

Fiendly Competition

A Sisterhood of the Blade Opportunity



Bounty hunting around the Moonsea is a cut-throat business and tracking down the mark is easier than snagging it first. Pick the target, make your plans and watch out for the competition!

A Two- to Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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Adventure Primer

*"What if he doesn't survive? He's worth a lot to me."
- Boba Fett*

Background

It's a wild, wild world out there and some choose to make their way in it through less than legal means. Some are caught and brought to justice while others strive for a clean getaway. Some are still out there – wanted, hunted – bounties for those with the skill and grit to bring them in.

Few adventurers take up the mantle of being full-time bounty hunters, fewer still survive in the trade. Yet the jobs are out there and whether one yearns for justice, excitement or simply the cold hard coin, almost every adventurer takes on a bounty now and then.

Bounty offices are typically associated with the local law enforcement, yet act more as independent brokers, allowing some "unofficial" bounties to come through for those interested more in the money than justice. Such is the case in the **THENTIA BOUNTY OFFICE** where this adventure begins.

In addition to **SEVERAL OFFICIAL BOUNTIES** posted in the office, a highly lucrative unofficial bounty to bring in **ALIVE** an **UNNAMED MALE DROW** has recently come through. As is the case for such contracts, it was not officially posted, but passed on to the sorts of professionals that take on such tasks.

The bounty was quietly taken by three members of the **SISTERHOOD OF THE BLADE** – a known, mostly neutral organization of female bounty hunters. Unbeknownst to them, other interested powers have dispatched a devastating **ORTHON DEVIL** to track down and kill the very same drow.

While the adventurers are busy tracking one of the officially posted bounties, the deadly **ORTHON** ambushes the sisters. Two of the sisters end up dead after being tortured for information while the third – **NELLAH** – is left for dead in the wake of an explosion.

By the third episode, the surviving sister recruits adventurers to recover this "dark bounty".

Episodes

- **Episode 1: Bounty Hunting Around the Moonsea.** The characters find themselves looking for work in the bustling city of Thentia. As it happens, it is a quiet time in the city and little is going on. Several bounties are posted, however, all with a decent enough reward.

- **Episode 2: On the Trail.** Characters must successfully take one of the three available bounties. This is **Story Objective A**.
- **Episode 3: Wanted – Dead and Alive.** The characters are asked to track down and bring in **ALIVE** the target of an unofficial bounty. This is **Story Objective B**.

Bonus Objectives

This adventure includes two bonus objectives. The bonus objectives are the other two official bounties available from the bounty office. These can be taken on either before or after Episode 3.

- **Bonus Objective A: Another Day, Another Job.** You've taken on one bounty and got a liking for it. Another bounty awaits, but time has passed and the situation has changed. This bonus objective is found in **Appendices 8-10**.
- **Bonus Objective B: We're Pros Now.** Two bounties down and you're feeling like old hands at the game, can you handle the third given the recent complications? This bonus objective is found in **Appendices 8-10**.

Episode Sequence

Depending on your time constraints, playstyle and environment, this adventure takes approximately two to four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

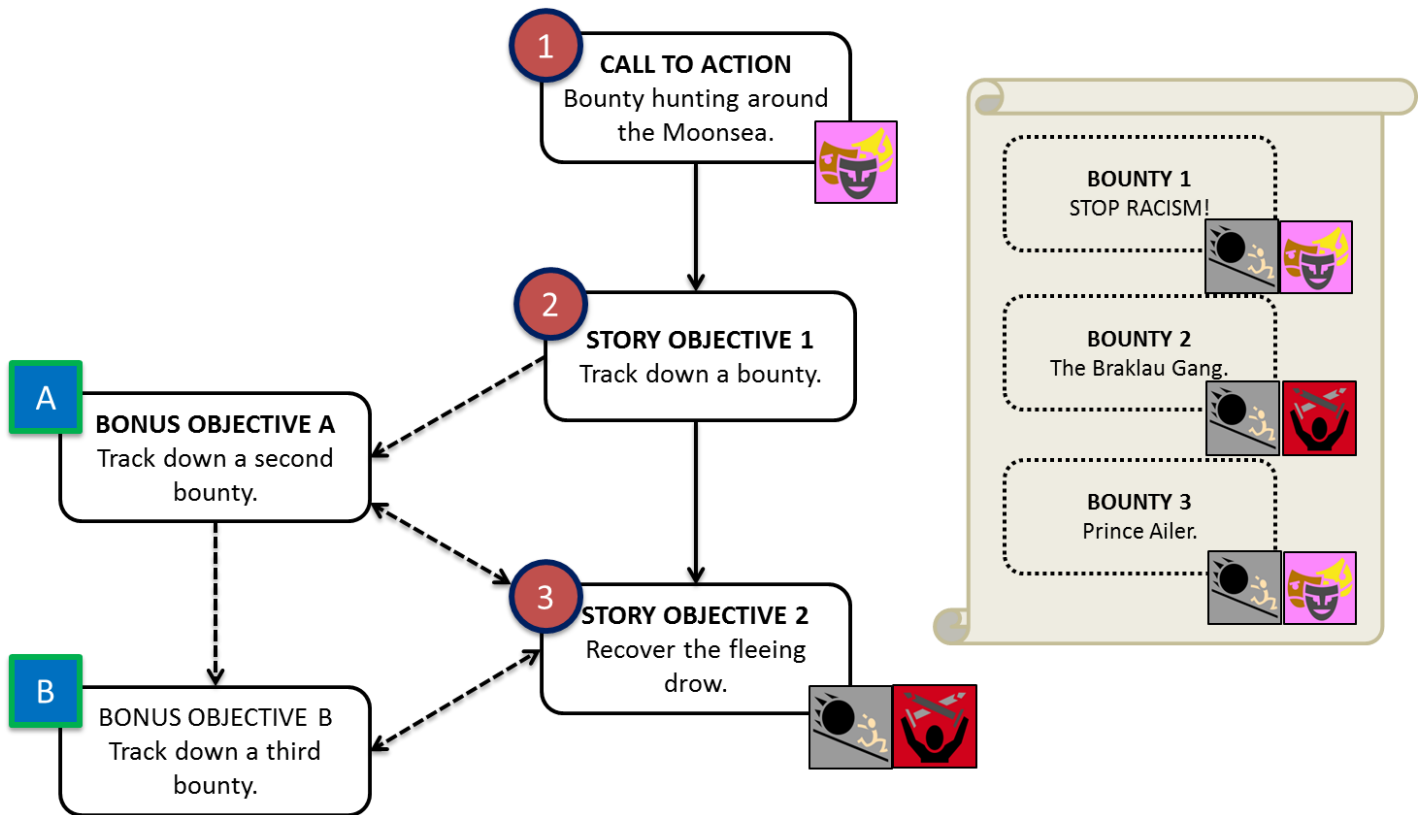
The bonus objectives can be taken on in any order either after Episode 2 or Episode 3.

Appendix Use

It's recommended that you review and reference the corresponding appendix and poster for each bounty regardless of whether you intend to run them as the main or bonus objective.

Episode Flowchart

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Bounty Hunting Around the Moonsea (Call to Action)

Estimated Duration: 15 Minutes

Scene 1A. Prey and Predators

The first scene of the adventure takes place at the bounty office in the city of Thentia. If the adventurers just wrapped up an adventure in another city, it is possible for them to have received word either at that city's bounty office or from a contact about several juicy bounties having been recently posted in Thentia.



Area Information

This area features:

Dimensions & Terrain. The bounty offices across the Moonsea tend to share a similarly functional layout, with a long – often narrow – hallway leading to a single pass-through window that is protected by steel bars. The Thentian office is located in the seedy Brambles district.

Lighting. Skylights provide soft light from above during the day and the office is typically closed at night. The clerk has a candle or lamp for evenings.

Other Features. As one may expect, the walls serve as a home to various current and old posters offering everything from bounties, to rewards for finding the long-missing, to tales of lost treasure and various scams.

Creatures/NPCs

The Bounty Hunter with a Trophy.

As the adventures approach the bounty office, another bounty hunter is exiting, having collected their pay. They're carrying a body part from said bounty. Assem can be heard saying "and get rid of that, it's starting to smell" after them.

The details of who this bounty hunter is and what kind of creature the body part belongs to are up to you! Use this brief interaction to set the mood.

The Three Sisters.

Nellah, Blank and Tensil – Bounty Hunters.

The three "sisters" (see **The Sisterhood of the Blade** sidebar below) in this case are all female humans.

Nellah and **Blank** are inside the bounty office when the party arrives. As the characters enter, **Blank** is browsing the posters and **Nellah** quickly wraps up a conversation with **Assem** and pockets a note. "The sisters will see it done, tell no one else," she says to him. Characters with a good passive perception may catch the interaction and also realize that the female inconspicuously hanging around outside is another of their party (**Tensil**).

Objectives/Goals. The sisters are here to pick up a very lucrative private bounty. Assem hands them the note that had in turn been passed to him.

What Does She Know? **Nellah** (who does the talking) knows that their bounty is precious and shares nothing at this point. The sisters have a solid reputation and the skills to get the job done. They likely look down on the adventurers, but not so much as to cause conflict. If the adventurers try to swipe the note, they succeed, only to find a blank piece of paper – the theft was expected and countered.

Assem Kudar – Bounty Office Clerk

The clerk is of the Thentia office is an impressively tall and muscular dark-skinned older human named Assem Kudar.

Objectives/Goals. **Assem** is a retired bounty hunter who uses his connections in Thentia and across the Moonsea to bring people together. Generally good-natured, but curt with those he does not know, Assem sees far too many people that waste his time.

What Does He Know? Assem fills the adventurers in on the details of each bounty posted on the board (refer to **appendices 8, 9 and 10** for this info). With a little Charisma (DC12 check of choice) or coin (5g per bounty) he also provides some extra details on what to expect (this reveals the gameplay pillars associated with each bounty). He can also tell them about specific bounty hunters – but only ones that the adventures have already encountered.

