



ADVENTURERS LEAGUE

FINGLEBRUGGLE'S PHANTOMBALL FIELD



**A 2-hour to 4-hour Border Kingdoms
adventure for characters of 5th - 10th level**

CCC-GHC-BK2-05

Adventure Tier: 2

Optimized For: APL 8

Version: 1.7



Finglebruggle's Phantomball Field

Don't Always Root for the Home Team

The heroes are pulled into a fast-paced sport played in certain parts of the Border Kingdoms. But the trophy, the community's pride and joy, is stolen by a vengeful wizard who challenges the party to retrieve it in his own private "Finglebruggleball" dungeon. Can the heroes use their newly acquired sports skills to overcome the wizard's deadly traps and mysteries?

A two- to four-hour adventure for Tier 2 characters, optimized for APL 8.



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WELCOME TO THE BORDER KINGDOMS!

According to the sage Meriadas of Westgate: “The Border Kingdoms are the most favored destination for adventurers who want to proudly and boldly conquer a realm or establish their own new kingdom. Lords, counts, dukes, kings and emperors rise, proclaim themselves, and are swept away with the speed and regularity of waves crashing upon a shore.”

This tumultuous land lies between the Lake of Steam and the Shaar in the Forgotten Realms. Gamehole Con has been granted exclusive rights to develop Adventurers League content in this region, and our offerings include adventures, source material, and short stories. For more Border Kingdoms content visit the DMs Guild!

[Border Kingdoms content at the DMs Guild](#)

A SPECIAL NOTE ABOUT ENCOUNTER SCALING

This adventure is optimized for a party of five characters. When running an adventure at a large convention such as Gamehole, it is common to have seven players at a table, which has the potential to affect encounter balance. The “Adjusting the Encounter” sidebars within the adventure are developed for an average party, but just like real life, one size doesn’t necessarily fit all.

Players have a tendency to bring their best and brightest to shows like Gamehole, and a group of seven optimized characters can easily overpower the recommended party strength you determine at the adventure’s start. As a DM, you can—and should—adjust each encounter’s difficulty to present a challenge for your players.

If the characters are overcoming combats too easily, increase the recommended strength level of the encounters by a step (from average to strong, for example). If needed, you can also increase the number of monsters or maximize their hit points to make things a little harder. In some cases, you may even need to increase the difficulty by two steps, just be careful not to make things unwinnable.

Remember, adjusting or improvising is encouraged, so long as you maintain the adventure’s spirit!

The border kingdoms



ADVENTURE PRIMER

WELCOME TO **FINGLEBRUGGLE'S PHANTOMBALL FIELD**, A D&D Adventurers League™ adventure, that is part of the official D&D Adventurers League™ organized play system and the *Convention Created*

Content program.

The adventure is intended to be a light-hearted adventure. It features hijinks, mayhem, and surprises for the players, along with a wise-cracking villain and a game that serves as the framework for a non-lethal (and later a quite lethal) encounter.

BACKGROUND

Phantomball is a team sport played in the Border Kingdoms during festivals, at tournaments, and if you're wealthy enough have the necessary magical equipment. It developed in the Border Kingdoms, but no one knows the true origin. **Finglebruggle**, an evil but charismatic wizard, thinks he knows the origin: it's a game he invented!

The village of **Firhaven** is having a summer festival with a phantomball game as its main event. The local team has gone unchallenged this year, but a noble by the name of **Lady Marta Silvershell** has too much at stake for the festival organizers to cancel the game. She is betting that adventurers can play better than a regular team.

Unfortunately for the village, one of Finglebruggle's lair is nearby, and he is sick of not being credited for the creation of phantomball. Even now, he gleefully lays his plans for the winner of the morning game ...

EPISODES

This adventure takes approximately two hours to play, with bonus content that can fill the adventure to around four hours. These episodes are introduced by a Call to Action encounter.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

CALL TO ACTION

The party is getting some rest and relaxation at a local festival when they are recruited by Lady Marta Silvershell to play phantomball against the local champion team.

- **Episode 1: Fair Play.** We play D&D to bring an imaginary team sport to life. Weird. Players may explore the festival, too. Finglebruggle makes his

move and steals the championship trophy, which turns out to be a relic that protects the village. As the champions (or the runners-up), the heroes are tasked to recover the trophy.

STORY OBJECTIVES

This adventure includes two story objectives, which are found in **Episode 2** and **Episode 3**, as follows:

- **Episode 2: Take Me Out to the Ball Game.** This episode contains a number of optional scenes wherein Finglebruggle torments the party with challenges of valor and intellect, cheerfully taunting the party all the way. Each scene played helps the party prepare for the final encounter of the adventure. This is **Story Objective A**.
- **Episode 3: Foul Play.** The party faces the wizard's constructs in a twisted and deadly version of phantomball, striving to recover the trophy and save the village. This is **Story Objective B**.

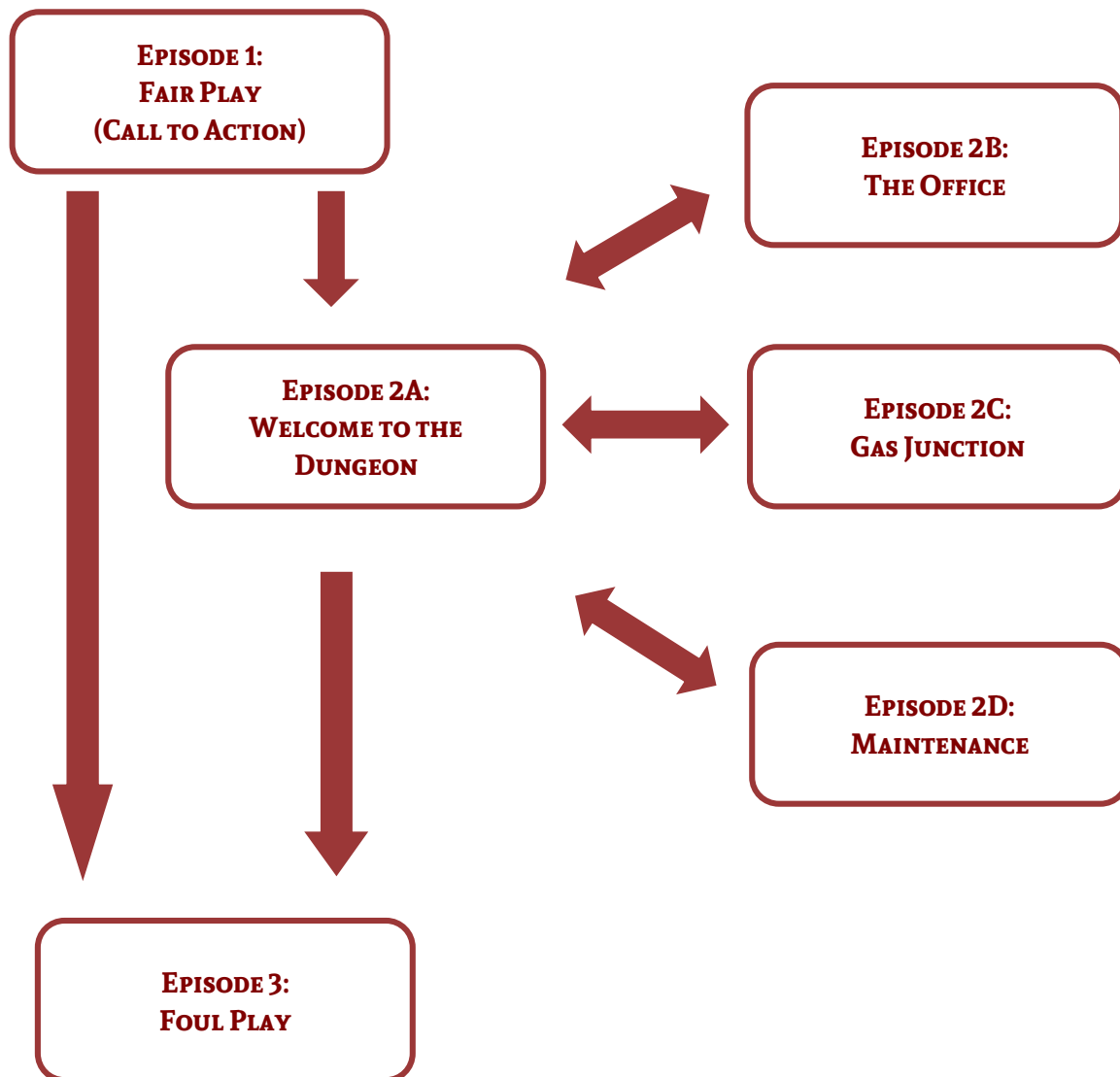
BONUS OBJECTIVES

This adventure also includes three bonus objectives that the characters can pursue if they have extra time. The bonus objectives are found in **Episode 2B**, **Episode 2C**, and **Episode 2D** as follows:

- **Episode 2B: The Office:** The characters discover Finglebruggle's office and has the chance to learn more about his plans. If they can solve the puzzle of the crystals, they may even gain an advantage on the phantomball field. This is **Bonus Objective A**.
- **Episode 2C: Gas Junction.** The characters find the pipes and gas that fuel Finglebruggle's creations. Sabotaging the pipes may gain a benefit on the phantomball field. This is **Bonus Objective B**.
- **Episode 2D: Maintenance.** The characters enter a scrap heap of metal and machinery. This appears to be the raw materials for Finglebruggle's creations. If the characters can destroy the equipment, it could turn the tide in the phantomball match. This is **Bonus Objective C**.

ADVENTURE FLOWCHART

This section should provide you, the DM, with a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: FAIR PLAY (CALL TO ACTION)

Estimated Duration: 15-30 minutes

The adventurers are taking a little time off to enjoy the local festival in the village of Firhaven. The weather is clear and sunny but not too warm, with a light, refreshing breeze. The villagers and visitors are enjoying the morning, and the entire fair is cheerful.

