



Of Gods and Monsters

Rumors abound that the travelling faire known as Doctor Jubal's Carnival of Curiosities have somehow acquired an actual, live tarrasque that they are displaying as part of their travelling show. An ancient eladrin who claims to be part of a secret order dedicated to protecting society from the creature is honor-bound to investigate the matter and wants the party to track down the travelling faire and see what they can discover.

A 2-hour adventure for 11th – 16th level characters



Queen City Conquest

SCOTT MOORE

Author

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Dedicated to founder of QCC and the Royal Order of Tarrasque Herders: Mark Knapik

Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

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

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

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Introduction

Welcome to *Of Gods and Monsters*, a D&D Adventurers League™ adventure and the second D&D convention content written specifically for the Queen City Conquest gaming convention in Buffalo, New York.

This adventure is designed for **three to seven 11th – 16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Players with 10th level characters may spend 100 downtime days (plus the associated Lifestyle expenses) to level up to 11th level. Characters outside this level range cannot participate in this adventure.

The adventure is set among the settlements and trade roads along the western shores of the Moonsea region.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Background

Doctor Jubal's Carnival of Curiosities is a travelling show that ran into some hard times after the events of **No Foolish Matter** (DDEX3-6), although a change in management and the recent opportunity to import some exotic specimens from the far-away land of Chult has reinvigorated the show.

Currently travelling around the Moonsea and spending a day or two in each major city along the way, the travelling carnival has recently added a dragon turtle to their show, shipped all the way, sparing no expense, from the jungles of Chult. To make the attraction seem even more fantastic, the carnival is billing the dragon turtle as "The Tarrasque: Destroyer of Worlds", figuring that not many common folk would know the difference between a tarrasque and a dragon turtle ("huge reptilian monster with a hard shell on its back"). Of course, rumors of this fantastic beast are beginning to spread far and wide. In addition, the carnival has also recently made a deal to acquire a young froghe-moth which they are also planning on adding to the show once it arrives.

A former adventuring eladrin named Dryearth once swore an oath to protect the civilized lands from the reappearance of the tarrasque. As the rumors of the new carnival attraction have reached their ears, they feel honor-bound to at least investigate. Dryearth is currently putting together a team to do so.

In the meantime, a group of bullywug warriors are pursuing the froghe-moth, who they view as their kidnapped god, as it makes its way to join up with the carnival. The bullywugs are hoping to free their imprisoned god and return it back to their home.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Dryearth (DRY-erth). A former adventurer, Dryearth infiltrated the Zhentarim in the past and learned many of the group's secrets. He was a member of the Royal Order of Tarrasque Herders, a group of adventurers dedicated to protecting the civilized world from the rampage of a tarrasque, should one actually ever appear.

Elventree (EL-ven-tree). This eleven settlement lies between the southern shore of the Moonsea and the Cormanthor Forest. From here, the main Moonsea trade road heads west towards Hillsfar and Yûlash.

Hillsfar (HILZ-far). The City of Trade is the primary port city in the southwestern region of the Moonsea and lies

along the trade road between Elventree and Yûlash. Until recently, all non-humans were banned from entry into Hillsfar but that policy has been revoked under the city's current First Lord.

Melvaunt (MELL-vont). The City of Swords is a trade port on the northern shore of the Moonsea renowned for its merchants and smiths.

Phlan (FLAN). A port city located at the mouth of the River Stojanow on the northern coast of the Moonsea. Just a few years back, the city had been overrun by members of the Cult of the Dragon.

Adventure Overview

The adventure is broken down into four parts:

Part 1, It's Probably Nothing.... The characters are hired by an old retired eladrin adventurer who wants them to investigate reports of a live tarrasque that is being exhibited as part of a travelling carnival sideshow.

Part 2, The Journey. The party begins to track down the carnival, possibly interviewing those who have attended it and may have seen the creature in question along the way.

Part 3, The Phlan Path to Melvaunt. On the road approaching the outskirts of Melvaunt, the party is attacked by a group of robbers.

Part 4, Product Not As Expected. The team arrives at the carnival and has the opportunity to partake in some of the attractions before visiting the tarrasque exhibit. The party ends up having to deal with a dragon turtle, a froghe-moth, a group of bullywugs, and the carnival manager before they can wrap up their mission and report back to Dryearth.

Adventure Hooks

The following adventure hooks can be used to draw characters into the story.