He knows about the private bounty that was given to the sisters but does not share details. “Do some work first, then we’ll see if you’re ready for heavier stuff.”

Important: Even if they intend to take on every bounty, the characters are required to return to Assem after each one, so they need to decide what to do first.

The Sisterhood of the Blade

The Sisterhood is a generally neutral organization of female bounty hunters that operates all around Faerun. Its members tend to be well trained and known to operate only with other sisters – almost none of whom are actually related.

Members of the sisterhood do not carry identifying marks or insignias, but commonly work in trios and call each other “sister”.

Mark: It is possible that adventurers might possess a **mark of the sisterhood** from another adventure. Should the adventurers turn in such a mark, the sisters take them much more seriously. While this does not change the course of events, the sisters do give the adventurers a hint about the deadly Braklau mission: “Know this – don’t trust a single word out of Emmit Braklau’s mouth. Deception and death are all that await you if you listen to him.” If the party obtains this information and heeds the advice, use your discretion to significantly mitigate some of the challenges presented by Emmit’s deception.

Call to Action

The adventurers’ initial interaction with the **Sisters** should create familiarity and mystery, but ultimately leads nowhere at this point. Everyone is here for their own business and the characters are expected to take on one of the posted jobs, of which there are three.

The first **Story Objective** of the adventure is to prove themselves capable by taking on one of the posted bounties. These are detailed in **Episode 2**. The second **Story Objective** is revealed after the job is done and requires them to take on the sisters’ secret bounty. This is detailed in **Episode 3**. Playing through the story objectives takes approx. 2 hours.

Bonus Objectives

If time allows, the adventure contains two Bonus Objectives, each taking approximately one hour each to complete.

The bonus objectives are to take on the remaining two bounties. These can be taken on either immediately after the first bounty or after completing **Episode 3**. When a bounty is not taken on as the party’s first, additional complexities arise. These are detailed in **Appendices 8-10**.

While playable after **Episode 3**, for best narrative flow it is recommended that players take on the three posted bounties prior to the incident that kickstarts Episode 3.

Episode 2: On the Trail (Story Objective 1)

Estimated Duration: 60 minutes

Scene A1. STOP RACISM!

Prerequisites

Proceed with this scene only if the adventurers have chosen the **STOP RACISM!** bounty. Otherwise, proceed to **Scene B1** or **Scene C1**.

Objectives

The adventures must find recover the stolen **heavy-duty traps** and track down survivalist **Dunny Davey Duffray** in order to prevent Kobold casualties.

Area Information

This scene takes place in the **Northern Woods** where kobolds like to hunt and where **Dunny Davey Duffray** has set up the traps.

This area features:

Dimensions & Terrain. Forest with some clearings. **No specific map is needed for this scene** (feel free to make one up if it helps!).

Lighting. Daytime, partly cloudy.

Tracks. The area features numerous kobold and human tracks. A successful DC15 Wisdom (Survival) check identifies **Dunny's** tracks among the human. His tracks are numerous as he has been through the area numerous times. Following his various tracks gives adventurers a method for seeking out the traps.

Heavy Duty Traps. 5 traps have been set in the area and disguised very well. The first 3 traps require an active Wisdom (Perception) check of 15 to spot. They are heavy duty and require weight of at least 20 pounds to trigger (for simplicity, stepping into the trap with one foot is considered to carry a creature's full weight). Without any trial, it takes a successful Intelligence (Investigation) check of 20 to ascertain the needed weight and requirements to

disarm. With some trial (rock, stick, etc.) it a DC15 is sufficient.

Countermeasures. Disarming the trap requires not only fiddling with it, but also some strength. The characters have a choice of doing a special **Strength** (Thieves Tools) check OR doing two simultaneous checks – one Strength (Athletics) and one Dexterity (Thieves Tools) – performed by different characters. The DC for the disarm checks is 15 and on either failure, the trap is triggered. After the characters encounter the first 3 traps, proceed to **Scene A2**.

Effect. The creature(s) must make a DC 15 Dexterity saving throw, taking 33(6d10) piercing damage on a failed save, or half as much on a success. The damage scales as follows: Weak or Very Weak 22(4d10), Strong or Very Strong 44(8d10)).

Finding the traps. To represent the idea of searching a large area, rather than having characters roll constantly as they search, it is suggested that the searching/leading character makes 3 rolls ahead of each trap. Randomize which of the three results is applied to the actual trap search and resolve. The 3 rolls can be group checks if everyone is searching or can be split among different searchers.

Creatures/NPCs

Dunny Davey Duffray – human male (thug). Dunny inherited the family farm which has since gone bankrupt due to his neglect and drinking. He blames the kobolds for stealing his sheep, when in reality they simply ran off when left unattended.

Objectives/Goals. Dunny wants revenge on the kobolds and wants to main or kill them with the traps. He's mainly motivated by racism.

What Does He Know? Dunny knows where all the traps are and where the kobolds typically hunt.

Playing the Pillars

COMBAT

Dunny Davey Duffray may know a lot about hiding in the woods, but knows when he's outmatched in a fight. He hides and hurls insults at the party but does not put up a fight when confronted by armed adventurers.

EXPLORATION

While the adventurers are expected to find and disarm the traps, if they are particularly skilled (Survival over 20), they may be able to track down **Dunny** and force him to take them to the traps. In this case, have them encounter only the double-trap (**Scene A2**).

SOCIAL

The adventurers may wish to warn the kobolds. If so, the kobolds can be persuaded to stay away for a couple of days. In this case, skip all traps but the two in **Scene A2** before finding **Dunny**. He can then be persuaded to give up the other locations with the knowledge that the kobolds are gone.

Scene A2. The Double Trap

Prerequisites

Proceed with this scene only if the adventurers have been directed here from **Scene A1**.

Area Information

Same as **Scene A1** except for the adjustment below.

4th and 5th Heavy Duty Traps. These are actually set up together, specifically to counteract anyone looking for them. The 4th trap is laid down as normal, however, a special tripwire attaches that trap to the 5th, which has been attached to a swinging rope in a nearby tree. Anyone triggering or attempting to disarm the 4th trap without noticing the wire, triggers the 5th. When the 5th hits the character, there is a 50% chance that it knocks them into the 4th, triggering that one also. A successful Intelligence (Investigation) check of 17 spots the wire. If the initial perception check to locate the ground trap is above 22, the trap in the tree is also spotted.

Countermeasures. Disarming the trap requires not only fiddling with it, but some strength as well. The characters have a choice of doing a special **Strength** (Thieves Tools) check OR doing two simultaneous checks – one Strength (Athletics) and one Dexterity (Thieves Tools) – performed by different characters. The DC for the checks is 15 and on either failure the trap is triggered.

Effect (1 trap) The creature(s) must make a DC 15 Dexterity saving throw, taking 33(6d10) damage on a failed save, or half as much damage on a successful one. (Weak or Very Weak: 22(4d10), Strong or Very Strong: 44(8d10))

Creatures/NPCs

Dunny Davey Duffray – human male (thug).

Dunny inherited the family farm which has since gone bankrupt due to his neglect and drinking. He blames the kobolds for stealing his sheep, when in reality they simply ran off or were killed by wolves when left unwatched.

Objectives/Goals. Dunny wants revenge on the kobolds and wants to maim or kill them with the traps. He's mainly motivated by his hatred of them.

What Does He Know? Dunny knows where all the traps are and where the kobolds typically hunt.

Treasure & Rewards

The item awarded for completing this objective depends on what order it was completed in. Each of the following items is only awarded once.

- **First Bounty.** *Staff of Birdcalls* (Common) - obtained from Dunny who was planning to use it to lure kobolds into traps.
- **Second Bounty.** *Potion of Fire Resistance* (Uncommon).
- **Third Bounty.** *Potion of Invulnerability* (Rare).

Scene B1. The Braklau Gang

Prerequisites

Proceed with this scene only if the adventurers have chosen the **Braklau Gang** bounty. Otherwise, proceed to **Scene A1** or **Scene C1**.

Objectives

The adventures must bring in – dead or alive – the members of the notorious Braklau Gang.

Area Information

The Braklau Gang is hiding out at secluded cabin deep in the woods.

Dimensions & Terrain. Thick forest, clearing with a cabin. Refer to **Map 4** for the layout. The cabin's windows are boarded up fully blocking sight. The chimney has a metal net on top to prevent anything from entering. The building is made mostly of stone and isn't easily breached.

Lighting. Early evening, dim light (remember that this impacts perception checks relying on sight.)

Tracks. A successful DC12 Wisdom (Survival) check easily identifies 3 distinct half-elves.

Alarm. The alarm spell has been cast the woods around the cabin, as well as near the entrance. The silent alarm notifies **Emmit** of approach.

Shooting Blinds. **Emmit** has set up a pair of treetop blinds intended to trick unwelcome visitors into thinking he's alone inside. The arrows in the blinds are purposely set to fire high and wide. The treetop blinds are made of wood and imperceptible from more than 20 feet away. Within 20ft, a successful Wisdom (Perception) check of 25 is required to spot one.

Wires. Two thin wires lead from the roof of the cabin to the nearby trees. These are used to trigger the mechanisms in the blinds. A creature within 20ft of the house notices these with a successful Wisdom (Perception) result of 20 or higher. The character

has disadvantage if they are in active conversation with the occupants due to the distraction.

Creatures/NPCs

Emmit, Beiro and Fivin Braklau are the half-elves who comprise the Braklau Gang.

Objectives/Goals. **Emmit** is the leader and uses magic to give them an edge. He knows the law is coming for them. Rather than running, he'd prefer to kill a few people, discouraging further pursuit. He's devised an elaborate deception. Counting on his pursuers to be lawful and softhearted, he intends to lure them inside one by one under the guise of negotiating surrender, only to ambush them and even the odds. As the adventurers approach and trip one of his alarms, **Emmit** launches into his speech about how he's ready to negotiate "to save his sons". He lies about his sons being in the trees and that he is alone inside. His sons then use the wires to fire "warning shots" past the party from the blinds outside as proof. He insists on having "one person only" coming in to negotiate "because he is afraid for his life". Once the person enters, he closes the door and the sons attack. They are well hidden – one under a table and one in the wardrobe. Detecting their presence from outside is impossible without magic. From inside the house, a successful DC17 active perception check is required to hear a noise from the wardrobe.