If they didn't arrive together, this is a good time to have the players take turns introducing their characters, along with something that each hero is enjoying at the festival, for example the food and drink, entertainment, or carnival games.

STORY OBJECTIVE

The goal of the episode is to give the players a chance to see the stakes (the people of the village) and to learn the fantasy sport of phantomball. Make sure you are familiar with **Handout A**—the more familiar you are with the game the easier it will be for you to help the players to navigate it.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. Firhaven is a village in a relatively flat area of rolling hills with a spectacular view of the mountains.

Lighting. It is a bright, sunny day that provides bright light to the entire area.

Other Features. The festival is in full swing. The large amount of people, vendors, and games going on make anything farther than 30 ft. away partially obscured and imposes disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks based on hearing farther than that distance.

SCENE A. THE DRAFT

Call to Action. Once the heroes are introduced, they are approached by a local noble. Read or paraphrase the following:

As you relax in the unseasonably mild air, you are approached by a human woman in fine clothes and sporting an above-average amount of emerald jewelry.

"Good morning. Adventurers, I take it? Let me introduce myself: I am Lady Marta Silvershell, and I am in charge of the phantomball game at midday."

She sips her drink and continues, "Have you heard of phantomball? It is a team game we play in this part of the Border Kingdoms. It is fun to watch and easy to learn."

She leans in and says in a softer tone, "We have a problem, and I would like to hire you to solve it. The Firhaven team have been the champions for the past four years running, and no team has come to challenge them this year. Would you play the match against them this year? I have someone who can teach you how to play, and I will pay you fifty gold pieces each, win or lose. But if you win you will become legends among phantomball fans in the Border Kingdoms."

LEARNING PHANTOMBALL

If the party agrees, Lady Marta will introduce the party to **Leigh**. Leigh will teach the party the rules and give them a little practice. Give **Handout A:**

Phantomball Primer and **Handout D:**

Phantomball at a Glance to the players.

After the players have had a chance to become familiar with the game and the heroes have practiced a bit, Leigh will approach the party, saying,

"Not bad, but if you want a chance to win, you need one more thing. Something that proclaims to the world who you are, and why you're the best. Something your fans can rally around. Something to strike fear into your opponents. Tell me your team's name."

When the team is named, Leigh gives the party a few hours to prepare for the match. Here are a few ideas for possible activities and what effect the action might have. This list is certainly not exhaustive, and players might do anything they like before the game starts.

- **Training.** Keep practicing your phantomball skills. Succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check to get inspiration for the match.
- **Advertising.** Tell the fans about the new team in town. Succeed on a DC 12 Charisma (Performance) check to gain an inspiration that can be used by the entire team.
- **Promotion.** Make signs, pennants, and other regalia for fans to use to cheer you on. Succeed on a DC 12 check using an appropriate tool proficiency to gain an inspiration that can be used by the entire team.
- **Recon/Sabotage.** Scout out the champion team. This activity could go a number of ways depending on the player's approach. Use the team's stats in the **creatures section** to play through the scene.

IF THE HEROES DON'T PLAY BALL

If the heroes choose not to play phantomball, that's not the end of the adventure. Lady Marta thanks the party for their time and excuses herself to find another team. Phantomball features prominently in the final encounter of this adventure, so it's important for the heroes' success that you narrate the match. Make sure to cover the following points in your description of the game:

- The ball is launched from the central pylon.
- A touch is scored by pushing the ball into the opponent's touch line.
- A strike is scored by throwing the ball and hitting the opponent's scoring stone.
- Getting knocked prone makes you drop the ball.
- The champion team absolutely clobbers the one Lady Marta finds.

SCENE B. MATCH TIME

The festival-goers assemble around noon to watch the match. The game area includes the phantomball field and a set of bleachers built to hold a few hundred spectators. The fair weather holds as roving vendors hawk food and drink. The Firhaven team arrives wearing green and gold colors, as does an umpire wearing a white overcoat and a whistle around her neck.

A platform with a table on it sits on one side of the field. On the table is a large, ornate trophy, a cup inscribed with arcane runes that seems to glow in the sunlight. The trophy is mounted to a metal block with the names of past phantomball champions engraved into it with room for future victors. A successful DC 15 Intelligence (Arcana) check reveals that the trophy is magical. A *detect magic* spell will confirm that it is magical, with an aura of transmutation.

INITIATIVE AND SPORTS IN D&D

DMs often use one initiative roll for an entire group of enemies. This usually doesn't cause problems, but in a session where the action is a ball game instead of a fight, it can be easy for a team that all takes their turns at the same time to move a ball down the field and score while the other team stands around and waits for their turn. Giving each player on the opposing team its own initiative helps spread the action around and makes for a more fun and interesting game.

THE BIG GAME

To start the match, each team fields an equal number of players. The Firhaven team captain, **Edson**, will let the heroes decide how many players that is and keep the rest of their team off the field as substitutes.

Familiars, companions, pets, and the like count as players. Choose an equal number of Firhaven players to match the heroes' team.

CREATURES/NPCs

There are a few different types of Firhaven player listed in the **creature** section for you to choose from to play against the heroes. You can choose players that match the composition of the party, cunningly craft your own fantasy phantomball team, or simply choose one or two types of player and use them exclusively. Whatever approach may be your favorite, here are the strategies each player type is most likely to use.

- **Archer.** Throw passes and strikes, hold attacks to shoot at balls passed by the other team.
- **Illusionist.** Grab the ball at range with *mage hand*, blind opponents with *color spray*, run the ball with the Displacement feature, or causing havoc with illusion spells.
- **Knight.** Protect friendly ball carrier, knock the ball out of opponents' hands with knock downs, put the (non-lethal) hurt on opponents.
- **Swashbuckler.** Run the ball using the Lightfooted feature, catch or interfere with passes. The team captain, **Edson**, is a swashbuckler.

At the start of the game and during any stoppage of play, each team stands on their side of the field. When everything is ready, the umpire blows a magical whistle that causes a phantomball to scatter from the central pylon (see **Handout A**) and the game is on.

The umpire will stop play during the match by blowing her whistle, causing the ball to vanish without another being released from the pylon, but only under the following circumstances:

- A character attacks another player with any potentially lethal attack (i.e. damage other than from a melee attack). If this happens, play resumes after six **Firhaven Guards** arrest the offender for assault and shackle them to a post by the stands.
- The number of players on the field changes (as with a *banishment* spell) to make the teams uneven. Play resumes when the number of players on each team is once again even by sidelining a player or bringing in a substitute.
- Anything that disrupts the game. The game resumes when the disruption is removed.
- One team scores either three touches, three strikes, or one touch and one strike. The game is over and a winner declared.

After the game, the winners are loudly and raucously celebrated by the crowd. The field is taken down and cleaned up. Tables are brought in and food carts arrive for a festive banquet in honor of the players and to celebrate the victors. Win or lose, the party is paid and invited to sit up on the stage at the head table with the other team and the trophy.

During the tumultuous transition from game to feast the trophy is magically stolen and, unbeknownst to any onlooker, replaced by an illusory copy. This will have consequences in the next scene. After the switch, anyone who takes an action to make a successful DC 23 Intelligence (Investigation) check will discover the illusion. However, the trophy will still be seen as magical with a *detect magic* spell, but the aura is now that of illusion.

If the heroes win, they get the **Phantomball Champion** (Handout B) story award. They are told that they don't actually get to keep the trophy, but their names will be engraved on its base and they will be welcome to return to Firhaven whenever they would like to see it.

PHANTOMBALL OF THE MIND

Playing phantomball using the Theater of the Mind style of play, without miniatures or a map grid, is possible by abstracting the game a bit. Divide the field into three zones: the heroes' side, midfield, and the opponents' side, in that order. Moves let players shift from one zone to the next, and assume each zone is about 30 feet away from the next. When the ball scatters, it stays in the same zone if it scatters less than 15 feet. Otherwise it scatters to a different zone (or out of bounds) in a random direction.

Alternatively, you can simply call the action like a sports announcer. Describe the plays and let players and NPCs use their turns to affect the flow of the game.

SCENE C. THE OTHER CALL TO ACTION

During the banquet, speeches are given, songs sung, and each member of the winning team is brought to the front of the stage to receive the adoration of the crowd.

After the characters have had their moment of glory, read or paraphrase the following.

As the feast proceeds, the weather begins to get warmer and the air more humid. As it becomes uncomfortable, a booming roar tears across the green, and a tan gnome appears on the stage in a puff of smoke. He wears a brightly-colored robe, a perfectly coifed blue bouffant, and a friendly smile. He addresses the crowd in a thunderous yet casual voice.

"Hey there, simpletons. I'm Finglebruggle, and I've got a question for you. Are you starting to feel it? The weather returning to crummy? See, I've got your little magical fetish, and without it your village is pretty doomed, am I right?"

"I see you've been playing ... what do you call it? Phantomball? How nice for you. But you forgot that I invented this game and you owe me royalties going back ... oh ... decades.

"But that's okay, I'm a nice guy. I'll tell you what. You send that champion team of yours about ten miles over that way by sunset, and I'll let them play against my team in a game of *Finglebruggleball*—note the emphasis—and the winner keeps the trophy.

"What do you say? Just kidding, you don't have a choice. Toodles!" And with that, he and the illusion of the trophy vanish with a pop.

Not only is the trophy an illusion, but so is Finglebruggle. The illusionist is a couple hundred miles away, using the *project image* spell to talk to the crowd.

Panicked pandemonium erupts after Finglebruggle's speech. If the Firhaven team beat the players in the match, Edson, not ready for a real challenge off of the field, leaps to his feet and proclaims that he cheated, handing the "real" victory to the party.

Lady Marta approaches the party, explaining that the trophy is actually a magical item that keeps the weather kind to the village, and without it hundreds of people will be dead in a month from harsh weather they're not prepared to face.