Characters who have played DDEX3-6, No Foolish Matter. Doctor Jubal's Carnival of Curiosities is once again travelling around the Moonsea and there are rumors of the carnival harboring an extremely dangerous creature. Based on your previous experience with the carnival, this comes as no surprise. You have heard that someone is hiring a team to investigate and, with your previous experience, this may be an easy way to make some coin.

Harpers (Membership). Always interested in the acquisition of more knowledge, Harper members have come to hear rumors that the legendary tarrasque has been spotted...in the side-show of a travelling carnival of all things. A retired adventurer

is hiring a party to investigate the authenticity of this rumor and the Harpers would like a representative to be part of this team.

Emerald Enclave, Order of the Gauntlet (Membership). There have been whisperings that the legendary herald of the end-times has been discovered and is being paraded around the Moonsea as a side-show attraction. Although travelling carnivals and side-shows are not known well-renowned for their authenticity, the frightening accounts from those spectators that actually claim to have seen the creature at least warrant an investigation. An ancient eladrin named Dryearth is putting together a team to investigate and for the safety of the region and, possibly, all of Faerun, your faction would like you to represent them as part of this team.

Lords' Alliance (Membership). Long ago, the Lords' Alliance was associated with an adventuring party known as the Royal Order of Tarrasque Herders, dedicated to keeping the legendary beast away from civilized lands. Although an actual tarrasque has not been seen in centuries, rumors are circulating that there have been recent sightings. An old member of the Order, an eladrin called Dryearth, is putting together a team to investigate and the Lords' Alliance, eager to learn more about this potential threat, would like their interests represented on this team.

Zhentarim (Membership). A former member now considered a traitor to the family, an ancient eladrin known as Dryearth is hiring adventurers to undertake an investigation on his behalf in the region of the Moonsea. Apply for a position in the party he is assembling and report all details back to your faction.

Factionless. A retired adventurer is looking to hire a team to investigate the sightings of a unique and legendary monster. It sounds like a seemingly straightforward opportunity to earn a few coins.

Part 1. It's Probably Nothing...

Estimated Duration: 15 minutes

The party is assembled in Elventree where a retired eladrin adventurer asks them to go on a fact-finding mission on his behalf. Before departing, the eladrin teaches the adventurers about one of the most feared creatures in all the Realms.

General Features

The inside of Big Tree has the following general features.

Terrain. The inside of this hollowed-out tree has been worked and finished into a beautiful work of architecture. A wooden staircase spirals around the outside perimeter of this 15 foot diameter room rising 10 feet to the next floor. In the middle of the room is a carved statue of a unicorn, seemingly crafted from a single piece of petrified wood.

Weather. Although it is currently sunny and pleasantly warm outside, the inside of Big Tree is always comfortably cool during the warmer months and never too cold.

Light. The interior is well lit by several sconces with *continual flame* cast upon them.

Smells and Sounds. A smell akin to that of sweet baked goods hangs on the air, while the chirps of small songbirds flittering about the place fill the air. Any outside noise seems to be distinctly muted when inside Big Tree.

Inside Big Tree

Your travels have brought you to the town of Elventree, nestled in the northern reaches of the Cormanthor Forest. You find yourself in the company of several other adventurers inside a massive hollowed-out tree. Flickering lights in sconces on the walls keep the room well lit, as your eladrin host, supported by a massive wooden chair which seems freakishly huge for his ancient, frail frame, begins to address your group.

“My sincere thanks and blessing upon all of you for coming. My name is Dryearth and generations ago, I belonged to an adventuring company known as the Royal Order of Tarrasque Herders. Our band swore an oath that, should the destroyer of worlds ever reawaken, we would do our best to lead it far away from civilized lands in order to spare as many lives as possible. Fortunately, in all our time together, no actual sightings of the creature were ever confirmed.

Now, however, rumors are circulating of a traveling carnival that claims to have captured the beast and is exhibiting it as a side-show curiosity.

Due to my oath, I am honor-bound to investigate the matter, although I am certain that whatever these charlatans are attempting to pass off as the destroyer of worlds certainly cannot *possibly* be the legendary tarrasque itself.

I, unfortunately, am too frail to travel and see for myself, which is where you come in...

If you will track down this creature, confirm or deny the claims of it being a tarrasque, and report back to me, I am willing to provide your party the sum of 6300 gold pieces, payable in coin or, if you prefer, trade goods of spices and silks.

