manner of beast is this?</i>	<i>I drink your hope like a cup of milk. Glug! Tis gone!</i>	<i>Betrayer!</i>
<i>Remind me, my mind is forgetful.</i>	<i>And if we fail?</i>	<i>Their candles are all out.</i>
<i>Your service and loyalty I owe.</i>	<i>By this dagger, it is done.</i>	<i>I dreamed last night of a blind dragon.</i>
<i>This, to me, is a banquet.</i>	<i>Think not of it.</i>	<i>See! He moves like a ghost!</i>
<i>I have drunk much and become bold.</i>	<i>Hark! The bell calls me!</i>	<i>Hush. They sleep now.</i>
<i>When the cock cries: that is the time.</i>	<i>Tis' said he was eaten.</i>	<i>My mind is full of muck.</i>
<i>A solemn supper tonight, methinks.</i>	<i>It looks to me like an ass.</i>	<i>Marvel at my words.</i>
<i>See, I open your fountainhead!</i>	<i>Will you forgive me for what I must do?</i>	<i>What cavalcade of horrors is this?</i>
<i>If it walks like a goblin and talks like a goblin, then it's a goblin.</i>	<i>Get on your nightgown.</i>	<i>The cock crows! Tis time! Tis time!</i>
<i>Is the king stirring?</i>	<i>'Twas a rough night, for sure.</i>	<i>Let the feast begin!</i>
<i>This is most unnatural.</i>	<i>Awake! Awake!</i>	<i>Ah, we were carousing well past the second cock.</i>
<i>Ah, it writhes!</i>	<i>You may grapple my heart, but you shall not take it.</i>	<i>Let us away, 'fore tears flow freely.</i>
<i>How goes the world?</i>	<i>My robes are unkempt.</i>	<i>In truth, I am not human.</i>
<i>I've been meaning to tell you something.</i>	<i>Sir, grave news. Your family is slain.</i>	<i>We're all going to die!</i>
<i>Come! To the woods with us!</i>	<i>Make haste! He'll soon be back!</i>	<i>This is the moment I've waited for all my life.</i>
<i>Behold my ten-foot pole!</i>	<i>Oh, silly fool. I love you still.</i>	<i>Alas, this was my doing.</i>
<i>Then we are resolved.</i>	<i>Are you man, or beast?</i>	<i>I spit in the eye of the world!</i>
<i>Death follows death.</i>	<i>No son of mine succeeds me.</i>	<i>Listen, but speak not!</i>
<i>Don't look behind you.</i>	<i>We shall perform as you command.</i>	<i>I am all ears.</i>
<i>Your husband knows best.</i>	<i>Stranger things have happened at sea.</i>	<i>Then sing your song!</i>

PLAYER HANDOUT 4. JAKE'S MAP



APPENDIX 6. STORY AWARDS

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

ALLIANCE BLACK OPERATIVE

You've proven to your superiors in the Lords' Alliance that you can get things done: even if it means breaking the law. Now the nobility turn to you under cover of night with dark deeds in mind.

Between adventures, you can spend ten downtime days to carry out a covert Lords' Alliance contract and gain one renown with your faction. You may only perform this activity once between each adventure you play.

BARNACLES THE PARROT

You own a trained **parrot** called "Barnacles". Barnacles knows many saucy nautical phrases and has the uncanny ability to detect lies.

You can use Barnacles' Wisdom (Insight) modifier of +4 in addition to your own when attempting to detect lies. If Barnacles smells a rat, he'll squawk one of the following phrases: "Thar she blows!", "Hang 'em from the yardarm!", or "Blow the man down!".

EYE-PATCH

You lost an eye while trying to steal from Port Nyanzaru's merchants, and now wear a leather patch over your gaping eye socket. If you lift the patch, you can double your proficiency modifier in the Intimidation skill.

You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye and remove this story award.

FLYING SNAKE

You've unmasked the merchant prince Ifan Talro'a as a criminal. For now, the Emerald Enclave is sitting on the information, choosing to monitor the prince rather than show their hand. As reward, they've given you a trained **flying snake** to serve as your messenger.

Once per adventure, you can attach a message to the flying snake and send it to one of your allies. This functions as an *animal messenger* spell, but the message can only be sent to people you know.