The party can take a short rest and still make the three-hour journey to Finglebruggle's dungeon on time. The way is easy to find—Finglebruggle leaves large illusionary neon signs pointing the way.

TREASURE

If they agree to help, Edson offers his *boots of striding and springing* to the party.

EPISODE 2: TAKE ME OUT TO THE BALL GAME (OBJECTIVE 1)

Estimated Duration: 30-60 minutes

In this episode, the party enters the Finglebruggleball dungeon and encounters some of its behind-the-scenes workings. They will have the opportunity to preview some of the challenges they will face in the final episode, and have the chance to give themselves advantages in the game to come.

There are four scenes in this episode, the first for the entrance foyer to the dungeon, and the remaining three for encounters.

If you are playing a 2-hour version and do not have the time, choose only one of the encounters or proceed directly from **Scene A** to **Episode 3**. In a 4-hour game, you should have time for two or even all three of the encounters.

The objectives in **Scenes B, C, and D** also act as bonus objectives for the characters and have rewards at the end of the adventure.

Use the information below as the party explores the dungeon.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The floors, ceiling, and walls are made of well-crafted stone blocks with no handholds. The complex was made by and for gnomes, so the ceilings are about 10 feet high and the doors sized for Small creatures, except where noted.

Lighting. The dungeon is brightly lit except where noted, with *continual flame* spells spaced out to cover each room and corridor.

SCENE A: WELCOME TO THE DUNGEON

If the party followed Finglebruggle's directions, they easily find the entrance they're looking for: a 20 ft. square door flush with the ground. The door is thrown wide open, revealing a set of steps leading down. For good measure, Finglebruggle has left large illusionary signs above the door that read, "Finglebruggleball Players Enter Here" with arrows pointed to the door.

When the party descends the stairs, they find a large chamber about 50 feet square. The floor at the bottom of the stairs slopes downward gently to a pair of large double doors marked "To Game Field." If you have time for the party to explore before the final scene, there is a small door with black and yellow markings labeled "Authorized Personnel Only."

After the players have a feel for the room, read or paraphrase the following:

"Hey, folks!" The voice of Finglebruggle floats through the room, although he is nowhere to be seen. "Did you check for traps when you came in? You adventurers always check for traps before you go places, don't you? That's fine, it gives me more time to admire *my* new trophy, right?"

"So now that you're here, let's play some Finglebruggleball. The field is right in front of you, just go through those doors and we'll get started."

[If you have time for the extra scenes, add the following.]

The irritating voice continues, "I see you've noticed the other door. Yeah, that goes to the behind-the-scenes stuff that run my field. You know, maybe if you went back there you could sabotage some of my stuff and get an advantage on the field. You might even win your trophy back that way. A brave party of adventurers would have no problem back there, so you'll probably just get caught in a gear or something. But hey, why not try your luck!"

THE FIELD DOORS

If the party goes through the field doors on the far side of the room, they enter an antechamber which darkens and fills with harmless, knee-high smoke. A fanfare of horns sounds, and the wall at the far side of the antechamber drops, revealing the field (**Episode 3**). The roar of a crowd is heard and pyrotechnics explode around the exit, giving the heroes a grand entrance.

THE SIDE DOOR

The side door is made for Small creatures, so Medium creatures have to squeeze and creatures of size Large or greater will be unable to get through or just get stuck. Beyond the door is a short hallway with three doors, each also sized for a Small creature. The doors are labeled "Office" (leading to **Scene B**), "Gas Junction" (**Scene C**), and "Maintenance" (**Scene D**).

If the party enters these optional rooms, Finglebruggle's voice will come to them after each one. After they fail an objective, he will hurl immature taunts. Each time the heroes succeed, he will be comically angry, spattering and sputtering until he calms down and offers a childish threat before signing off.

SCENE B: OFFICE

The door to this chamber is in the middle of the south wall. A large desk rests against the middle of the north wall. Four melon-sized crystals (one red, one green, one purple, and one blue) rest in a basket in one corner, and equally colorful crystal shards litter the west side of the room. There are a row of four bowls bolted to the west wall, with unlit lamps in sconces on either side of the row (see the Office map in **Appendix 1** for the layout). The northern wall is a facade that hides a wall-to-wall mirror, which is revealed as you read or paraphrase the following.

Once again, the gnome wizard's voice fills the air. "Oh, I'm so glad you came to this room! This is where I keep the dumbest people in the dungeon. Want to see them?"

The far wall slides into the floor to reveal a wall-to-wall mirror. "Oh, I've been just *waiting* to spring that joke on you people," he says, barely restraining himself, "and the beauty of it is you don't even get it!" His snorting laughter fades away.

The desk is covered with scraps of vague notes and sketches. A successful DC 10 Intelligence (Investigation) check will let a character find the plans for the crystals around the room (**Handout B: Office Crystal Plans**).

STORY OBJECTIVES

This optional scene offers the party a chance to reduce the damage caused when Finglebruggle's team scores a strike. See **Episode 3** for more information.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The room is 30 feet by 40 feet. More information can be found on the **Office Map** in **Appendix 1**.

THE CRYSTALS

The plans for the crystals reveal how the psychic damage that may be taken in the final encounter (**Episode 3**) can be increased or reduced. Finglebruggle added a trick to the plans to mess with adventurers: the plans are written backward and must be viewed in a mirror to find the correct order of the colored crystals.

If the four crystals from the basket are placed in bowls and the lamps on either side are lit, the crystals all shatter and one of the following effects occurs based on where the crystals were placed (colors listed from left to right).

- **Red-Purple-Green-Blue.** A purple glow appears and intensifies with a hum that rises in pitch, then vanishes. The game's psychic field is strengthened.
- **Red-Blue-Purple-Green.** A purple glow appears and weakens with a hum that lowers in pitch, then vanishes. The game's psychic field is weakened.
- **Any Other Combination.** An **invisible stalker** (see the **creature** section) is summoned and given the entire party as its quarry. It appears in the middle of the room and attacks the nearest party member.

The effects of the game's psychic field being strengthened or weakened can be found in **Episode 3**.

When the party leaves the room, they return to the hallway outside the main entrance. If you are pressed for time, the other doors in this hallway have vanished and it is time for the party to enter the game field. Otherwise, the party may enter another door.

SCENE C: GAS JUNCTION

The door opens onto a walkway with no railing that runs just above a cloud green gas that comes to just below the walkway. A ladder disappears downward into the gas almost midway across the room. The ceiling is hidden behind a complex network of pipes. There are signs on the walls reading "CAUTION: FLAMMABLE GAS" and "EXPLOSION HAZARD" that Finglebruggle put there just to mess with the heroes—the gas in the room isn't really flammable.

STORY OBJECTIVES

This optional scene offers the party a chance to reduce the damage caused when Finglebruggle's team scores a touch. See **Episode 3** for more information.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The room is 30 feet square and 20 feet tall. The lower half of the room is filled with green gas that heavily obscures vision. The fog causes 1d10 poison damage to any creature that starts its turn in the fog. The ceiling is covered in several overlapping layers of 3-inch diameter pipes. On the floor in each corner of the room is one of Finglebruggle's special construct dispensers.

Sound. There is a loud hissing sound when the party arrives. The hissing gets quieter each time a valve is closed. When all four valves are closed, the sound becomes barely audible, but still present.

THE PIPES

There are four valves hanging from the pipes around the room (shown in the **Gas Junction** map in **Appendix 1**). A successful DC 12 Intelligence (Investigation) check reveals that the pipes all eventually lead to the wall that is shared with the game field, and closing all four valves will reduce the amount of gas going to the field.

To close a valve, a creature can take an action to make a successful DC 15 Strength check. If a character is using a spell that can move a target object, such as telekinesis, use the caster's spellcasting ability in place of Strength. When each valve is closed, there's a soft thump that can be heard from the direction of the game field.

The pipes can be climbed, allowing a character who can reach them 10 feet above the walkway (and 20 feet above the floor) to move around the room by climbing upside-down. There are plenty of handholds so climbing is automatic, but if a check is called for the character must make a successful DC 10 check.

When all four valves have been closed, there is a loud THUNK and any strikers still in the room fall dead. The effects of closing all four valves can be found in **Episode 3**.

THE GAS

The green gas heavily obscures vision. A creature that ends its turn in the gas takes 1d10 poison damage.

At the DM's option, a fall into the gas may be disorienting, causing a creature to require a successful DC 10 Wisdom (Survival) check to avoid getting lost.

The gas remains in the room even if the valves are all closed.

CREATURES/NPC'S

When a character leaves the walkway, the room will begin to defend itself. It creates four **Finglebruggle's Superlative Soaring Strikers**, on the floor of each corner of the room. The room then has a lair action (see below) that it uses every round until all four valves are closed.

Embedded in the floor in each corner of the room is something Finglebruggle calls **Finglebruggle's Construct Dispenser**. It magically creates and releases constructs, in this case strikers.

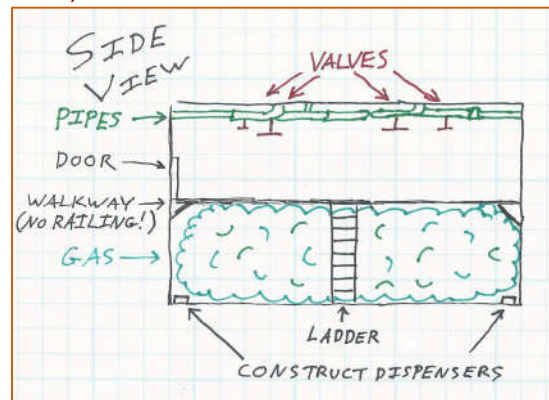
The strikers will focus first on climbing or flying heroes, then on targets standing on the walkway. Their main objective is to knock targets off of pipes or the walkway and into the gas.