Adventurers considering whether to trust **Emmit** and go inside may make a History check. A result of 12 or higher reveals that the Braklau Gang trust no one else and always work alone. Succeeding on this check, secretly gives characters disadvantage (subtract 5 from the result) to detect the sons inside the cabin.

Emmit's Deception skill is +7 and he can treat any Deception die roll as a 10.

Once the party is ready to enter the cabin or attack, proceed to **Scene B2**.

Playing the Pillars

COMBAT

Emmit may spin tales about his love for his sons, but in truth the Braklau bunch are cold-hearted. They intend to kill everyone in who's coming for them. Their reputation in this precedes them.

EXPLORATION

Exploration of the area is likely to set off one of **Emmit's** alarms and result in him calling out to the party "to negotiate". He is happy to let the party know that he is aware of them. "I know you're skulking out there! This is why I don't trust yer kind!"

SOCIAL

Violent, merciless and entirely without conscience, all that the Braklaus care about are their scores, getting away and staying alive to rob again. **Emmit** is extremely cunning.

Scene B2. Cabin – Ambush or Assault

Prerequisites

Proceed with this scene once the adventurers either attack or enter the cabin interior during **Scene B1**.

Objectives

The adventures must bring in – dead or alive – the members of the notorious Braklau Gang.

Area Information

The cabin is sparsely decorated, having only a table and some chairs, a couple of wardrobes and three bedrolls on the floor. There is also a fireplace that is currently not in use.

Dimensions & Terrain. This scene uses the same layout map as **Scene B1**.

Lighting. The interior of the cabin is dimly lit by a small oil lamp.

Ambush

Emmit directs whoever enters to take a seat at the table, where there are three chairs. From inside the house, a successful DC17 active perception check is required to hear a noise from the wardrobe.

As soon as the person moves inside and toward the table, Emmit calmly closes the door. Once the door is closed, the sons attack. Emmit uses his first turn to bar the door. Once barred, it requires a DC20 Strength (Athletics) check to break down. The barred window can be smashed with DC15. Both can also be destroyed, the door is AC18, 40 hitpoints. The windows are AC15, 20 hitpoints.

Emmit's Deception skill is +7 and he can treat any Deception die roll as a 10.

If an unlucky adventurer falls for the deception and goes inside, it may be best to resolve the actions of the (unaware) adventurers outside prior to resolving the first turns of the ambush. Ask what they would do or how long they would wait for their companion and use this information once the players become aware of the ambush inside.

Any adventurer within 40ft of the cabin can hear the scuffle or other sounds of their companion getting attacked with a successful DC15 Wisdom

(Perception) check. Otherwise, those outside are unaware of the ambush.

Assault

The adventurers may choose to simply attack the cabin. In this case, **Emmit** casts *wall of fire* or another sight-blocking spell to allow the sons to quietly slip into the woods and sneak up on the party while he continues to distract them with spells from within. He may utilize illusions to convince the party that his sons are with him.

Adjusting the Scene

The encounter always consists of Emmit Braklau and his two sons. Emmit is a spellcaster and uses the statistics of a Warlock of the Fiend, **but without access to its 1/day spells**. Beiro and Fivin Braklau use the **Assassin** stat block unless otherwise noted.

All three of the Braklaus are half-elves, they have advantage on saving throws against charm and cannot be put to sleep by magic.

Very Weak: Replace each Assassin with a Master Thief with 60 hitpoints. Emmit only has 1 spell slot.

Weak: Replace each Assassin with a Master Thief. Emmit only has 2 spell slots.

Strong: The entire building is under the effects of the *Magic Circle* spell and keeps out creatures of all the stated types.

Very Strong: In addition to *Magic Circle* as noted above, Emmit starts with 5th level *Armor of Agathys* cast. Its effect is not visible during negotiations.

Treasure & Rewards

The item awarded for completing this objective depends on what order it was completed in:

- **First Bounty.** *Staff of Birdcalls* (Common) - Emmit was using it to create fake signals from tree dummies.
- **Second Bounty.** *Potion of Fire Resistance* (Uncommon).
- **Third Bounty.** *Potion of Invulnerability* (Rare).

Scene C1. Drunda the Gut's Court

Prerequisites

Proceed with this scene only if the adventurers have chosen the **Prince Ailer** bounty. Otherwise, proceed to **Scene A1** or **Scene B1**.

Objectives

The adventures must negotiate with notorious half-giant gangster **Drunda the Gut** for the release of the spoiled noble **Prince Ailer**.

Area Information

The scene takes place in Drunda's vast reception lounge. It is set up in almost a courtly manner, has a band of entertainers, tables and a variety of shady characters hanging about. Though everyone goes quiet when Drunda is having an audience.

Dimensions & Terrain. Indoor. **Refer to Appendix 5.**

Lighting. Evening outside. The reception lounge has a variety of lighting fixtures that result in parts being brightly or dimly lit.

Pit. There is a 30ft diameter pit in the center of the room that is covered by sturdy wooden panels. When it is not in use, the area functions as part of the floor and is safely walked upon.

Creatures/NPCs

A vast variety of miscreants, nobles, bandits and gamblers of all races and walks of life can be found within the lounge. Joining them are several sturdy orc guards as well as Drunda's other servants.

Majordomo Fantina – pureblood yuan-ti female.

Drunda's calculating master of the household only smiles at others' pain and disappointment and takes a perverse pleasure in frequently being its cause.

Objectives/Goals. **Fantina's** main role during audience hours is to either weed out those who would waste Drunda's time or to get a little bit extra out of those with legitimate business. The so-called bribes for an audience are actually a carefully calculated income that goes into Drunda's pockets. The cost of the bribe is 50g but can be negotiated down to 25g. Threats generally result in disadvantage, though an impressive show of skill or strength may make the majordomo realize the character's entertainment value.

What Does She Know? She knows that Drunda is quite fond of Prince Ailer but also that everything has its price.

Drunda the Gut – half-giant female (use cloud giant stats, though Drunda is not actually a cloud giant). Drunda's nickname is understood immediately by any who lay eyes upon her. Her huge belly is typically on full display, festooned with colourful tattoos and runes.

In Thentia, **Drunda's House of Trade** is officially a merchant establishment, yet most know that it is merely a front for many illicit activities. Real business – and pleasure – are conducted at either Drunda's villa or on her riverboat *Katana*.

Objectives/Goals. **Drunda** cares very little about Prince Ailer's actual well-being. He has been entertaining to her and she enjoys having a noble – literally – on her leash and giving her foot rubs. Plus, he sings well. As such, he has Drunda's protection. While Drunda is a hard negotiator, she definitely believes that everything has its price and that includes her boy toy.

What Does She Know? "I know that he pleases me and entertains me. The best I can say for you is that your outfits are a mildly amusing mismatch." **Drunda** knows about the bounty on Prince Ailer and how much it pays out. She is also smart enough to know that someone will eventually come for him and has already resigned to part with him. Now she just wants to get his worth in entertainment value!

Prince Ailer – human male. Jonan "Prince" Ailer is a thief and charlatan that managed to present himself as a prince (8th in line to the throne) of a small kingdom and thereby seduce and marry an old Thentian noble's daughter. His intention to rob the noble did not fan out as he found himself carefully watched while on premises. The noble wants him back in order to dissolve the marriage. Ailer knows that if he waits long enough, the old man will die and leave a substantial inheritance.

Objectives/Goals. Though others might find their position as Drunda's foot masseuse and personal plaything to be demeaning, **Prince Ailer** doesn't mind. He is treated well and protected, making this a perfect way to hide out.

Scene C2. Entertaining Drunda

Prerequisites

Proceed with this scene only if the adventurers have chosen the **Prince Ailer** bounty.

Area Information

The scene takes place in Drunda's vast reception lounge as described in **Scene C1**.

Objectives

Securing **Prince Ailer's** release inevitably leads to a question of "what can the adventurers do for **Drunda**?" As **Prince Ailer's** main value is in entertaining her, **Drunda** is willing to trade his freedom for being sufficiently entertained. Refer to the **Playing the Pillars** section for some ideas. It is also possible that the adventurers have some other ideas of how to entertain her. These may be acceptable, but **Drunda** always twists the adventurers' suggestions to make them less pleasant (and more difficult!)

DM Tip

If the adventurers do not choose one of the options below and instead improvise, be sure to create some structure and challenge for the idea. It should not be as simple as "the bard will play a song". The house band can assist if required.

For the activities suggested below, depending on the adventurers' approach, it's acceptable to resolve them in ways other than those suggested.

Treasure & Rewards

The item awarded for completing this objective depends on what order it was completed in:

- **First Bounty.** *Staff of Birdcalls* (Common) – obtained from **Assem** as reward.
- **Second Bounty.** *Potion of Fire Resistance* (Uncommon).
- **Third Bounty.** *Potion of Invulnerability* (Rare).

Playing the Pillars

COMBAT

With many guards and other armed individuals, starting a fight at Drunda's is suicide. If the characters are intent on violence, Drunda has a compromise. She asks one of her guards to step forward. Drunda introduces the guard as Asilda and tells the party that Asilda has been stealing from her. The punishment for this is to have the arm cut off at the elbow. She says that if they carry out this punishment there and then, they can take Prince Ailer. After all, they were willing to kill or maim many guards to get what they want, surely just one is not an issue? (Drunda's guards use Gladiator statistics, though Asilda will not put up a fight). Be sure to play up the moral conundrum here.

EXPLORATION

One way to entertain Drunda is by catching oiled pigs in the room's pit. They must be caught by hand – no nets or magic! Drunda will choose the 3 characters she wants to participate – purposely picking those of lesser strength and agility. It takes a successful DC15 Strength (Athletics) check to catch a pig and a subsequent contested Strength (Athletics) check to hold onto it. Characters have disadvantage on both checks due to the pigs being oiled. The pigs have advantage on squirming out and their bonus for the contested check is +5. After a character fails 3 checks, they are asked to exit the pit. 3 pigs must be caught to succeed.