If you accept my offer, I will teach you as much as I know of the tarrasque before you head out, so that you will be able to recognize such a creature if you were to see it.

What say you?”

If the characters agree to his terms, Dryearth will provide the characters with the following additional details.

- Doctor Jubal's Carnival of Curiosities is the name of the traveling carnival that claims to have the tarrasque. Characters that played **DDEX03-06, No Foolish Matter**, will recognize the name of this traveling show.
- The carnival is currently traveling the trade road around the Moonsea, stopping for a day or so in each major settlement before moving on to the next.
- Dryearth first heard rumors of the creature after the carnival passed through Mulmaster and Elmwood. It had passed through Elventree shortly before his arrival here and has likely moved past Hillsfar already.
- The quickest way to catch up to the carnival, assuming the characters do not have access to teleportation circles in any of the main settlements along the Moonsea, would be simply to follow the trade road that runs along the edge of the Moonsea.

If the characters ask Dryearth more about the Royal Order of Tarrasque Herders, he can offer the following details.

- The Order was founded centuries ago by a paladin friend of Dryearth's.
- If asked which “Royals” sponsored the Order, Dryearth will smile and say that he believes the party's founder may have taken some liberties in naming the Order. That being said, several rulers of various lands lent their support (even if in word only) to the Order's noble cause.

- Dryearth believes (whether correct or not) that the Lord's Alliance grew out of the mutual-safety pacts formed by various noble houses who used the Royal Order of Tarrasque Herders as an example of the benefits such allegiances could offer.
- Unfortunately, he has lost touch with many of his old adventuring companions. Many of them are probably now dead. Such is the curse of being from such a long-lived species and having formed close bonds with those of short lifespans.

If the characters ask about the tarrasque itself or give Dryearth the time to explain before heading off to track down the carnival, he will share the following:

- The legendary tarrasque is possibly the most dreadful monster of the Material Plane. It is widely believed that only one of these creatures exists, though no one can predict where and when it will strike.
- The tarrasque is a four-limbed, vaguely reptilian, scaly, gargantuan monstrosity that walks on its hind legs and stands about 50 feet tall and 70 feet long when you count its huge tail. It has two large horns on its head between its eyes.
- The creature is immune to fire, poison, non-magical attacks, charms, fear, and paralyzation.
- It is also resistant to magic and has a thick, hard carapace with sometimes reflects spells back at their caster.
- Its very appearance can cause fear and it can swallow a large creature whole.

Developments

If the characters agree to his terms, Dryearth will educate them about the tarrasque as best he can remember. When he is done, he urges them to purchase any supplies they need to Elventree and then head out as soon as possible.

Roleplaying Dryearth

This ancient eladrin has deep crow's feet at the corner of his eyes and his blonde hair is mixed with a sizable shock of white, attesting to his great age. Dryearth is very formal, stoic, and quite wise, but does not suffer fools lightly.

He will kindly take the time to answer any serious questions asked of him in as kind and complete a manner as possible.

Quote: *"That is an excellent question and I am glad you thought to ask it."*

Once the characters are ready to proceed, continue on to Part 2.

XP Award

Characters that demonstrated the respect and courtesy appropriate for meeting and interacting with an ancient eladrin hero each gain 500 XP.

Part 2. The Journey

Estimated Duration: 20 minutes

The characters follow the trade road along the Moonsea in pursuit of the carnival. They may stop at settlements along the way to rest, shop, tend to personal matters, and gather information.

General Features

The trade road along the Moonsea has the following general features.

Terrain. Along the southern shore of the Moonsea, from Elventree to around Zhentil Keep, the trade road is well maintained and easily travelable, varying from 15-20 feet wide along most of its length. From Zhentil Keep and on to Phlan and eventually Melvaunt, the Phlan Path is less maintained, with frequent potholes and washouts providing minor inconveniences along the way.

Weather. The weather is comfortable and pleasant, with occasional light cloud cover, but no precipitation. At night, far from the city, the skies are clear enough for viewing the constellations and occasionally even a shooting star.

Light. Bright light during the day, darkness at night.

Smells and Sounds. The air is clean and crisp, with odd natural scents (cedar, peppermint, leeks, skunk, etc.) occasionally catching one's nostrils. The sounds of birds and insects are common during the day as are the sounds of frogs and nocturnal predators (owls, coyotes) at night.