LAIR ACTION

On initiative count 20 (losing initiative ties), the room will use a lair action to create a striker at each of the four dispensers in the room. It will not use this action if all four valves are shut or there are more active strikers than the number of heroes in the room.

When the party leaves the room, they return to the hallway outside the main entrance. If you are pressed for time, the other doors in this hallway have vanished and it is time for the party to enter the game field. Otherwise, the party may enter another door.

GAS JUNCTION SIDE VIEW



SCENE D: MAINTENANCE

The door opens into a dark room filled with junk. Old boards, gears, levers, and malformed constructs litter the room. Light from the doorway reveals shadows shifting in the darkness, clanging and clacking away at some unseen work. Once the party has had a first look at the room, read or paraphrase the following.

"Hi there again, losers!" comes a far too familiar voice, "You're all pretty high maintenance, so you've come to the right place! That grinder back there serves up the raw materials for my automatons, maybe you should try it yourselves."

There's a moment of silence before the gnome adds, "Oh hey, just so you know, there are no secret doors in here, okay? Okay, great. Have fun, kids!"

STORY OBJECTIVES

This optional scene offers the party a chance to reduce the number of reinforcements when Finglebruggle's team needs replacements. See **Episode 3** for more information.

AREA INFORMATION

The area has the following features

Dimensions & Terrain. The room is 40 feet by 50 feet and features a maze of junk. The ceiling is 15 feet up and covered in the openings of garbage chutes. There is a large grinder in one corner. The map to this room is in **Appendix 1** under **Maintenance**.

Lighting. This room is completely dark.

CREATURES/NPC'S

The room contains a number of **Finglebruggle's Amazing Assembled Automatons** equal to the number of heroes, all scattered around the room. When the party enters, they are picking up refuse from the piles and feeding it into the grinder. The grinder loudly crushes and grinds the junk for use in two of the game field's Construct Dispensers. If a creature gets within 20 feet of the grinder or an automaton, they all drop what they are carrying and attack the party.

THE JUNK

The junk is difficult terrain. It is stacked 10 feet high, blocking line-of-sight but still possible to move through by picking a path through the scrap. Falling prone in a space filled with junk causes unsightly rust stains and 2 (1d4) piercing damage.

On initiative count 20 (losing all initiative ties), a chute opens in the ceiling and dumps more junk in a random 15-foot cubic area of the room. Anyone in this area when the junk falls must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) piercing damage and be knocked prone.

THE GRINDER

The grinder is attached to the wall and cannot be moved. A successful DC 15 Intelligence (Investigation) check will determine that Finglebruggle was telling the truth—the junk is being pulled beyond the room's wall, no doubt to be used to build automatons in the game field room.

If a creature or object is pushed into the grinder's grinder (on its long side), it must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 2d10 slashing damage and 2d10 bludgeoning damage. On a successful save, the character takes half as much damage and is pushed back 5 feet.

The grinder has AC 19, 50 hit points, and is immune to poison and psychic damage. The effects of destroying the grinder can be found in **Episode 3**.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two automatons.
- **Weak:** Remove one automaton.
- **Strong:** Add two Finglebruggle's Superlative Soaring Strikers.
- **Very Strong:** Add two automatons.

EPISODE 3: FOUL PLAY (OBJECTIVE 2)

Estimated Duration: 30-60 minutes

In this episode, the party plays a deadly game of phantomball against the fearsome forces of Finglebruggle for the village's protection artifact.

STORY OBJECTIVE

The goal of our heroes is to win back the trophy by beating Finglebruggle at his own game in a supervillain-style death trap.

AREA INFORMATION

This area features:

Dimensions & Terrain. The chamber is rectangular, and slightly bigger (5-10 feet wider) than the field within. The ceiling is 12 feet high. The floor is covered with a strange carpet of spongy, grass-like green fibers.

Lighting. The entire chamber is brightly lit by dazzling lights along the length of the room.

Sound. Throughout the game play, there is a loud, illusionary sound of a large crowd cheering Finglebruggle's team and booing the heroes.

SCENE A: GAME TIME

The party enters the room from their side of the field with fanfare, smoke, and pyrotechnics. The room is set up to look exactly like a phantomball field, but rather than a staff with a scoring stone on the far side, there is what appears to be a clay golem stuck in the ground with a pair of scoring stones on its forehead. There are a number of automatons on the far half of the field equal to the number of creatures in the party (including familiars, companions, and the like). There is a scoreboard high on the opposite wall showing the words "Strikes" and "Touches" with two unlit lights beneath each word.

After you've described the room, read or paraphrase the following:

"Ladies and gentlemen," comes Finglebruggle's inevitable voice, "Please welcome the visiting team, the apes of adventure, the fools from Firhaven ... um ... what were you guys called again?"
"Never mind, it doesn't matter. You're all going to be dead soon anyway. But I'll give you a sporting chance. If you can score two strikes *and* two touches before you die, I'll give you your trophy back."
"Have fun on my very special Finglebruggleball field!" A whistle sounds. "Play ball!"

CREATURES/NPCs

The party starts near the entrance. When the game starts, the wall slides closed, blocking the entrance.

Finglebruggle's team consists of a number of **Finglebruggle's Amazing Assembled Automatons** equal to the number of creatures in the party (including familiars, companions, and so on). Instead of a staff to hold the scoring stone, Finglebruggle's side has a **Finglebruggle's Classic Clay Clobberer** rooted to the floor that will fight.

At the sound of the whistle, a phantomball scatters from the central pylon. The game does not end until either the party has scored two touches and two strikes, or the heroes are killed. Despite the whistle sound, there is no umpire, so the game follows the normal rules for phantomball except for the parts about no blood and even teams.

THE FIELD

This is Finglebruggle's field, and so there are some traps and other features of note while playing this scene.

The party may have sabotaged parts of the field's inner workings in **Episode 2**. If they did so successfully, the effects are listed in the affected part's description.

- **Construct Dispensers.** There are four Construct Dispensers hidden in the walls about 8 feet up, marked on the **DM's Map** in **Appendix 1**. As a lair action on initiative 20 (losing initiative ties), these dispensers will drop enough automatons onto the floor below to bring the number of automatons back up to the number of creatures in the party, with a maximum of 4 automatons per turn. If the party destroyed the grinder in **Episode 2, Scene D**, the maximum number of automatons that can be dropped in a single turn is reduced to 2.
- **Gas Jets.** The room's walls and ceiling are covered with hidden gas jets. If the automatons score a touch, the room is briefly filled with green gas. All creatures in the room must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage, half damage on a successful save. If the party closed all four valves in **Episode 2, Scene C**, this damage is 5 (1d10).
- **Psychic Field.** There is a magical psychic field in the chamber that is activated by the heroes' scoring stone. When the automatons score a strike, a wave of psychic energy ripple through the room. All creatures in the room must make a DC 15 Intelligence saving throw, taking 11 (2d10) psychic damage on a failed save, half damage on a successful save. If the party weakened the psychic

field in **Episode 2, Scene B**, this damage is 5 (1d10) psychic damage. If the party strengthened the field, the damage is instead 13 (2d12) psychic damage.

- **Pit Traps.** Finglebruggle is nothing if not unfair, and the field has four pit traps (shown on the **DM's Map in Appendix 1**). Each pit trap is hidden with a magical illusion of normal turf, but a character can take an action to make a successful DC 15 Intelligence (Investigation) check to find the nearest pit trap. The pit cover is somewhat sturdy, and will not collapse unless there are two or more Small creatures or one Medium or larger creature on it. Each pit is 20 feet deep and contains a stepladder in the corner nearest the center of the field that allows a fallen creature to climb at its normal movement rate. In the pit trap marked **B** on the map, the stepladder is actually a **mimic** in the form of a stepladder that will attack when touched. If the phantomball drops into a pit, it vanishes and a new one scatters from the pylon.

INITIATIVE AND SPORTS IN D&D

DMs often use one initiative roll for an entire group of enemies. This usually doesn't cause problems, but in a session where the action is a ball game instead of a fight, it can be easy for a team that all takes their turns at the same time to move a ball down the field and score while the other team stands around and waits for their turn. Giving each player on the opposing team its own initiative helps spread the action around and makes for a more fun and interesting game.

FINGLEBRUGGLE'S TEAM STRATEGY

The automatons are here to play ball. They focus on getting and advancing the ball and scoring, knowing that the resulting damage to the adventurers is more effective than their individual attacks. They will keep a few players forward to receive passes and a few back to play defense. If a hero has the ball, they use attacks to attempt to knock the ball carrier prone or move to be between passers and receivers. They are aware of the pit traps and will avoid having more than one of them on a pit cover at once.

THE GAME

When the heroes score a touch or a strike, a corresponding light on the scoreboard glows brightly and stays that way for the rest of the game. Finglebruggle's disembodied voice offers a running commentary, making fun of the party's failures and angrily dismissing their successes.

If the player characters win the game, Finglebruggle shouts, "Oh, I hate you cheating adventurers! It would serve you right if I kept this thing! But, I'm a gnome of my word, so fine ... take it!" A new opening forms in a wall and Firhaven's trophy shoots out at a random character, who must make a successful DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage. The entrance wall then opens, allowing the party to return to Firhaven. Finglebruggle furiously fumes in his far-away fortress, but remains silent to the party for the remainder of the adventure.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Reduce the DCs for the field effects to 12 and the pit traps aren't covered by illusions and can be spotted with a DC 15 Wisdom (Perception) check.
- **Weak:** Reduce the DCs for the field effects to 12.
- **Strong:** Add a mimic to the pit trap marked **C**.
- **Very Strong:** Add a mimic to the pit trap marked **C** and add a **gelatinous cube** to the pit traps marked **A** and **D**.