SOCIAL

Drunda enjoys theater. The characters can entertain her by re-enacting one of their past adventures. This must be one of the previous adventures that a character in the party has participated in. The other adventurers need not have participated in the original adventure. The adventure should be played out as it is remembered, not necessarily as it actually happened – this is not a memory game. Give the players 10 minutes to figure out the story and come up with roles and a script and 5-10 minutes to perform it. They must assume the roles of those that were involved in the adventure – other PCs, NPCs, villains, etc.

Episode 3: Wanted – Dead and Alive (Story Objective 2)

Estimated Duration: 60 Minutes

Scene A. Hunters Hunted

This scene once again takes place at the Thentian bounty office, in the evening as they return to hand in their bounty.

Background Information (DM Only)

While the adventurers were gone, the **Orthon** hunter visited the bounty office and tortured **Assem** for information on the sisters. The hunter left **Assem** beaten and with a broken arm. The devil then tracked down and captured two of the sisters. The third was left for dead in wake of one of the **Orthon's** fireballs but survived to make it back to town. The others are now dead.

Area Information

This area features:

Dimensions & Terrain. The bounty office is locked from the outside.

Lighting. Dim natural light filters into the building.

Sounds. There is no answer to knocks on the door, though sounds of heavy labored breathing can be heard from the hallway.

Creatures/NPCs

Nellah, human female. Bounty Hunter of the Sisterhood of the Blade.

Objectives/Goals. **Nellah** is seriously injured after her encounter with the devil. She came looking for **Assem** and passed out. Her mission is of importance to the sisterhood's reputation, so she wants to see it completed. She shares the details of the bounty and urges the adventurers to take it on. Gratitude of the sisterhood is not without its rewards.

What Does She Know? **Nellah** does not know what the hunter is but hints that it's brutal and unlike anything she has seen. It killed her sisters after torturing them for information about their quarry. She saw some sort of massive crossbow that she (erroneously!) thinks shot fire.

The bounty itself is to recover a certain drow and to bring him in alive. The "dark bounty" mentioned that other parties may be wanting the target dead and she suspects that this is the other hunter's goal.

Nellah and the other sisters had reliable information that the drow was heading up through Thar and would need to go through the Fashagar

Underpass. **Nellah** believes that the adventurers can still cut him off there.

Development

Assem returns to the office as the party wraps up speaking with **Nellah**. His arm is bandaged after having been broken and **Assem** confirms **Nellah's** description of the devil. "Sure, at times bounty hunters get competitive – but this? Torturing? Killing others? It's not right."

Assem provides the party with horses for the journey.

Call to Action

The dark bounty features both a substantial reward as well as an opportunity to further establish a reputation. Plus, a life is in clearly in danger. Taking on this bounty is the second **Story Objective**. The adventurers must decide how to travel.

- **Slow** pace is not an option.
- **Nellah** estimates that they can make it to the Underpass ahead of the drow if they travel at a normal pace. This will allow them to keep an eye out for ambushes but may not give them a lot of preparation time when they get there.
- If they go at a **fast** pace, they leave themselves more open to ambushes or hazards of the road, but they're likely to arrive with more time to prepare.

The decision has a different result than expected.

- If the characters decide to go at a **normal** pace, they arrive well after the other bounty hunter has set up his own traps at the Underpass. Proceed to **Scene B1**.
- If the characters decide to go at a **fast** pace, they unknowingly catch up to the bounty hunter, who decides that the best thing to do is to ambush them en route. Proceed to **Scene B2**.
- If the characters possess some means of significantly increasing everyone's travel speed by magical means travel (ranger with the mountain favoured terrain, wind walk, etc.) it may be possible for them choose the fast travel option, yet still get the **Scene B1** outcome. This is up to the DM to adjudicate.

Scene B1. A Fiend Indeed - Approach

Prerequisites

Proceed with this scene only if the adventurers have made the appropriate travel pace choice in **Scene A**.

Objectives

The adventurers arrive at the Fashagar Underpass and must capture their drow quarry alive. The adventurers arrive at the Underpass and immediately notice a horse-drawn wagon approaching in the distance. They only have a few minutes (less than 10) to set up their ambush.

Area Information

The Fashagar Underpass is a narrow covered canyon that runs between the sheer cliffs of the Galena Mountains.

This area features:

Dimensions & Terrain. The Underpass opening is 20-25 feet wide, and made up of rocky mountainous terrain. It climbs steeply uphill, making it difficult terrain uphill. The entirety of the Underpass is covered by a natural arch that sits 110ft above it at the Underpass' highest point. This makes the canyon feel more like a tunnel. **Refer to Map in Appendix 6.**

Lighting. Early morning, partly cloudy. Dim light.

Tracks. There are numerous tracks through the Underpass, though a successful DC15 Wisdom (Survival) check reveals that none of them are from the past few days.

Sheer Walls. While the walls of the cliffs around are rough enough to provide some handholds, there are very few sizeable outcroppings for one to stand on. One such outcropping has been disguised to look indistinguishable from the rest of the rock by the **Orthon**. A successful DC17 Wisdom (Survival) check is required to recognize that the nature of the cliffs makes it difficult to distinguish ledges. This does not reveal the hidden ledge, but a subsequent active Wisdom (Perception) check of 20 or higher from within 50 feet of the ledge can spot it.

Creatures/NPCs

Orthon Hunter – devil.

The Orthon exists to track and kill. It arrived at the Underpass shortly before the adventurers and has prepared an ambush. It possesses a **Necklace of Fireballs** and due to exceptional accuracy can throw the beads up to 90ft away.

Objectives/Goals. The Orthon has been summoned with one singular mission – to find and kill its drow target.

What Does It Know? It was given the drow's description and name, but not the location. It was told that others may be looking to keep the drow safe and that these might lead him to the target. While the Orthon was summoned by an unnamed drow, its orders to obey came from higher up in the devil hierarchy. It knows not why.

Bosot Astalo – drow male (warlock of the fiend), disguised as a human using the *alter self* spell. The drow's real name is Bei'sothe Vith'tyl, though he is unlikely to reveal it.

Objectives/Goals. Having fled the Underdark, Bei'sothe seeks to get away as far as possible and disappear. He's been given information about the lesser known Fashagar Underpass through the Galena Mountains. His eventual goal is to find powerful arcane allies that might value this knowledge, but getting away takes priority.

What Does He Know? For years, his house had been unique in their ability to make pacts with devils. Most thought that their superior knowledge and influence were what allowed such power. By pure chance, Bei'sothe ended up temporarily possessing one of the summoned devils. While doing so, he learned that the devils were not in fact subjugated, but had orders to exert subtle influence on the drow. The devils learned of the mental breach and immediately turned not only his house against him, but their own attentions as well.

This knowledge is not something he's likely to share with the party.

When he realizes that the adventurers want him alive, he surrenders to them.

Scene B2. A Fiend Indeed - Ambush

The Ambush – Event and Tactics

The Orthon is patient and allows the adventurers to set up and await their target. It is invisible and hidden – undetectable without magical means or special senses (such as blindsight or *see invisibility* – be sure to note the range on these). Furthermore, a natural optical illusion disguises the ledge that the Orthon is on from below, making it impossible to see anyone on it from the floor of the underpass.

Once the cart arrives, the Orthon begins by tossing beads from its *necklace of fireballs*. Throwing a bead does not break its invisibility or reveal its location if it's hidden. The beads have the *loud* property and when one is thrown, a deafening roar of the legions of hell charging into battle is heard – the effect makes it difficult to tell where the beads are coming from by sound. After the first fireball detonates, an adventurer may ready an action to actively look for the source of any future fireballs – when the next bead is thrown, this adventurer may make a Wisdom (Perception) check. On a result of 15 or higher, they notice a bead 15ft before it hits the ground – this gives them advantage of their own dexterity check against the fireball. On a result of 20 or higher, they notice a bead 60ft up in the air – this gives them enough time to shout a warning and give everyone in the area advantage.

The devil is highly intelligent and aware that a simple banishment spell could mean its demise. In addition to invisibility, it's likely to use its Paralysis and Blindness bolts to disable spellcasters.

Note that the Orthon has a climb speed, allowing it to move along the cliff sides. It is immune to fire, allowing it to set off fireballs in close proximity.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The Orthon only throws 1 bead from the necklace and has 80 hitpoints. It does not use the other beads.
- **Weak:** The Orthon only throws 1 bead from the necklace. It does not use the other beads.
- **Average:** The Orthon only throws up to 2 beads from the necklace and has 100 hitpoints. It does not use the other beads.
- **Strong:** The Orthon only throws up to 2 beads from the necklace and has 150 hitpoints. Once it drops below 75 hitpoints, it gains use of a 3rd bead from the necklace.
- **Very Strong:** The Orthon has 150 hitpoints and can use up to 3 beads at its discretion. Once the Orthon drops below 75 hitpoints, it can use a 4th bead from the necklace.

Banishment Awareness: The Orthon is aware of the adventurers' ability to banish it. If it is subjected to the Banishment spell and fails the saving throw, it uses its reaction to toss the necklace at the source of the banishment, provided the Orthon can see them. All remaining beads (up to 7) on the necklace explode. (At Weak or Very weak level, the maximum explosion strength is 3 beads.)

Treasure & Rewards

The item awarded for completing this objective depends on what order it was completed in:

- **Magic Item Unlock. *Necklace of the Legions*** (Necklace of Fireballs) Wondrous Item. Rare with the Loud minor property – 7 beads. *When a bead from this necklace is used, the almost deafening roar of the legions of hell charging into battle can be heard in the surrounding area.*

Playing the Pillars

COMBAT

The Orthon's goal is to kill the drow and the adventurer's goal is to keep the drow alive. During combat, any adventurer within 5ft of the drow may ready an action to protect him. If the drow is about to take damage from any external source, the adventurer instead takes this damage and is vulnerable to all damage (including that taken) until the start of their next turn.