HERO OF PORT NYANZARU

You helped the merchant princes of Port Nyanzaru defeat Captain Smoke's pirate armada, and you're now known as a hero throughout the city.

You gain advantage on Charisma checks when dealing with the merchant princes. If you start a session within Port Nyanzaru, you gain advantage on the first attack roll or saving throw that you make.

HOOK FOR A HAND

A pirate chopped off your hand, and you replaced it with a rusty hook. Your unarmed attacks now deal 1d6 piercing damage.

While you wear the hook, you can hold only a single object at a time. You have disadvantage on attacks made with weapons that use two hands. Magic such as the *regenerate* spell can restore the lost appendage and remove this story award.

MAP OF THE JUNGLE

You rescued Gordo the Just from the clutches of Captain Walharrow. In return, he gifted you a fragment of a rare map of the jungle.

The *Tomb of Annihilation* hardcover adventure provides an unfinished map of Chult. At any time, you can strike through this story award to reveal map details in a 2-hex diameter from any point on the map you choose. Alternatively, you can strike through this story award to succeed on any check made to navigate through jungle terrain.

PEG LEG

You lost your foot in a tomb beneath Port Nyanzaru, and wear a wooden peg leg in its place. Your peg leg has a hidden compartment that's ideal for concealing a coin purse or a set of thieves' tools.

While you wear the peg leg, your speed on foot is halved and you have disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell can restore the lost appendage and remove this story award.

PIRATE'S CURSE

You failed to protect Port Nyanzaru from Captain Smoke's pirate armada. As a parting shot, the pirates cursed you from beyond the grave.

You gain disadvantage on the first attack roll or saving throw you make during a session. Only a *remove curse* spell or similar magic can dispel the curse and remove this story award.

UKU THE SPIDER BOY

A naughty **flying monkey** called "Uku the Spider Boy" has latched onto you. Uku ("OO-koo") wears a crimson waistcoat adorned with tiny mirrors and sports a silk skullcap. He has a naturally mischievous nature.

Uku can smell gold from 30 feet away, even if it's kept inside a purse or container. As an action, you can command Uku to steal or retrieve up to 100gp using his Sleight of Hand skill bonus of +4. Uku keeps 10% of the takings, which he spends on boiled sweets next time you're in town.

APPENDIX 7. MAGIC ITEMS

During this adventure, the characters may find the following permanent magic items:

+1 TRIDENT

Weapon (trident), uncommon

This rusted weapon is crusted over in barnacles and draped in wet seaweed. Its wielder can hold their breath underwater for twice the normal duration. This item can be found in the *Dungeon Master's Guide*.

+1 LEATHER ARMOR

Armor, uncommon

This sealskin suit is embroidered with octopuses that squirm magically when exposed to the air. If worn underwater, the wearer gains advantage on checks made to escape grappling. This item can be found in the *Dungeon Master's Guide*.

+1 SHORTSWORD

Weapon (shortsword), uncommon

This weapon has a basket hilt is forged to resemble a woman draped in kelp and nets--similar in appearance to that of a ship's figurehead. When used in battle, the woman sings a rather obscene sea shanty audible to anyone within 30 feet. This item can be found in the *Dungeon Master's Guide*.

EVERSMOKING BOTTLE

Wondrous item, uncommon

This bottle of spun glass is decorated with images of battling dragons and giants--trampling the homes and lives of small folk underfoot. When the stopper is removed, the smoke smells of burning wood and flesh and is accompanied by the sound of weeping. This item can be found in the *Dungeon Master's Guide*.

CLOAK OF THE BAT

Wondrous item, rare (requires attunement)

This leathery cloak is made of the small, green scales of a pteranodon. When attuned to, the wearer gains a powerful appetite for fish. This item can be found in the *Dungeon Master's Guide*.

STAFF OF THE WOODLANDS

Weapon (quarterstaff), rare

This item has been meticulously trimmed and tended to in such a way that it appears to be a smaller version of one of the immense jungle trees in Chult. The staff's creator even went so far as to create a small diorama of what looks like a tiny village in the upper reaches of the staff's branches—complete with tiny, string bridges connecting tiny, straw houses. This item can be found in the *Dungeon Master's Guide*.

APPENDIX 8. ADMINISTRATOR GUIDE

The section provides guidance on running *Peril at the Port* as a D&D Epics™ event for your game day or convention.