SCENE B: THE THRILL OF VICTORY

When the party returns to Firhaven with the trophy, night has fallen. A large crowd waits at the edge of the village. At the first sight of the heroes, a voice cries, "There they are!" A cheer rises, which quickly becomes a roar as the entire village rushes to lift the party on their shoulders and parade them back to the festival grounds, which are still set up for the banquet. The trophy is returned to its rightful place and the heroes are made the guests of honor at a party that lasts all night.

ADVENTURE REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items (described in **Appendix 2**):

- *Boots of striding and springing.*

SPECIAL REWARDS

The characters also receive access to the following:

STORY AWARDS

Phantomball Champion. You are a champion phantomball player, and your status has spread throughout the region. Any civilized NPC you meet for the first time in the Border Kingdoms has a chance of being a phantomball fan who recognizes you.

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE & LOCALES

The following NPCs and locations feature prominently in this adventure.

NPCs

- **Lady Marta Silvershell.** Lady Marta is middle-aged human woman, one of a number of nobles and commoners who make up the village council. She has almond skin and dark, shoulder-length hair. She is a big fan of both adventurers and phantomball, and she sees the party as an opportunity to combine the two.

Personality: “Despite my birth, I do not place myself above other folk. We all have the same blood.”

Ideal: “I want to make life good for the village, especially at festival time.”

Bond: “The safety of my people is paramount.”

Flaw: “I am a total fan, and I can get carried away in the presence of renowned adventurers or “champion phantomball” players.

- **Leigh.** (“LAY”) This older, stocky half-elven man has tough, sandy-colored skin and grey hair. He is a straight-forward, no-nonsense kind of trainer. He pushes his charges to the limit, but isn’t afraid to express his pride in his students.

Personality: “I say bluntly what other people hesitate to say.”

Ideal: “I earn glory by training players who earn glory.”

Bond: “Woe be to those who give me less than their best.”

Flaw: “I may not always be right, but I’m never in doubt.”

- **Edson.** (“ED-son”) Edson is a cheerful human with dark brown skin and short black hair. He loves phantomball and considers anyone who plays it a friend.

Personality: “I’m cheerful and always have something nice to say to somebody.”

Ideal: “Win or lose, I love the game.”

Bond: “I can’t turn down a fair match.”

Flaw: “I’m fearless on the phantomball field, but I pale in the face of real danger.”

- **Finglebruggle.** Finglebruggle is a cartoonish but powerful illusionist. He used to be an adventurer, but to his frustration, he never gained renown or praise. Now it is time for the region to recognize his greatness. During this adventure, he is a few hundred miles away from the action, using magic to keep tabs on the party and to make contact with them. His dress and demeanor always has the fake cheerfulness of a gaudy carnival hawker with the

underlying smugness of a bully. Put it in a nutshell, he’s a jerk.

Personality: “I’m the smartest person around, and it’s important to remind everyone else of this with clever taunts and stinging insults.”

Ideal: “I’m the hero of the story, and anything I do is justified and right.”

Bond: “My ego is my most prized possession.”

Flaw: “The adventurers are nothing more than a nuisance, and I am angered when they succeed.”

STICKS AND STONES

One of Finglebruggle’s favorite frivolities is taunting heroes who are trapped in his machinations. Make up your own taunts for him to hurl at the heroes, or use some of these suggestions.

- “Hey, you should check that for traps first.”
- “You called yourself [team name]? I’m sure nobody’s thought of that name before, you’re very original.”
- [after something bad happens to a hero] “That was...” [uncontrollable giggling] “...you just...” [bursts into laughter]
- [after a hero does something well] “Wow, I guess even a broken idiot is right twice a day.”
- “Hey, you should meet my pet rot grubs! You’d get along great, you’ve got the same personality.”
- [when a character rolls a 1] “Hey buddy, don’t worry. Total incompetence can be cute sometimes.”
- “My genius is 1 percent inspiration and 99 percent killing you people.”

LOCATIONS

- **Firhaven.** The village of Firhaven is in the rolling hills on the border between High Mukshar and Middle Mukshar. It is ruled by a counsel of villagers, some high-born and some common. Its main industry is farming wheat, sheep, and wool. While the region often suffers from muggy summers and harsh winters, the climate of Firhaven is always pleasant thanks to an ancient secret. The large cup that the village uses as a trophy for its annual phantomball tournament is in fact a magic item that influences the weather in the area—a magic item that only works in Firhaven. But Finglebruggle may have other plans for its magic.

CREATURE STATISTICS

ARCHER (FIRHAVEN PLAYER)

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

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

Longbow. *Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.*

CLAY GOLEM (FINGLEBRUGGLE'S CLASSIC CLAY CLOBBERER)

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3(-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem

attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The clay golem makes two slam attacks.

Slam. *Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.* If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

Haste (recharge 5-6). Until the end of its next turn, the clay golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

DUEGAR SCREAMER (FINGLEBRUGGLE'S AMAZING ASSEMBLED AUTOMATON)

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 7

Languages understands Dwarvish but can't speak

Challenge 3 (700 XP)

Engine of Pain. Once per turn, a creature that attacks the screamer can target the duergar trapped in it. The attacker has disadvantage on the attack roll. On a hit, the attack deals an extra 11 (2d10) damage to the screamer, and the screamer can respond by using its Multiattack with its reaction.

ACTIONS

Multiattack. The screamer makes one drill attack and uses its Sonic Scream.

Drill. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Sonic Scream. The screamer emits destructive energy in a 15-foot cube. Each creature in that area must succeed on a DC 11 Strength saving throw or take 7 (2d6) thunder damage and be knocked prone.

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 ft., Passive Perception 8

Languages –

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces.

Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

ILLUSIONIST (FIRHAVEN PLAYER)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*, * *disguise self*, * *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, * *mirror image*, * *phantasmal force**

3rd level (3 slots): *major image*, * *phantom steed**

4th level (1 slot): *phantasmal killer**

*Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts and Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

Quarterstaff. *Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.*

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.*

KNIGHT(FIRHAVEN PLAYER)

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

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

MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5(-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60 ft., Passive Perception 11

Languages –

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

SWASHBUCKLER (FIRHAVEN PLAYER AND EDSON)

Medium humanoid (any race), any alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.*

Rapier. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.*

EDSON, FIRHAVEN PHANTOMBALL TEAM

CAPTAIN

Edson is a Swashbuckler who always wears *boots of striding and springing*. This triples his jumping distance (limited by what his movement allows).

TINY SERVANT (FINGLEBRUGGLE'S SUPERLATIVE SOARING STRIKER)

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (4d4)

Speed 30 ft., climb 30 ft.

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages –

Challenge 0 (10 XP)

ACTIONS

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

VETERAN (FIRHAVEN GUARD)

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

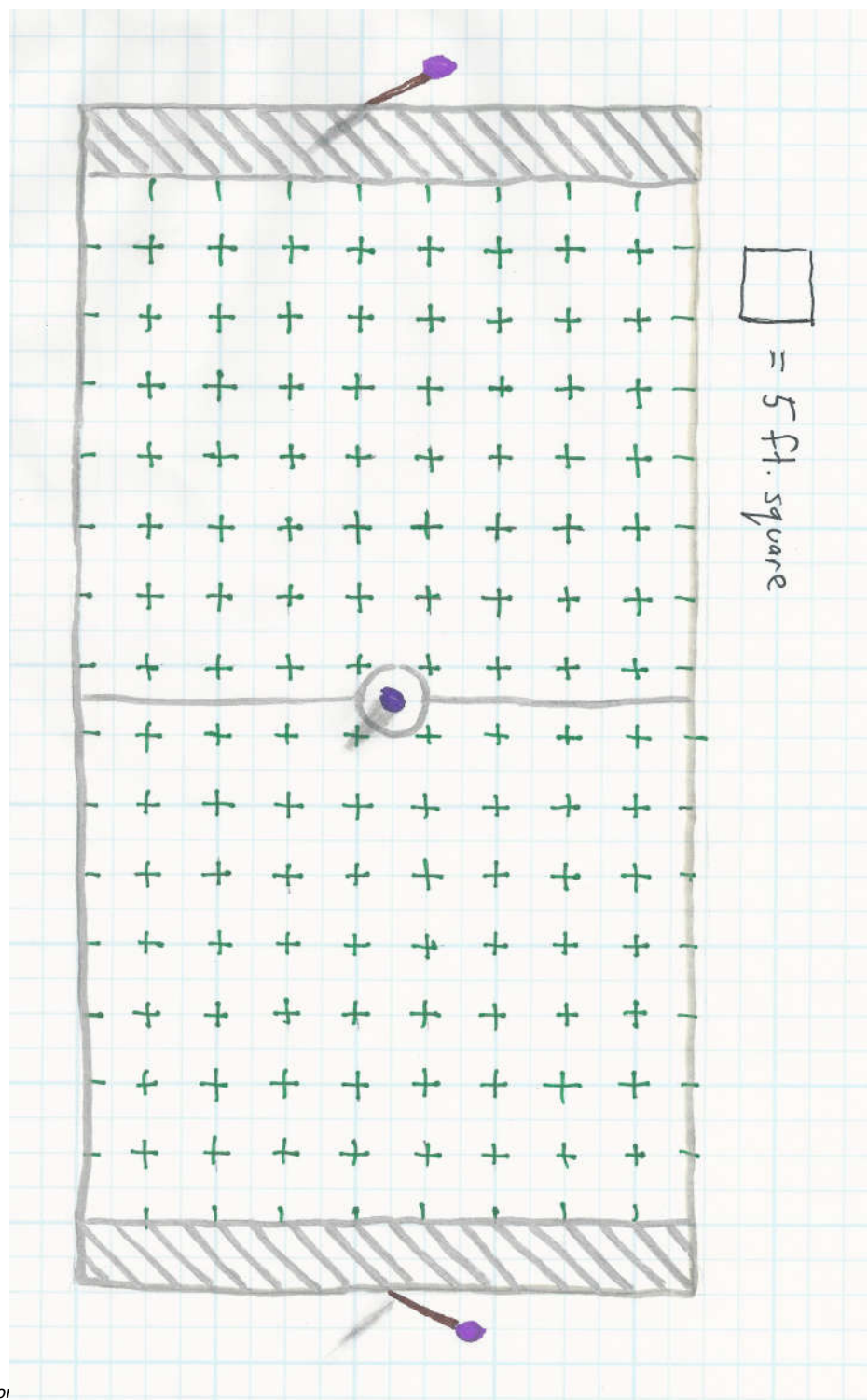
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.*