EXPLORATION

The adventurers do not have a lot of time to explore the ambush site and find the well-hidden devil (especially given that it's out of range of most senses that would detect it.) However, the Orthon stands ready to throw a bead at anyone that notices him – especially from the air.

SOCIAL

The Orthon does not respond to the adventurers. It may use its telepathy to confuse them in combat.

The drow is relieved to see anyone that's willing to take him alive. If approached while in disguise, he maintains it well – and can take a die result of 10 on any needed Charisma (Deception) rolls he makes.

Scene C1. Fiendly Fire - Approach

Prerequisites

Proceed with this scene only if the adventurers have made the appropriate travel pace choice in **Scene A** and have not yet reached the Fashagar Underpass.

Objectives

As the adventurers speed their way toward the Fashagar Underpass, they are ambushed by the cunning Orthon and must survive if they are to complete their mission.

Area Information

The ambush takes place out on the open road with little in terms of cover. The Orthon chose the place specifically because of its complete openness and good visibility – so the ambush would not be expected.

Dimensions & Terrain. Wide open area with rocky terrain and little to hide behind.

Lighting. Nighttime. Distant moonlight allows adventurers to travel without a lightsource, but mechanically, it is dark.

Creatures/NPCs

Orthon Hunter – devil.

The Orthon exists to track and kill. It arrived at the underpass shortly before the adventurers and has prepared an ambush. It possesses a **Necklace of Fireballs** and due to his exceptional accuracy can throw the beads up to 90ft.

Objectives/Goals. The Orthon has been summoned with one singular mission – to find and kill its drow target.

What Does It Know? It was given the drow's description and name, but not the location. It was told that others may be looking to keep the drow safe and that these might lead him to the target. He found and tortured those that had this information and now knows where the drow is headed.

While the Orthon was summoned by an unnamed (different) drow in the Underdark, its orders to obey came from higher up in the devil hierarchy. It knows not why.

Playing the Pillars

COMBAT

While the Orthon has no qualms about killing the adventurers, its goal is to get to the drow, so if it has injured them sufficiently to slow them or dissuade them from pursuit, it may move on.

EXPLORATION

The scene assumes fast pace of travel and makes the ambush inevitable. However, if the adventurers are using flight or some way of making themselves inaccessible to the Orthon, it may abandon its ambush plans for the road and ambush them at the underpass instead (see **Scene B1**)

SOCIAL

The Orthon does not respond to the adventurers but may use its telepathy to throw them off or confuse them in combat

Scene C2. Fiendly Fire - Ambush

The Ambush – Event and Tactics

The Orthon is patient and merciless. It chooses to take advantage of its invisibility and fire immunity to ambush the party by standing – invisible – in the middle of the road and tossing beads from its **necklace of fireballs (7 beads)** once the unsuspecting party gets close enough. Being invisible and hidden prior to throwing the first bead, the Orthon is undetectable without special senses. Throwing a bead does not break its invisibility or reveal its location if it's hidden.

The necklace has the *loud* property and when a bead is thrown, a deafening roar of the legions of hell charging into battle is heard. The effect makes it difficult to tell where the beads are coming from by sound. After the first fireball detonates, an adventurer may ready an action to actively look for the source of any future fireballs – when the next bead is thrown, this adventurer may make a Wisdom (Perception) check. On a result of 15 or higher, they notice a bead in time to give themselves advantage on their own save against the fireball. On a result of 20 or higher, they notice a bead with enough time to shout a warning and give everyone in the area advantage.

If the second bead is spotted, the Orthon may switch tactics. If not, it may continue tossing beads (see **adjusting the scene** for number of beads available – it does NOT use all 7!)

The devil is highly intelligent and aware that a simple banishment spell could mean its demise. In addition to going invisible after attacks, it can prioritize its *Paralysis* and *Blindness* bolts to disable spellcasters.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The Orthon only throws 1 bead from the necklace and has 80 hitpoints. It does not use the other beads.
- **Weak:** The Orthon only throws 1 bead from the necklace and has 100 hitpoints. It does not use the other beads.
- **Average:** The Orthon only throws up to 2 beads from the necklace and has 100 hitpoints. It does not use the other beads.
- **Strong:** The Orthon only throws up to 2 beads from the necklace and has 150 hitpoints. It does not use the other beads.
- **Very Strong:** The Orthon has 150 hitpoints and can use up to 3 beads at its discretion. Once the Orthon drops below 75 hitpoints, it can use a 4th bead from the necklace.

Banishment Awareness: The Orthon is aware of the adventurers' ability to banish it. If it is subjected to the Banishment spell and fails the saving throw, it uses its reaction to toss the necklace at the source of the banishment, provided the Orthon can see them. All remaining beads (up to 7) on the necklace explode. (At Weak or Very weak level, the maximum explosion strength is 3 beads.)

Treasure & Rewards

The item awarded for completing this objective depends on what order it was completed in:

- **Magic Item Unlock. Necklace of the Legions** (Necklace of Fireballs) Wondrous Item. Rare with the Loud minor property. **Note:** The necklace unlocks with 7 beads regardless of how many were used.

Necklace of the Legions. When a bead from this necklace is used, the almost deafening roar of the legions of hell charging into battle can be heard in the surrounding area.

Scene D. Taken Alive

Objectives

Regardless of whether the adventurers defeat the Orthon during scene B1 or B2, if **Bosot Astalo** is alive, he does not put up a fight and allows himself to be taken alive. He does not reveal anything unless coerced.

Failure:

If the adventurers fail to protect the drow at the underpass, it may be possible to resurrect him, otherwise the objective is failed.

If the adventurers are ambushed by the Orthon en route and fail to defeat the devil, then it beats them to the drow and kills him. The body is left in pieces by multiple explosions and the objective is failed.

Creatures/NPCs (repeated from page 14)

Bosot Astalo – drow male (warlock of the fiend), disguised as a human using the *alter self* spell. The drow's real name is Bei'sothe Vith'tyl, though he is unlikely to reveal it.

Objectives/Goals. Having fled the Underdark, Bei'sothe seeks to get away as far as possible and disappear. He's been given information about the lesser known Fashagar underpass through the Galena Mountains. His eventual goal is to find powerful arcane allies that might value this knowledge, but getting away takes priority.

What Does He Know? For years, his house had been unique in their ability to make pacts with devils. Most thought – as drow are wont to do – that their superior knowledge and power were what allowed such power. By pure chance, Bei'sothe ended up temporarily possessing one of the summoned devils. While doing so, he learned that the devils were not in fact subjugated, but had strict orders to subtly influence the drow. The devils learned of the mental breach and immediately turned not only his house against him, but their own attentions as well.

Wrap-Up: Concluding the Adventure

Once the adventurers capture **Bosot Astalo**, they return to the Thentia Bounty Office.

Area Information

The Thentia Bounty Office is once again open when the adventurers return.

Creatures/NPCs

Assem is back and is sporting a broken arm from his encounter with the Orthon. He is sufficiently impressed that the party took him out.

Objectives/Goals. Assem takes custody of the drow and puts him into one of the cells on premises. He informs the party that the bounty is fulfilled and provides them their reward. “You lot did a solid for Nellah. It’s good to see. It might be a competitive business, but there is some honour and even camaraderie in the trade too. I’ll keep ya’ll in mind for future jobs.”

What Does He Know? He doesn’t know or care why the drow was wanted or by whom. He has his contact and they’re sure to recover the drow without incident. Sometimes, he’ll tell the players, it’s best not to ask questions – else, someone might kill you for the knowing the answer.

Nellah is hanging out nearby and watching the bounty office. She lets them collect the bounty without incident and approaches them after. If they

choose to seek her out beforehand, she is grateful but tells them to go hand in the bounty first and chat after.

Objectives/Goals. As long as the bounty has been successfully fulfilled OR the Orthon has been killed, Nellah is satisfied and gives the adventures a small coin in gratitude. She tells them that if they ever encounter any other sisters, presenting the coin would carry high favour with them. All adventurers earn the **Mark of the Sisterhood** story award.

What Does She Know? She also doesn’t know or care why the drow was wanted or by whom. She does know that both her reputation and that of the sisterhood would have been undermined if the bounty was left unfulfilled. The fact that the party got the reward doesn’t bother her, so long as sisterhood is not left with an unfulfilled bounty.

Adventure Rewards

Advancement Checkpoints

The characters receive one advancement checkpoint for each objective completed:

- **Story Objective 1:** Fulfill an open bounty.
- **Story Objective 2:** Deliver the missing drow alive to the Thentia Bounty Office, fulfilling the private bounty.
- **Bonus Objective A:** Fulfill a 2nd open bounty.
- **Bonus Objective B:** Fulfill a 3rd open bounty.

Treasure Checkpoints

The characters receive a treasure checkpoint for every objective they complete.

Magic Item Unlocks

Characters completing adventure's **objectives may** unlock these magic items (they can also be found in **Appendix 11**):

Necklace of the Legions (Necklace of Fireballs, 7 beads) *Wondrous Item. Rare* with the *loud* minor property.

When a bead from this necklace detonates, the almost deafening roar of the legions of hell charging into battle can be heard in the surrounding area.

Staff of Birdcalls

Staff, Common.

Characters completing adventure's **objectives may** also gain and unlock the following consumables:

- Potion of Fire Resistance (Uncommon)
- Potion of Invulnerability.(Rare)

Story Awards

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

Mark of the Sisterhood. You have earned some favour with the *Sisterhood of the Blade* bounty hunting organization. By trading in this mark to a member of the sisterhood, you get their attention and some measure of cooperation. Benefits bestowed are detailed in adventures featuring the sisterhood and remain unknown until the mark is used.

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1. Locations & NPCs

The bounty office clerk **Assem Kudar** and the bounty hunter **Nellah** both feature prominently in this adventure. For information on minor NPCs, refer to their specific sections.