A Tour of the Moonsea

The purpose of this section is simply to narrate the character's travel along the trade roads of the Moonsea once they depart Elventree. The carnival is currently travelling clockwise around the Moonsea, stopping for a night or two in each major settlement along the way. Unless the characters have a way of teleporting directly to the travelling show, they manage to catch up with the carnival in Melvaunt, after it has already stopped in Hillsfar, passed through the areas of Yûlash and the old Zhentil Keep, and stopped again in Phlan. You may share Map 1: The Moonsea from Appendix 3 with the players for reference.

If the characters have any connections in these settlements, they may reach out to them as they pass through the area and see if they have any information on the carnival or its new main attraction. Just because a character may have a contact in one of these settlements, however, does not ensure that the contact attended the carnival when it was in town or, even if they did, that they went to see the tarrasque. Allow the PCs who desire to ask people about the carnival to make a group Charisma (Intimidation or Persuasion) check. The

party may do this once each time they pass through a settlement where the carnival has stopped (Elventree, Hillsfar, Phlan), with the result indicating the best success they've had in gathering information after several inquiries. Use the following table as a guideline for the type of information to give out based on the skill check's result.

DC	Information Obtained
5	This person did not go to the carnival. On an Intimidation attempt, this person will make up details they believe the character wants to hear. A DC 15 Wisdom (Insight) check will reveal this attempted ruse.
10	This person can confirm that the carnival passed through town, but they did not attend. (In Phlan, they can confirm that the carnival passed through the day before yesterday.)
15	This person attended the carnival and can confirm they had a tarrasque as an attraction, but they did not go to see it. They did see people looking shocked and surprised leaving the attraction.
20	This person attended the carnival and saw the creature. They are convinced it was an actual tarrasque as described. If it was an illusion or deception, this person is unsure how they managed to pull it off. They saw an enormous reptilian creature with natural armor along its back. It was conscious, but seemed weak or ill. (In Phlan, it was mentioned that they may soon be adding a second tarrasque to their show, so attendees should stop back and see them next time they are back in town.)
25	This person attended the carnival, and saw the creature. They describe what they saw as an actual creature, not some imitation or illusion: four-limbed, reptilian, with natural armor along its back, and a (relatively) short tail. It seemed tired or sedated, but was conscious. (In Phlan, it was mentioned that they may soon be adding a second, immature, tarrasque to their show, so attendees should stop back and see them next time they are back in town.) (If the characters ask about horns on the creature's head, this person will say with certainty that there were none.)

While passing through the settlements mentioned above, the characters may perform any location-specific downtime activities they are aware of for

these locations as long as the cost in downtime is no more than a single day, as they must try to catch up with the carnival and don't have time to dawdle.

Characters that own a faction estate in any of these cities can, however, pre-pay the taxes on their estate while passing through (typically 10gp for 2 days after every adventure) WITHOUT having to spend downtime or the associated Lifestyle expenses after this adventure.

Travel on the trade roads between these population centers is reasonably trouble-free; certainly not anything a tier 3 party isn't capable of handling. Feel free to describe the journey by mentioning sightings of wild animals, such as bears or wolves, which give the party a wide berth as they pass, as well the occasional glimpse of a gnoll or orc that may be observing the party before disappearing in the distance. The party may end up travelling part of the way in the company of other travelers, pilgrims, or merchants they meet up with along the way. They will definitely have the opportunity to inquire of those coming from the opposite direction if they have seen or heard of the carnival as well. Allow one Charisma (Intimidation or Persuasion) group check for each section of road travelled (Elventree to Hillsfar, Hillsfar to Phlan, Phlan to Melvaunt), with the result indicated by the previous table for a DC equal to or below the majority of the party's results.

Once the characters reach Phlan, they learn they are not too far behind the carnival. Proceed to Part 3.

XP Award

Characters that help the party successfully obtain further information about the carnival creature during their travel each gain 250 XP.

Part 3. The Phlan Path To Melvaunt

Estimated Duration: 40 minutes

The characters encounter a fellow traveler along the road to Melvaunt and are beset by a group of brigands. After dealing with the threat, the characters make their way to Melvaunt.

General Features

The Phlan Path has the following general features. These sidebars should be added whenever a given location's general features should be made known to the characters. Each entry should be concise and flavorful.