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

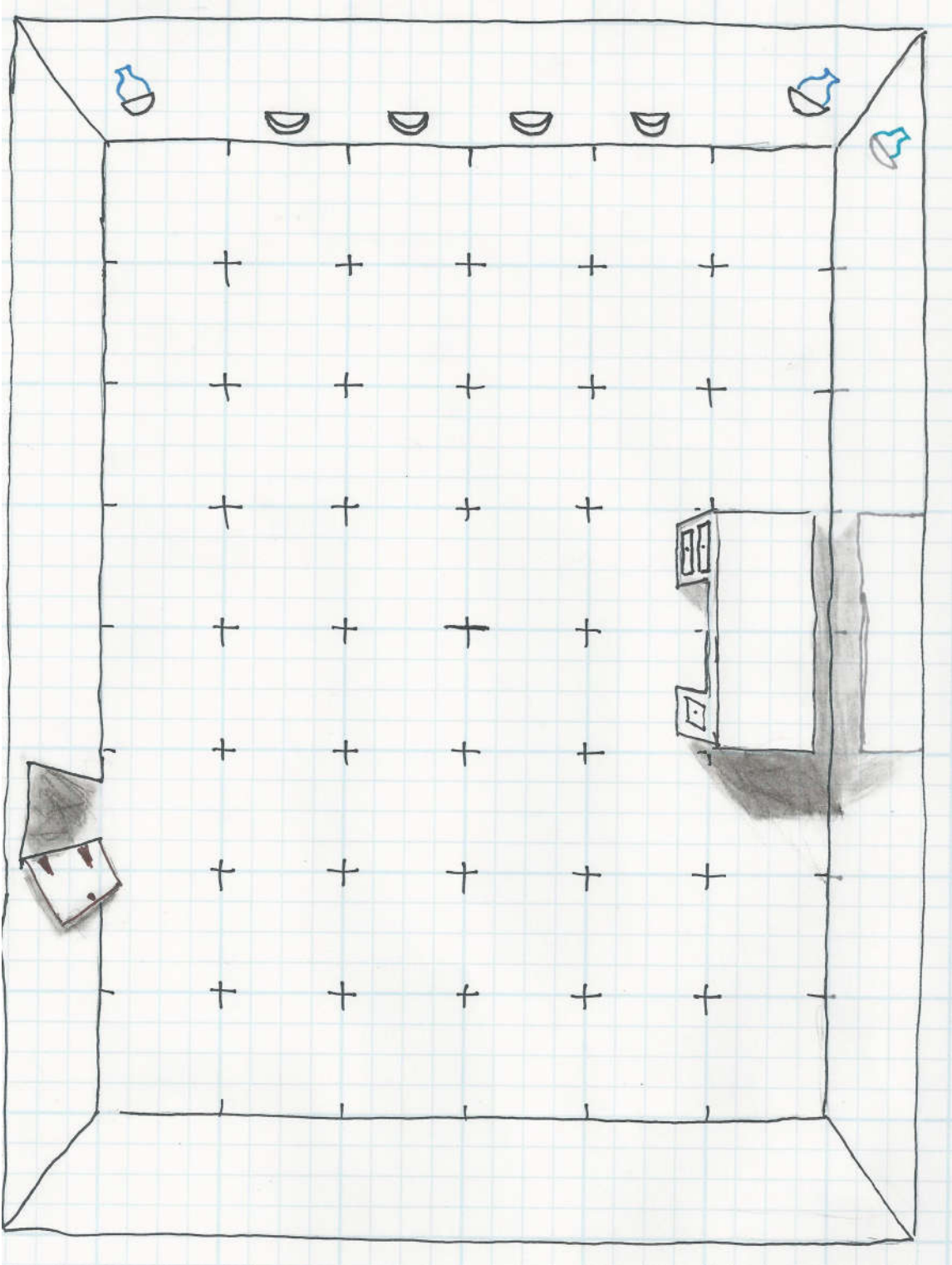
Heavy Crossbow. *Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.*