- **Assem Kudar (as-am koo-dar)**. Assem runs the Thentia bounty office. He is a retired bounty hunter that uses his connections in Thentia and across the Moonsea to bring people together.
Personality: *Despite my good nature, I'm often curt with those I don't know – I sees far too many people that waste my time.*
Ideal: *Honor. I don't steal from others in the trade.*
Bond: *My reputation keeps me in the business and I work hard to maintain it.*
Flaw: *You're nobody to me until you prove yourself.*

- **Nellah (nell-ah), Blank and Tinsel**. The three human females are moderately accomplished bounty hunters and members of the Sisterhood of the Blade. The following traits are Nellah's, however, if needed they can also be used for her fellow sisters.
Personality: *I'm rude to people who lack my commitment to hard work. I judge people by their actions, not their words.*
Ideal: *People. I'm loyal to my sisters, not to any ideals, and everyone else can take a trip down the Styx for all I care.*
Bond: *More than one sister has saved my life. My loyalty is not just a choice, but a debt.*
Flaw: *I'm good, but not as good as I think I am.*

Appendix 2. Creature Statistics

Beiro or Fivin Braklau (Master Thief)

Medium humanoid (any race), any alignment

Armor Class 16 (Studded Leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws: DEX +7, INT +3

Skills: Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses: Passive Perception 13

Languages: Thieves' Cant plus any one language (usually Common)

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) 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 thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Source: *Volo's Guide to Monsters*

Beiro or Fivin Braklau (Assassin)

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

Armor Class 15 (Studded Leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws: DEX +6, INT +4

Skills: Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances: Poison

Senses: Passive Perception 13

Languages: Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Source: *Monster Manual*

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CCC-OHAYO CON 01-03 *Fiendly Competition* V1.0

Bosot Astalo (Warlock of the Fiend)

For the Warlock of the Fiend stat block, see Emmitt Braklau.

Bounty Hunter (Swashbuckler) – Assem, Blank, Nellah, Tensil

Medium humanoid (any race), neutral

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: 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.

Source: *Volo's Guide to Monsters*

Drunda the Gut (Cloud Giant)

Huge giant, neutral

Armor Class 14 (Natural Armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+31)	16 (+3)

Saving Throws: CON +10, WIS +7, CHA +7

Skills Insight: +7, Perception +7

Senses: Passive Perception 17

Languages: Common, Giant

Challenge 9 (5,000 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Source: *Monster Manual*

Drunda's Guard (Gladiator)

Medium humanoid, any

Armor Class 16 (Studded Leather, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (0)	12 (+1)	16 (+2)

Saving Throws: STR +7, DEX +5, CON +6

Skills: Athletics +10, Intimidation +5

Senses: Passive Perception 11

Languages: Any one language (usually Common)

Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Source: *Monster Manual*

Dunny Davey Duffray (Thug)

Medium humanoid, any

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+21)	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.

Source: *Monster Manual*

Emmit Braklau (Warlock of the Fiend)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws: Wis +4, Cha +7

Skills: Arcana +4, Deception +7, Persuasion +7, Religion +4

Senses: darkvision 60 ft., passive Perception 11

Damage Resistances: slashing damage from nonmagical attacks not made with silvered weapons

Languages: any two languages (usually Abyssal or Infernal)

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, *false life*, *levitate (self only)*, *mage armor (self only)*, *silent image*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*
1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

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Giant Lightning Eel

Large beast, unaligned

Armor Class 13

Hit Points 42 (5d10 + 15)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	17 (+3)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Damage Resistances: Lightning

Senses: Blindsight 60 ft., Passive Perception 11

Languages: --

Challenge: 3 (700 XP)

Water Breathing. The eel can breathe only underwater.

Actions

Multiattack. The eel makes two bite attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 4 (1d8) lightning damage.

Lightning Jolt (Recharge 5–6). One creature the eel touches within 5 feet of it outside water, or each creature within 15 feet of it in a body of water, must make a DC 12 Constitution saving throw. On failed save, a target takes 13 (3d8) lightning damage. If the target takes any of this damage, the target is stunned until the end of the eel's next turn. On a successful save, a target takes half as much damage and isn't stunned.

Source: *Tales from the Yawning Portal*

Kobold

Small humanoid, lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7(-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Source: *Monster Manual***Source:** *Volo's Guide to Monsters*

Orthon

Large fiend, lawful evil

Armor Class 17 (Half-Plate)

Hit Points 105 (10d10 + 50)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	15 (+2)	15 (+2)	16 (+3)

Saving Throws DEX +7, CON +9, WIS +6

Skills Perception +10, Stealth +11, Survival +10

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 120 ft., Truesight 30, Passive Perception 20

Languages Common, Infernal, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Invisibility Field. The orthon can use a bonus action to become invisible. Any equipment the orthon wears or carries is also invisible as long as the equipment is on its person. This invisibility ends immediately after the orthon makes an attack roll or is hit by an attack.

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

Actions

Infernal Dagger. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (2d4 + 6) slashing damage, and the target must make a DC 17 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. On a failure, the target is also poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Crossbow. Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: 14 (2d10 + 3) piercing damage, plus one of the following effects:

1. Acid. The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

2. Blindness (1/Day). The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17

Dexterity saving throw or be blinded until the end of the orthon's next turn.

3. Concussion. The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

4. Entanglement. The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.

5. Paralysis (1/Day). The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. Tracking. For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

Reactions

Explosive Retribution. When it is reduced to 15 hit points or fewer, the orthon causes itself to explode. All other creatures within 30 feet of it must each make a DC 17 Dexterity saving throw, taking 9 (2d8) fire damage plus 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one. This explosion destroys the orthon, its infernal dagger, and its brass crossbow.

Prince Ailer (Bard)

Medium humanoid, any

Armor Class 15 (Chain Shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	12 (+1)	10 (0)	13 (+1)	14 (+2)

Saving Throws: DEX +4, WIS +3

Skills: Acrobatics +4, Perception +5, Performance +6

Senses: Passive Perception 15

Languages: any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

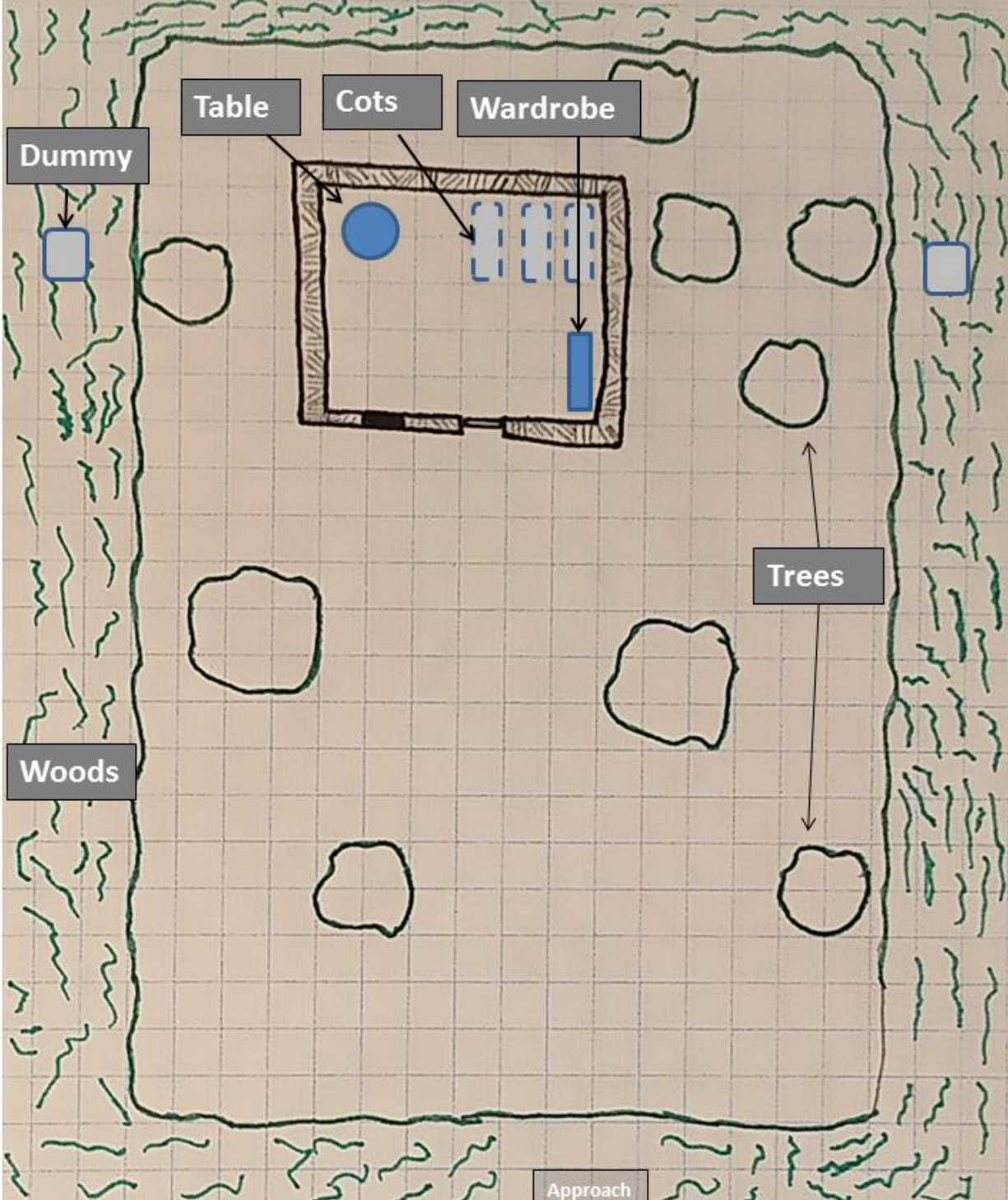
Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