PARTICIPANTS

The adventure requires the following participants to run smoothly.

4 OR MORE GROUPS

A minimum of four groups is required to run the adventure.

- Each group needs 3-7 players. All players in a group must belong to the same tier (i.e. level 1-4 at Tier 1, or level 5-10 at Tier 2).
- There's no limit to how many groups can participate (see "Adjustments for Event Size" below).
- Groups can belong to any tier and not all tiers need to be represented.

DUNGEON MASTERS (ONE PER GROUP)

Each table has one Dungeon Master.

- Dungeon Masters should read the adventure beforehand and prepare the adventure locations for each of the five sectors.

2+ TIER COMMANDERS

Each section has a Tier Commander who adjudicates interactive events and answers questions posed by DMs.

- Tier Commanders assume the role of Idrianne Smoke, Volo, or Pelican Jake. It is recommended that administrators dress up for these roles!
- Tier Commanders liaise between tables to adjudicate interactive events.

1 GENERAL

The General oversees the whole event. In *Peril at the Port*, it's vital that players can hear the General's announcements.

- The General tracks the number of completed quests.
- Every half-hour, the General announces important events in the ongoing battle.

SETUP

The following steps are important for ensuring the event runs smoothly.

STEP 1. PREPARE HEADQUARTERS

Headquarters (or "HQ") is an area set aside for the administrative staff. The general will need paper to track victories, and at least one copy of this adventure.

STEP 2. PREPARE TABLES

One table is required for each group.

- Each table must have a table number displayed prominently on its surface, so administrators can locate specific tables during the event.
- All tables need a good view of HQ so they can see and hear the General's updates.

STEP 3. MUSTER GROUPS

During muster, players are assigned to Dungeon Masters.

STEP 4. COUNT GROUPS

To calculate victories, the administrators need to know how many groups are playing (see "Adjustments for Event Size", below).

STEP 5. PLAY!

When play begins, the General reads the briefing aloud to the assembled players (see "Beginning the Adventure").

ADJUSTMENTS FOR EVENT SIZE

To win the event, each group must succeed in an average of **three** quests by the final intermission. Therefore, the number of groups present determines how many quests must be completed to win the event.

Victory Targets

Groups	Victories needed per Battle Update (BU)					
	BU1	BU2	BU3	BU4	BU5	BU6
4	2	4	6	8	10	12
5	3	5	8	10	13	15
6	3	6	9	12	15	18
7	4	7	11	14	18	21
8	4	8	12	16	20	24
9	5	9	14	18	23	27
10	5	10	15	20	20	30
11+						Round up fractions!

CORE RULES

QUESTS

- Groups must report the success of each quest to the administrators by handing in a Quest Report.

- As each report is received, the General adds one victory to the count.
- The administrators pass the Quest Report to another group, who can then use its “boon” effect. Try to spread boons around the room as much as possible.

VICTORY CONDITIONS

The success or failure of the event is determined by how many quests have been completed.

- Every half-hour, the General gives an update on the battle (see “Battle Updates”, below).
- The amount of victories the players have accrued so far determines which update is chosen (see the “Victory Targets” table, above).

MISSION SUCCESS

Near the end of the event, the players try to track down Pelican Jake based on clues learned by individual groups. If they find him, they must vote on whether to turn him over to Captain Smoke, or go along with his plan to summon Aremag.

MISSION FAILURE

If the players fail to complete the required number of quests, Captain Smoke offers a compromise at the end of the event: one character from each faction must return with her to the Nine Hells. In return, she’ll call off the attack. These characters are lost forever, and nothing but a *wish* spell can return them to this world!

ROAMING CHARACTERS

The following characters move from table-to-table when triggered by Interactive Events.

PELICAN JAKE

Pelican Jake wanders the event in costume, avoiding Idrienne Smoke and generally acting sneaky. Players can summon him to their table by completing “Quest 6: Pirate Parley” or “Quest 10: Break the Pirate Curse”.

When he arrives at a table, Jake should act in character for a while, culminating in him asking the group a riddle:

“She has six faces, yet she wears no makeup. Twenty-one eyes, yet she cannot see. What is she?”