FIRHAVEN PHANTOMBALL FIELD

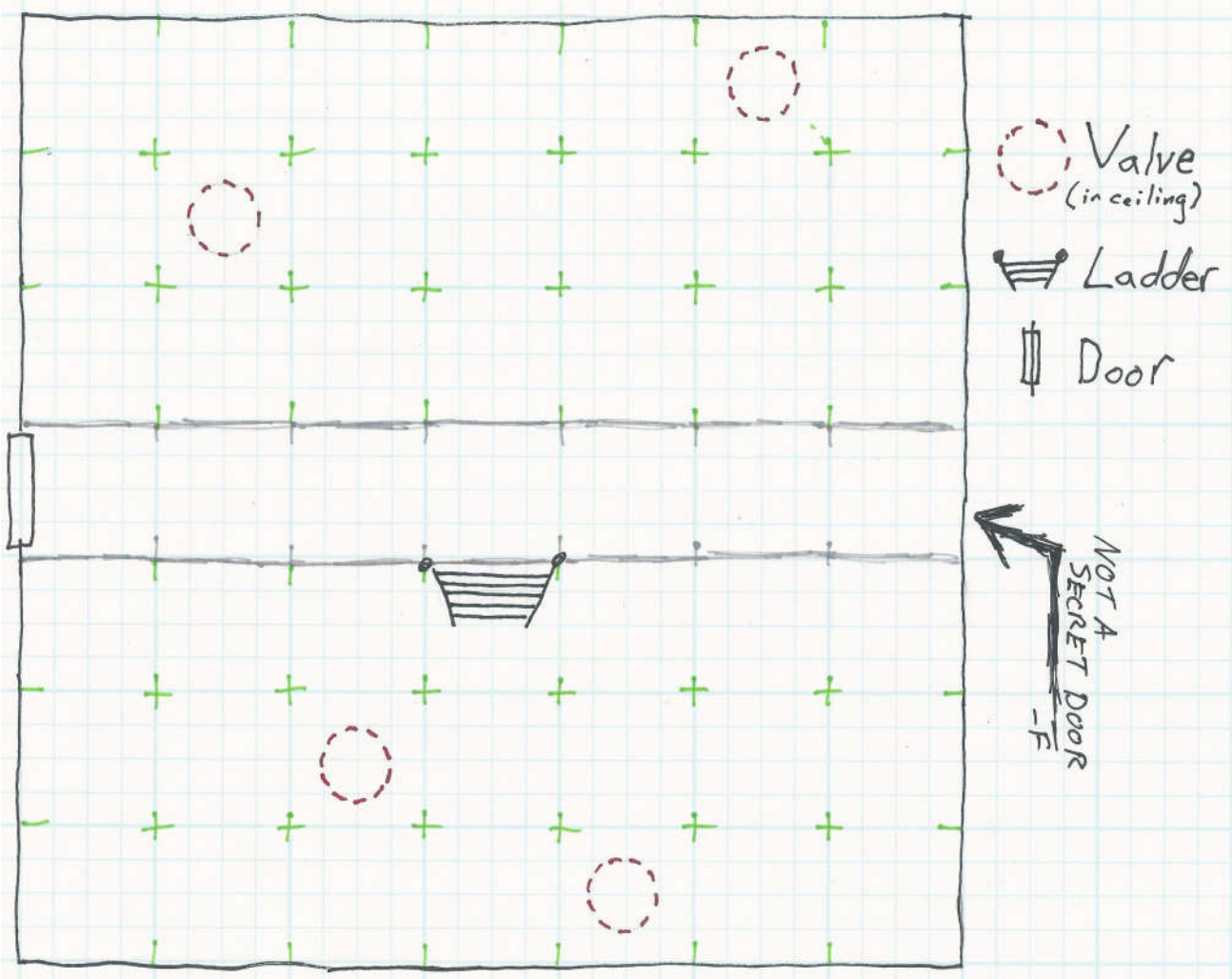


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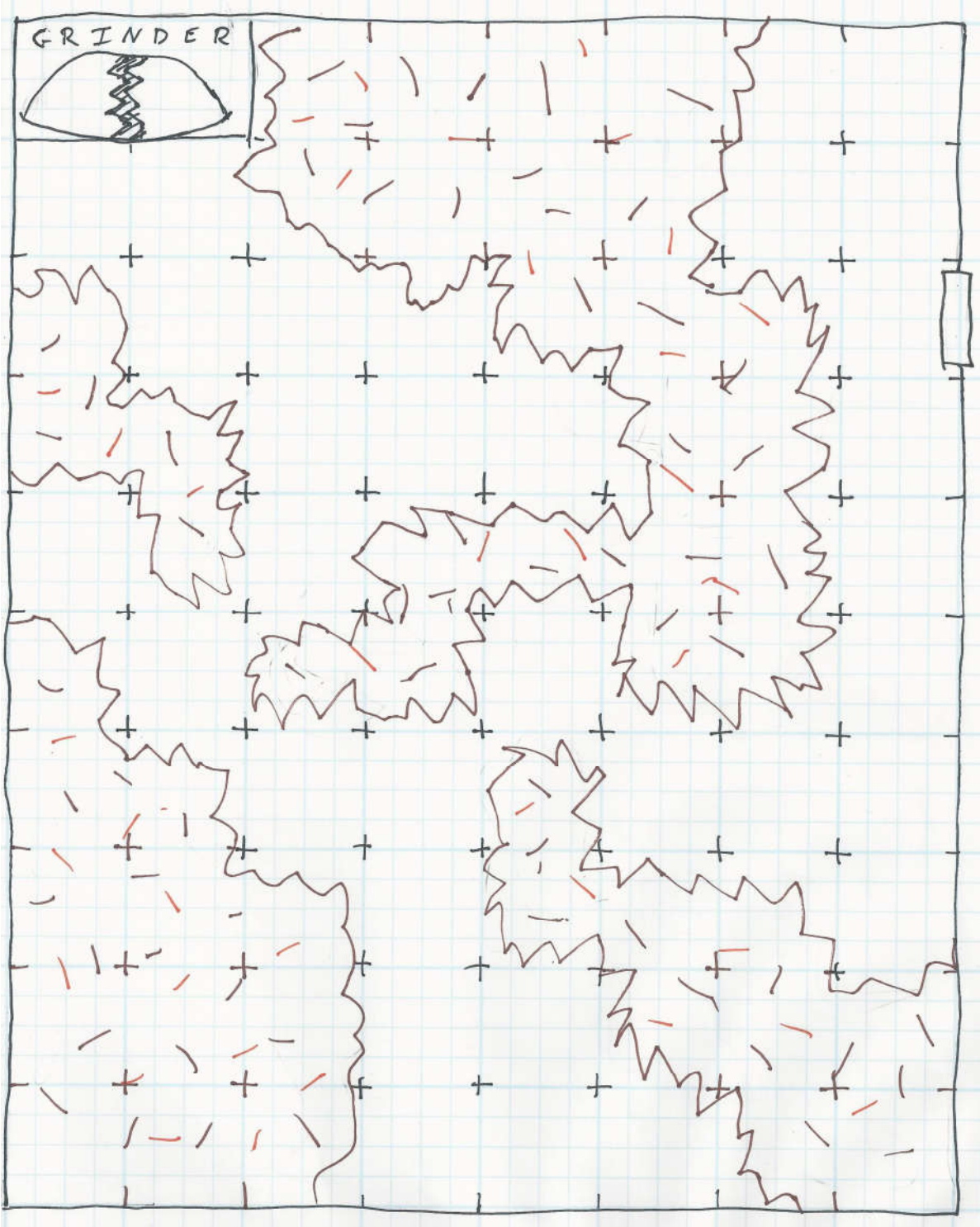
OFFICE MAP



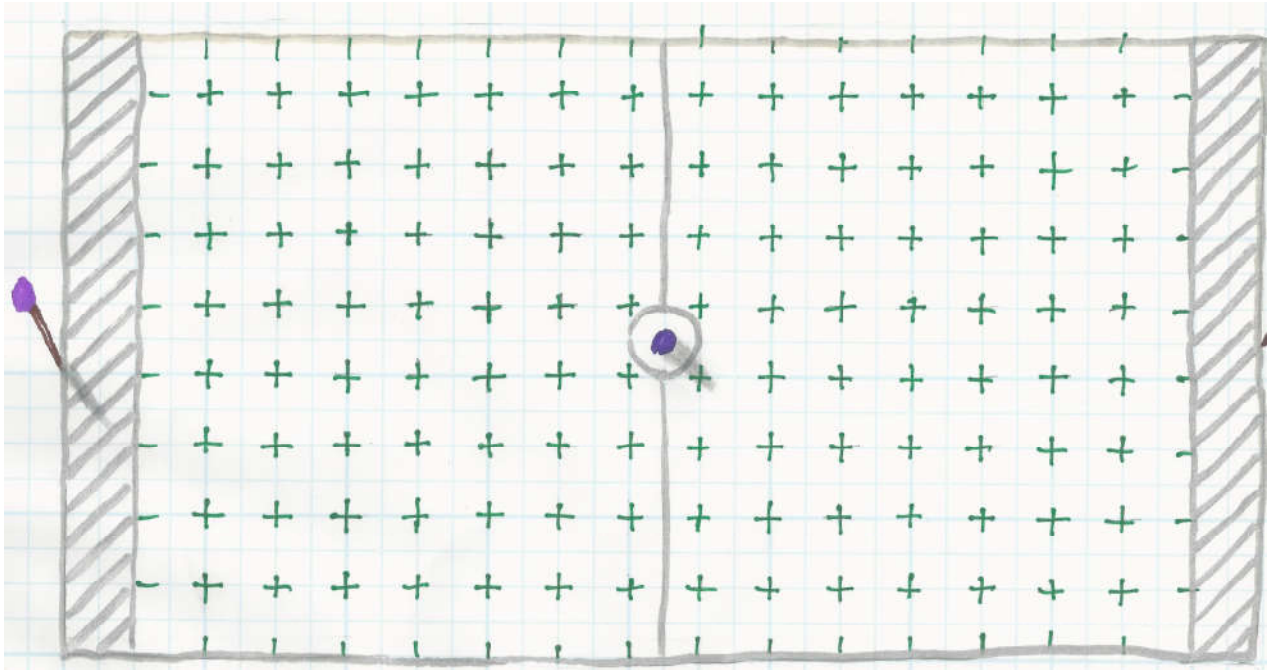
GAS JUNCTION



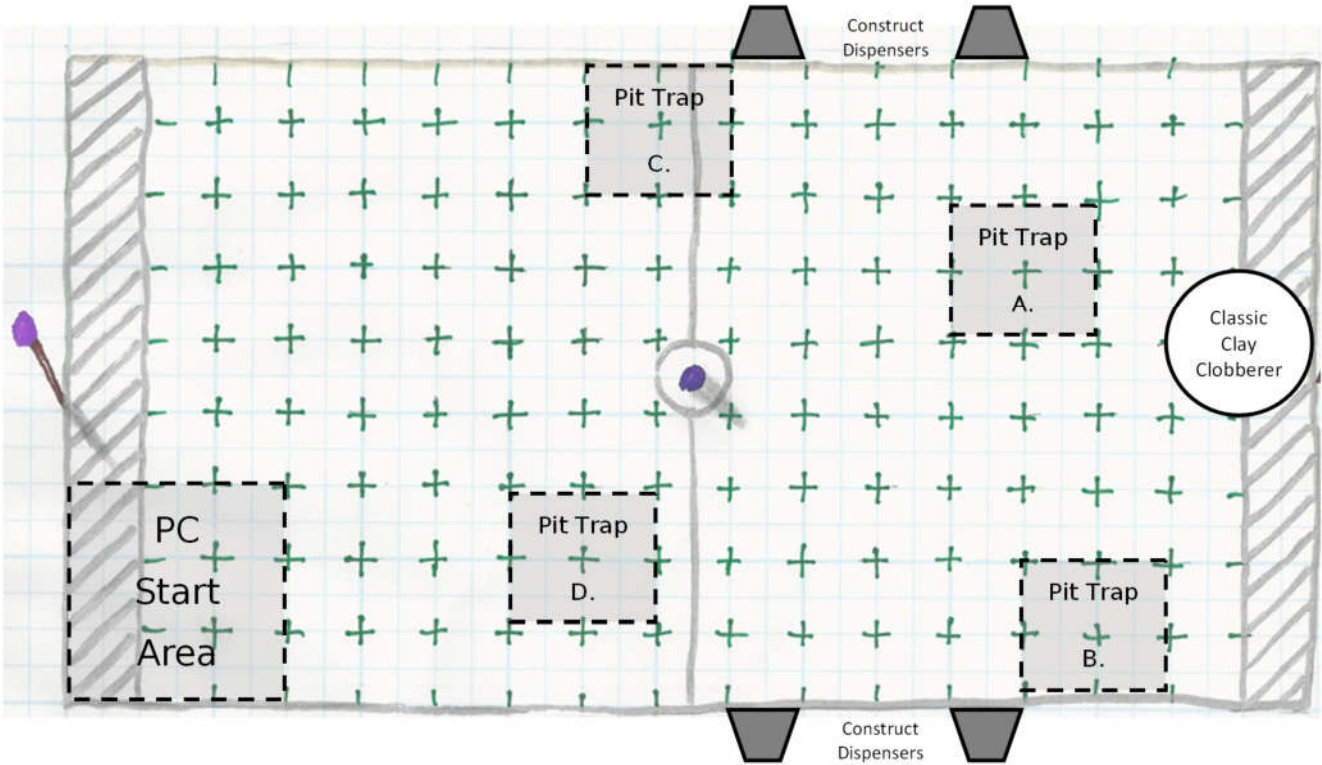
MAINTENANCE



FINGLEBRUGGLE'S FIELD — PC MAP



FINGLEBRUGGLE'S FIELD — DM'S MAP



APPENDIX 2: PLAYER HANDOUTS

HANDOUT A: PHANTOMBALL PRIMER

The phantomball field is a rectangle. At each narrow end is a 5-foot-wide touchline. At the center of each touchline is a pole sticking 10-feet out of the ground with a black fist-sized scoring stone at the top.

A phantomball is a melon-sized magical blobby sort of ball of deep purple shadow that is slightly squishy to the touch. It radiates bright light in a 5 foot radius and dim light in an additional 5 foot radius, even if it is invisible or covered. It squirms, making it hard to hold for long. It is created by a phantomball pylon, a metal cylinder one foot in diameter that is buried in the middle of the field so only about five feet show above ground.

THINGS A PHANTOMBALL DOES

Scatter. When a phantomball scatters, it moves 1d20 feet in a random direction.

Take Damage. When not being carried, phantomball can be attacked or caught in a damaging area of effect. It has AC 15, counts as a Tiny creature for spell targeting, and has no hit points. Instead of losing hit points when damaged it is pushed one foot per point of damage away from the source of the damage—if the damage does not come from a specific direction, the ball moves this distance in a random direction.

Vanish. If the phantomball is used to score a touch or a strike, goes out of the bounds of the field, or ends any turn more than 10 feet above the ground, it vanishes and a new ball appears at the pylon and scatters.