Source: *Volo's Guide to Monsters*

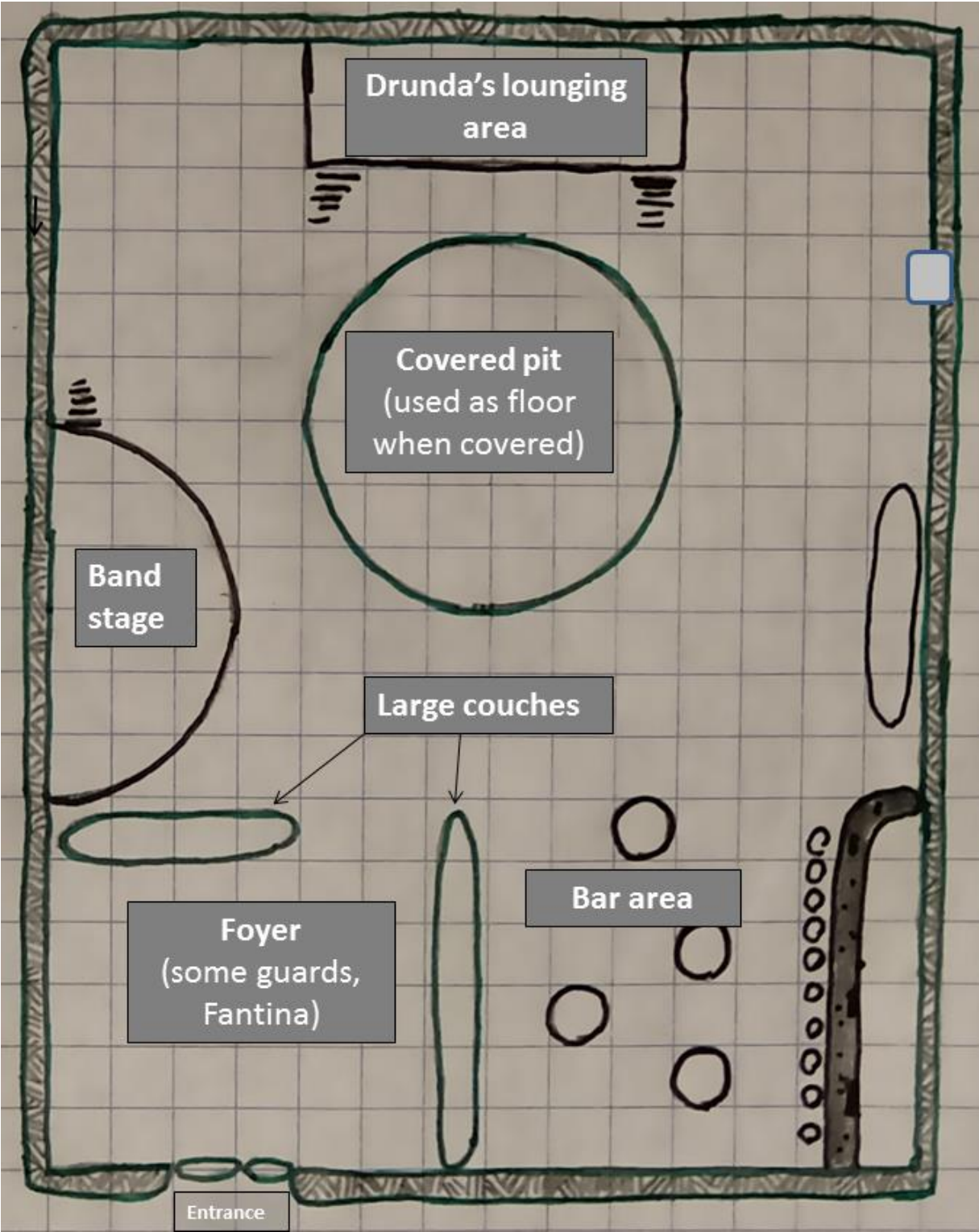
Fashagar Pass or En Route

Appendix 4. Map of the Braklau Cabin



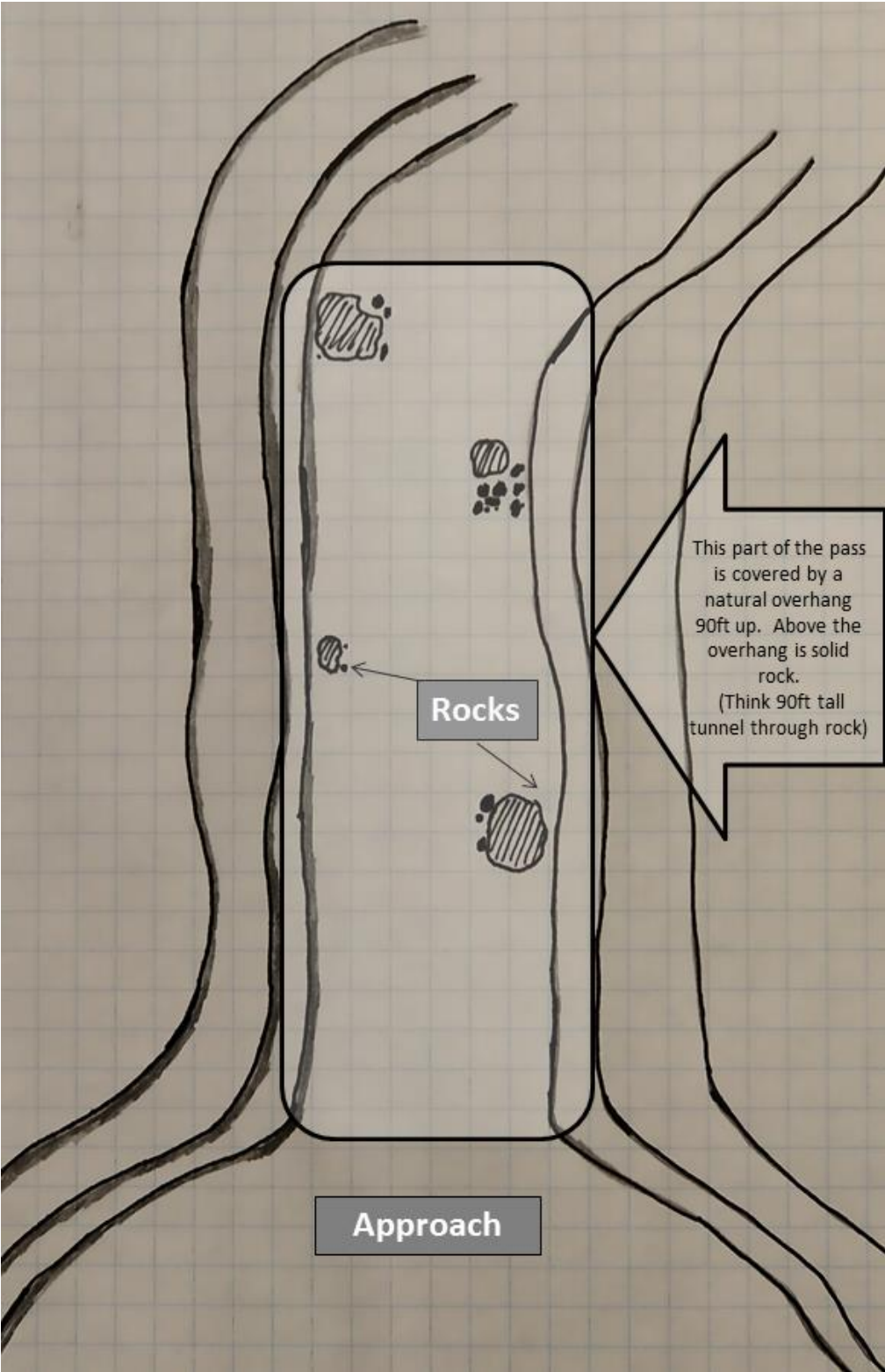
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Appendix 5. Map of Drunda's Reception Lounge



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Appendix 6. Map of the Fashagar Underpass



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Appendix 8. Bounty 1: “STOP RACISM!” - Additional information and Bonus Objective adjustments.

The Bounty Poster

Note: **Appendix 12** contains a handout version of this poster.

“STOP RACISM!

Notorious thief and known racist **Dunny Davey Duffray** has stolen a number of deadly traps and intends to do harm to the nearby kobold tribe – who have done nothing wrong! You can stop this atrocity from taking place by tracking down the thief and recovering the deadly traps in his possession. A generous reward is offered for helping in this just cause!”

Extra info from Assem

Additional info from **Assem** at the bounty office can be obtained via persuasion, bribery, seduction or any other roleplay-appropriate means.

- The bounty was actually posted by one of the town’s upscale shops called “Elite Smithy and Hunting”. The shop is well known across faerun for the quality of their work. So much so that orders for various exotic expeditions places their orders with this shop. One such order was for a set of extra heavy duty dinosaur traps to be shipped to chult. These being the very same traps that have been stolen. It is entirely possible that the shop is more interested in the recovery of the traps than the Kobolds’ well-being. Nonetheless, they’re paying the bounty.
- The Kobolds in question are a peaceful tribe that lives in caves and the forest area not far from thentia. They even occasionally trade with the townfolk as it has recently become a bit of a fashion among the well-to-do to show that they have relations with “unusual” races.
- Dunny Davey Duffray is mostly a drunk and hardly dangerous in a fight, though he is a good trapper and knows the woods quite well.

DM Tip – Visiting the Shop

Should adventurers inquire about visiting the shop, they may do so. The shop had hired a special smith from another town to work on these particular traps – he is no longer there.

The clerk or manager of the store are, however, able to reveal that the traps are extremely heavy duty and would require not only tool proficiency, but strength to open up. They also wouldn’t trigger with weight of less than 20lbs.

Complications

Complications arise **ONLY** if the bounty is not taken first. Use if this bounty is taken as a Bonus Objective.