The answer is a six-sided die. If the players answer Jack’s riddle successfully, he gives them one of the following clues:

- *“I’m not in Tiryki Anchorage.”*

- *“If I’m not in the Old City or Tiryki Anchorage, I’ll be in the Market Ward or the Merchant’s Ward.”*
- *“I’m either in the Market Ward, the Harbor Ward, the Merchant’s Ward, or Tiryki Anchorage.”*
- *“If I’m not in the Harbor Ward, I won’t be in the Market Ward.”*

Ask the players to write down their clues. During one of the Battle Updates (see below), the Commander tells players to shout their clues aloud so everyone can help solve the riddle of Jake’s whereabouts. Jake is hiding in the Merchant’s Ward, but multiple groups must answer his riddle to be sure of this.

VOLOTHAMP GEDDARM

The famed explorer “Volo” wanders the event in costume, offering words of encouragement. If he stops at a table, he can offer the players various enchantments – for the right price.

Volo can provide any of the spellcasting services listed in the *Adventurers League Dungeon Master’s Guide*. Players must cover the component costs for these spells, which are cast instantly and without the requirement to spend downtime days. In addition, Volo sells *potions of healing* at the price listed in the *Player’s Handbook* (50gp).

If your convention is hosting “Fai Chen’s Fantastical Faire”, Volo can trade table-to-table with the Fai Chen’s wares.

CAPTAIN SMOKE

Captain Smoke wanders the event in costume, shouting for Pelican Jake and randomly attacking groups who offend her.

When Captain Smoke attacks, immediately halt any encounter currently in progress. Captain Smoke then makes the following sequence of attacks:

- **Voice of the Kraken.** All characters must succeed on a DC 14 Charisma saving throw or be frightened until Captain Smoke leaves the table.
- **Thunderous Touch.** *Melee Spell Attack:* +5 to hit, one creature. *Hit:* 11 (2d10) thunder damage at Tier 1, or 27 (5d10) thunder damage at Tier 2.

After this, each character that is not frightened can make an attack against **Captain Smoke**. During combat, Captain Smoke automatically succeeds on any saving throw by taking damage equal to the level of the spell cast x 1d10 (player rolls).

Do not track Captain Smoke’s hit points. Instead, track which player dealt the most

damage. If this exceeds the damage dealt to Captain Smoke by any other player, describe how one of the coins on her necklace shatters. Note down the table number, and then continue.

Once everyone has attacked, Captain Smoke performs the following attack and then teleports away in a puff of smoke. If the table shattered one of her coins, she teleports away instead of performing the attack.

- **Hissing Bomb.** Captain Smoke tosses a hissing fire bomb to any character who is still frightened. The character can use their reaction to toss the bomb to another character in the group, or throw it to the ground. Whoever is holding the bomb when it explodes takes 11 (2d10) fire damage at Tier 1, or 27 (5d10) fire damage at Tier 2. If the bomb is thrown away, all characters take 5 (1d10) fire damage at Tier 1, or 11 (2d10) fire damage at Tier 2. For extra theatrics, the bomb can be represented physically as a bean bag!

In the last 15 minutes of the event, Captain Smoke returns to the table that dealt the most damage to her and attacks. In this case, she does not use *Voice of the Kraken*. She has 57 hit points at Tier 1, or 114 hit points at Tier 2. Repeat the above sequence until she is dead or the group is wiped out.

BATTLE UPDATES

The event plays out over six phases, each lasting 30 minutes. After each phase, the General delivers a battle update to the assembled players.

UPDATE 1. OPENING SALVO (30 MINS INTO PLAY)

Read the following:

The pirates have the port surrounded! Your plans are in motion, but the enemy has the element of surprise. Panic is spreading across the city!

If the alliance is losing:

Captain Smoke's pirates bombard the city with explosive ballista bolts. All groups in the Harbor Ward, the Merchant Ward and Tiryki Anchorage suffer siege damage!

Each character in these sectors must roll immediately on the Siege Damage table (see "Interactive Events").

UPDATE 2. SMOKE ATTACKS (1 HR. INTO PLAY)

Read the following aloud:

As the battle rages, a rasping voice echoes across the city!
"Fools! If ye won't give up Pelican Jake, I'll come get him meself!"

Captain Smoke is stalking the streets, seeking souls to reap! Beware her wrath!