THINGS TO DO WITH A PHANTOMBALL

Pick Up and Carry. You can pick up a phantomball in your space on your turn as part of your movement. You can carry the phantomball with you as you move.

Pass. You throw or kick the phantomball you hold to another player. Choose a receiver and make an attack using the ball as a thrown weapon (range 10/30) with which you are proficient. If you hit and the receiver has a free hand to catch it, the receiver gets the ball. If you miss or the receiver does not have a free hand, the ball scatters from the receiver.

Interfere with a Pass. As your reaction, you may impose disadvantage on another creature's pass if you are within 5 feet of the passer or the receiver or are in the path of the pass. You catch the ball if the passer misses and you have a free hand.

Punt. You kick or throw the phantomball you hold to a point that you choose within 60 feet. Make a Strength (Athletics) check with a DC 15. If you

succeed, the ball lands where you intend. If you fail, the ball scatters from that point. You can't score a strike by punting.

Throw a Strike. You throw the phantomball you hold at the scoring stone at your opponent's end of the field. The ball acts as a thrown weapon (range 10/30) with which you are proficient. The stone has AC 15. If you hit, your team scores a strike and the ball vanishes and scatters from the pylon.

Score a Touch. If you are holding the phantomball on your opponent's touchline, you can take an action to score a touch by slamming it into the touchline, then the ball vanishes and scatters from the pylon.

Drop the Ball. If you drop the phantomball, it scatters from your space. You drop the ball when you are frightened, incapacitated, paralyzed, petrified, prone (if you catch the ball while prone you immediately drop it), restrained, stunned, or unconscious. You may drop it voluntarily without taking an action of any sort.

OTHER RULES

No Blood. You may attack other players, but only with attacks that can be non-lethal (e.g. melee attacks), inflict no damage, or do not cause permanent harm or death.

Winning. The first team to score three strikes, three touches, or one strike and one touch is the winner. When the game is over, the phantomball vanishes and the pylon stops making new ones.

Even Teams. If a player is removed from the game for the foreseeable future (for example, being knocked unconscious with 0 hit points, but not being affected by a *banishment* spell), the umpire blows a whistle and the ball vanishes and does not appear at the pylon until the whistle is blown again after the teams on the field are once again made even by one team adding or removing players from the field. This also happens if more players are added to one side, as with a summoning spell (familiars and mounts also count as phantomball players)

HANDOUT B: OFFICE CRYSTAL PLANS

THIS ONE MAKES PSYCHIC
 ONE THE FIELD STRONGER

THIS ONE THE PSYCHIC
 MAKES THE FIELD WEAKER

DEAR IDIOT CONTRACTORS,
 REMEMBER WHAT I TOLD
 YOU AND DON'T SCREW
 THAS UPI I'M NOT
 PAYING FOR DEAD
 WORKERS!

SECRET CODE
 2R3R9J9A
 3R3R9J9A
 3R3R9J9A
 3R3R9J9A

ANYTHING ELSE
 COULD SUMMON
 SOMETHING
 VASTLY
 WORSE

LIGHT LAMPS YOU
 THE AFTER PLACE
 THE CRYSTALS

DON'T MIX THESE UPI!

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HANDOUT C: PHANTOMBALL AT A GLANCE

WINNING

- Three touches, or
- Three strikes, or
- One touch and one strike

THINGS A PHANTOMBALL DOES

Scatter. 1d20 feet in a random direction.

Take Damage. AC 15, pushed one foot per point of damage away from the source of the damage.

Vanish. Ball vanishes and a new ball scatters from pylon when:

- a touch or a strike is scored.
- the ball is out of the bounds of the field.
- the ball ends any turn more than 10 feet above the ground.

MOVING THE PHANTOMBALL

Pick Up and Carry. You can pick up a phantomball in your space on your turn as part of your movement. You can carry the phantomball with you as you move.

Pass. Choose a receiver and make an attack using the ball as a thrown weapon (range 10/30) with which you are proficient. If you hit, the receiver gets the ball if they have a free hand to catch it. If you miss or the receiver does not have a free hand, the ball scatters from the receiver.

Interfere with a Pass. As your reaction, you may impose disadvantage on another creature's pass if you are within 5 feet of the passer or the receiver or are in the path of the pass, and you catch the ball if the passer misses and you have a free hand.

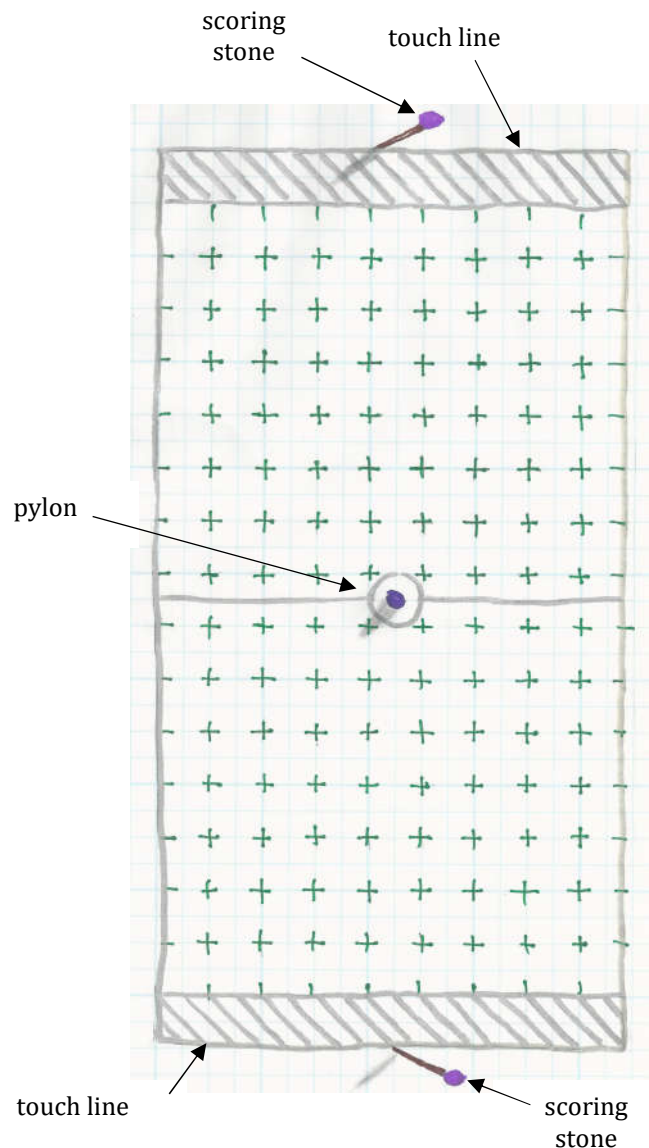
Punt. Choose a point within 60 feet. Make a Strength (Athletics) check with a DC 15. If you succeed, the ball lands where you intend. If you fail the ball scatters from that point. You can't throw a strike by punting.

Drop the Ball. If you drop the phantomball, it scatters from your space. You drop the ball when you are frightened, incapacitated, paralyzed, petrified, prone, restrained, stunned, or unconscious. You may also drop it voluntarily without taking an action of any sort.

SCORING

Throw a Strike. You throw the phantomball at the scoring stone at your opponent's end of the field. The ball acts as a thrown weapon (range 10/30) with which you are proficient. The stone has AC 15. If you hit, your team scores a strike and the ball vanishes and scatters from the pylon.

Score a Touch. If you are holding the phantomball on your opponent's touchline you can take an action to score a touch and the ball vanishes and scatters from the pylon.



APPENDIX 3: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

MAGIC ITEMS

BOOTS OF STRIDING AND SPRINGING

Wondrous item, uncommon (requires attunement).

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

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

STORY AWARDS

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

PHANTOMBALL CHAMPION

You are a champion phantomball player, and your status has spread throughout the region. Any civilized NPC you meet for the first time in the Border Kingdoms has a chance of being a phantomball fan who recognizes you.

APPENDIX 4: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see *Adventure Primer*). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE BORDER KINGDOMS STORYLINE?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. 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 Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

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

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

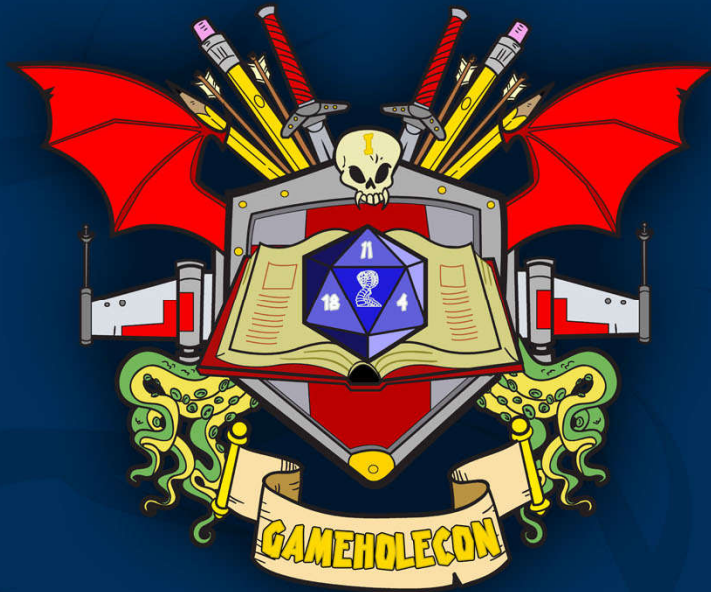


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Gamehole Con is the largest tabletop gaming convention in the upper Midwest. Tabletop gamers from around the country gather each November in Madison, WI for this carnival of gaming. The convention features role-playing games, board games, fantasy and historical miniature gaming, and collectible card games. Gamehole Con is for the fantasy and adventure tabletop gaming enthusiast. It features the best guests in the industry, an unbelievable Dealer Hall, and of course, lots and lots of gaming! If you are a tabletop gaming fan, do not miss Gamehole Con!