- Word has been received that at least one Kobold has been maimed by one of the traps (this does not change the number of traps that need to be encountered, instead, adjust the initial stolen inventory to be 1 higher).
- **Adjustment:** after the **Dunny Davey Duffray** is captured, the party encounters a poorly armed Kobold band. The Kobolds do not threaten the party but ask that the adventurers peacefully turn the prisoner over to them for “justice”. They present Mipmap the Tail-less, who has been maimed by the trap and state that it’s only fair to pay “a tail for a tail!”
 - If the party acquiesces, the Kobolds carry out their justice there and then – they ask for party’s input on which bodypart is most equivalent to a tail and then proceed to cut it off before handing Dunny back to the party.
 - If the party objects, they can either intimidate the Kobolds (who will leave sad and disappointed in having received no justice) or they can otherwise convince the Kobolds that this is a bad idea. Allow the party to come up with their own argument.

Appendix 9. Bounty 2: “The Braklau Gang” - Additional information and Bonus Objective adjustments.

The Bounty Poster

Note: **Appendix 12** contains a handout version of this poster.

“WANTED DEAD OR ALIVE: THE BRAKLAU GANG
Emmit Braklau and sons are wanted for multiple instances of armed burglary, torture, kidnapping and murder! These devious bandits must be brought to justice for the good of the land!”

Extra info from Assem

Additional info from **Assem** at the bounty office can be obtained via persuasion, bribery, seduction or any other roleplay-appropriate means.

- The bounty on the Braklau Gang has been out in various forms for a couple of years and in different jurisdictions. They’ve done a lot of bad things to a lot of good people and many want to see them caught.
- All kinds of atrocities have been reported in wake of their robberies, dead guards, taken and killed hostages, needlessly tortured caravan drivers, etc.
- One thing that Assem stresses is that the Braklau Gang is **extremely dangerous**. He goes so far as to discourage notice bounty hunters from messing with them. “Better than you have tried and not come back.”
- Emmit Braklau is particularly cunning and knows some magic.

Complications

Complications arise **ONLY** if the bounty is not taken first. Use if this bounty is taken as a Bonus Objective.

- Word has been received that the Gang has robbed a carriage and apparently took a teenage human boy hostage.
- **Adjustment:** The kidnapped boy is actually long dead. However, Emmit has used Alter Self one of his sons to make him look like the boy – including real bruises. When the party approaches, Emmit will offer the boy as a token of good will in his ploy to get the adventurers to send someone in. Instead he will send out his son, who has a hidden knife in his pocket and will wait for the opportunity to surprise knife one of the weaker adventurers. He plays his part very well and knows not to get within 30ft of any adventurers (in case detect magic is on) before whoever is going in enters the house. The boy will also call out “watch out! They’re in the trees!” to help sell Emmit’s deception, which Emmit will play along with.

Appendix 10. Bounty 3: “Prince Ailer”- Additional information and Bonus Objective adjustments.

The Bounty Poster

Note: **Appendix 12** contains a handout version of this poster.

“MISSING: Beloved husband and son-in-law Prince Ailer must be returned to family!

Prince Ailer has been missing for several weeks. A handsome reward will be granted for his safe return to his family.”

Extra info from Assem

Additional info from **Assem** at the bounty office can be obtained via persuasion, bribery, seduction or any other roleplay-appropriate means.

- Half the city knows that Prince Ailer isn't actually missing but hiding out under Drunda the Gut's protection.
- His father-in-law is a very well-to-do noble and respected in the city.
- Drunda is a very well-known merchant “for all kinds of goods”. She is well-guarded, so any violence would be suicide. She tends to be open to negotiation.

DM Tips on Running the Theater Scene

While the idea of putting together a quick play is simple, giving the players some structure can definitely help. One way to structure their pre work is to have them number their cues or lines. For example:

- Player 1 (as Narrator): “describes the scene”
- Player 2 (as Quest-giver): “welcome adventurers!”
- Player 3 (as Adventurer 1): “yes we'll do it!”
- Player 1 (as Narrator): “and then, they went to...”
- Player 4 (as Adventurer 2): “I snuck through the trees, until I saw them...”
- Etc.

Complications

Complications arise **ONLY** if the bounty is not taken first. Use if this bounty is taken as a Bonus Objective.

- Word has been received that Drunda will be receiving visitors on her river boat rather than her house. The layout of the reception lounge in the river boat is identical to the house, except that the ring opens up to water (which is kept out of the boat by magic).
- **Adjustment:** Instead of the option wrestle oiled pigs, the exploration option on water is to wrestle **giant lightning eels**. The rules are the same (the eels are not to be killed!), except that the first time any eel is touched, its **Lightning Jolt** ability goes off in the water (much to Drunda's entertainment). After the ability goes off, its normal recharge rules apply for every attempt to capture it. The eels do not otherwise attack the characters. Any knocked out character is pulled out of the water by guards and stabilized to 1 hitpoint. (**Note:** for the purposes of this encounter, the **Giant Lightning Eels** are considered to be **Medium** in size)

Appendix 11. Permanent Magic Items and Story Awards

Characters completing this adventure's objective unlock this magic item.

Necklace of the Legions

Rare, Table C

Necklace of the Legions (Necklace of Fireballs, 7 beads). *Wondrous Item. Rare* with the *loud* minor property.

When a bead from this necklace is thrown, the ear-splitting roar of the legions of hell charging into battle can be heard in the surrounding area. More information can be found in the *dungeon masters guide (DMG)*.

Staff of Birdcalls

Staff, Common

This wooden staff is decorated with bird carvings. It has 10 charges. While holding it, you can use an action to expend 1 charge from the staff and cause it to create one of the following sounds out to a range of 60 feet: a finch's chirp, a raven's caw, a duck's quack, a chicken's cluck, a goose's honk, a loon's call, a turkey's gobble, a seagull's cry, an owl's hoot, or an eagle's shriek.

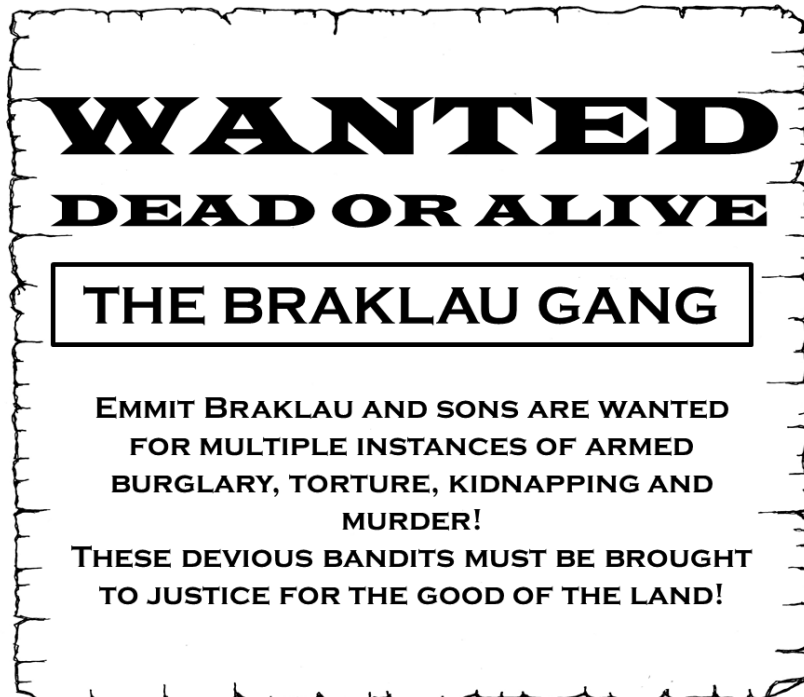
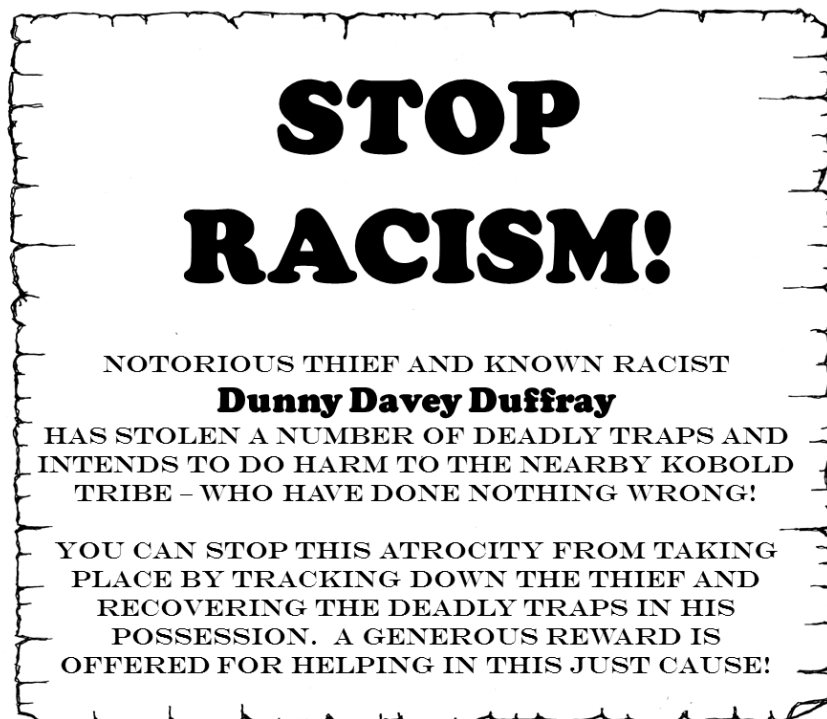
The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes in a harmless cloud of bird feathers and is lost forever.

Story Awards

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

Mark of the Sisterhood. You have earned some favour with the *Sisterhood of the Blade* bounty hunting organization. By trading in this mark to a member of the sisterhood, you get their attention and some measure of cooperation. Benefits bestowed are detailed in adventures featuring the sisterhood and remain unknown until the mark is used.

Appendix 12. Bounty Posters



MISSING!

Beloved husband and son-in-law

Prince Ailer

must be returned to family!

Prince Ailer has been missing for several weeks. A handsome reward will be granted for his safe return to his family.

Appendix 13: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

About the D&D Adventurers League [link]

New to the Annual Storyline?

[insert title/link to appropriate story webpage]

New to Being the Dungeon Master?

[insert title/link to web article]

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range.

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 Wisdom (Perception), and anything specified as notable by the adventure (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). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

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

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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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