If the alliance is winning:

But not all is lost! Pirate ships burn in the harbor, and the mercenaries are uniting to drive back the enemy. You're doing well! Everyone gains the effect of an *aid* spell.

If the alliance is behind track:

Alas, you haven't done enough to turn the tide, and morale is starting to falter among the defenders. You all gain one level of exhaustion!

UPDATE 3. INTRODUCING VOLO (90 MINS INTO PLAY)

Read the following aloud:

A rumor spreads across the city. Volothamp Geddarm, author of the celebrated "Volo's Guide to Monsters", has offered his services to the valiant defenders of Port Nyanzaru! Have your gold ready – if Volo visits your table, you can buy healing and rare magical goods!

If the alliance is winning:

This is truly cause for celebration! Due to your ongoing successes, everyone gains 5 temporary hit points!

If the alliance is behind track:

Sadly, you need all the help you can get. The pirates have pushed back again, and you're losing control of the city. Everyone loses 1 unspent hit die.

UPDATE 4. SECOND SALVO (2HRS. INTO PLAY)

If the alliance is winning:

The reports are in – you're driving the pirates back into the sea! Word spreads that the alliance is winning. All characters gain the use of another short rest!

If the alliance is behind track:

Bad news, adventurers! The pirates have taken the advantage once again, and you're now losing this battle. Fire rains down over the city from the pirate ships. All groups take siege damage!

UPDATE 5. WHERE'S JAKE?

Throughout the night, adventurers have been searching the port for Pelican Jake. Now it's time to work together to find him. Has anyone found any clues to his whereabouts? If so, let's hear them!

The players must now shout out any clues they've learned from Pelican Jake. When they're done, read:

That's all you've got? Perhaps it's all you need! Continue with your quests, but think on these clues. You have 30 minutes to come to an agreement.

Play should now continue, but the administrators can prompt players to go from table-to-table to form a consensus on where Jake is hiding.

UPDATE 6. FINAL RESULTS

It's time to track down Jake! First, does anyone have any new clues to his whereabouts?

...

In that case, it's time to decide. Everybody shout out which district he's hiding in!

The players must now shout out where they think Jake is hiding. Use the loudest vote to decide. Jake is hiding in the Merchant's Ward.

If they're wrong, read:

Too bad, Jake escaped capture! The pirates fight on through the night, and despite your best efforts, the death toll rises and rises. Finally, as dawn approaches, they offer you a compromise. They'll stop the killing if one hero from each faction returns with them to the Nine Hells, to sail forever as pirates on the River Styx.

The alliance has failed the event! If no-one volunteers to go with the pirates, all characters gain the "Pirates Curse" story award.

If they find Pelican Jake, read the following:

"Alright, me hearties! Fair game, ye got me. But ye ain't going to turn me over to the pirates are ye? See, I've a better plan. If there's one thing that those pirates fear, it's the dragon turtle, Aremag. How's about we make a deal... I summon Aremag to drive them away, and you let me walk as a free man? How's that sound? Only a little bit risky, eh?"

The players must now shout out their decision. Use the loudest vote to decide.

If they hand Jake over to the pirates, read:

Pelican Jake will pay for his treachery! Captain Smoke snatches him back to the Nine Hells, and calls off the attack on the port. The city is saved... but at what cost? Congratulations, heroes! You have won the day!

In this outcome, the final victory count is immaterial. The players win – but don't gain any special reward.

If they summon Aremag, but lost on victories, read:

The water boils and bubbles in the bay as the dragon turtle emerges to wreck the pirate armada! Aremag smashes the pirate ships, but then turns its wrath on the port! Alas, you didn't land enough blows on the pirates – and your defenders are too weak to drive the monster back! A devastating tidal wave washes across the harbor, wrecking hundreds of dwellings. The pirates are gone, but you've failed to defend the port.

The alliance has failed the event!

If they summon Aremag, and won on victories, read:

The water boils and bubbles in the bay as the dragon turtle emerges to wreck the pirate armada! Aremag smashes the pirate ships, but then turns its wrath on the port! But the defenders are ready for him! Flush from all your victories, they drive the dragon turtle back into the Bay of Chult! The pirates are gone, and you are triumphant!

This is the best victory possible! All players gain the "Hero of Port Nyanzaru" story award.