Terrain. The Phlan Path, the primary trade road running from Zhentil Keep to Phlan and eventually Melvaunt, is poorly maintained, with frequent potholes and washouts providing minor inconveniences along the way. Having crossed the River Stojanow near Phlan, the road runs through the plains along the northern edge of the Moonsea. To the north lies the marshland known as the Great Gray Waste of Thar.

Weather. It is noticeably cooler here during the day than along the southern edge of the Moonsea, with the nights getting cold enough to warrant blankets or bedrolls when sleeping outside. Occasional light precipitation may occur for brief periods. At night, partial cloud cover keeps the skies from being as spectacular as they were further south.

Light. Bright light during the day, darkness at night.

Smells and Sounds. The air is cold and crisp, with the odd occasional blend of evergreens and sulfuric swamp gas sometimes detectable. The sounds of birds and insects are common during the day as are the sounds of frogs and nocturnal predators (owls, coyotes) at night.

A Pilgrim Shadow

As late afternoon draws near, you find yourself only a couple miles or so outside of Melvaunt, where you expect to catch up to Doctor Jubal's Carnival of Curiosities. The numerous water-filled pot holes and fresh, muddy tracks of people, wagons, and animals only slightly hamper your movement along this poor excuse for a road. Up ahead, you can make out another weary traveler, leaning against a tree stump by the side of the road, seemingly clearing the mud from their boots and hem of their long robe with a walking staff. They seem to notice you and wave a friendly hello.

This robed individual is Phaba, a middle-aged female human **archmage** and a member of a group of brigands who rob travelers along the Phlan Path between Zentil Keep and Melvaunt. Phaba will act

friendly as first, attempting to determine everyone's role within the party, before signaling for her allies hiding in the marshy forest to the north to attack. Phaba has a carefully crafted story she will share bits of if she is questioned; all of it true, in order to not arouse suspicion.

Phaba will wait for the party to approach and introduce herself. She will share any of the following information (all of it true) if she is questioned.

What are you doing out here alone? "I was with a party of adventurers like you, but they travelled on ahead and I lost sight of them."

Where are you going? "To Melvaunt, to see the carnival!"

Where are you coming from? "My party had a campsite back down and off the road apiece, where we have stayed for a couple days."

Who else is in your party? "Oh, some fighter-types, a rogue, and a spellcaster – that's me!"

Phaba will ask the party if they are heading to Melvaunt ("it's less than an hour away!") and if so, if she can travel with them for the remainder of the way.

You may use Map 2: The Phlan Path from Appendix 3 for this encounter.

Developments

At some point along the journey, check the party's passive Perception scores against a DC of 20. Those who fail are surprised when the rest of Phaba's party begins their attack from the cover of the forest. The remainder of Phaba's party consists of an **assassin**, a **bandit captain**, and four **thugs**.

Phaba already has *mage armor* cast on herself and has memorized *fireball* instead of *fly* as one of her third-level spells.

On her initiative during the surprise round, Phaba will cast *fireball* or *lightning bolt* at the party, trying to hit as many people as possible. The other brigands (except for the bandit captain), will fire their crossbows, closing for melee on the next round. The bandit captain moves in to immediately attack the most threatening character nearest to Phaba.

If the characters capture some of the brigands alive, they may be brought to the constabulary in Melvaunt. After defeating the brigands, the characters can make it there easily in less than an hour. Once in the city, it is easy to follow the sights and sounds to the carnival. Proceed to Part 4.

Adjusting this Encounter

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

- **Very Weak:** Remove four **thugs** and if two of the remaining enemies are killed, the third will flee. If the **bandit captain** flees, he drops the treasure listed below
- **Weak:** Remove two **thugs**
- **Strong:** Add two **thugs**
- **Very Strong:** Add two **thugs** and a **veteran**

Treasure

The brigands carry a collective treasure of 2100 gp worth of coins and gems.

The bandit captain also carries a *potion of flying* on his person.

Phaba has a large book in her backpack. It is not her spellbook, however, as the pages are completely blank.

XP Award

Any characters that remained suspicious throughout their initial conversations with Phaba and were not surprised by her sudden yet inevitable betrayal each gain 250 XP.

Part 4. Product Not As Expected

Estimated Duration: 45 minutes

The party has the opportunity to explore the carnival grounds for a bit before going in to see the tarrasque side show.

The “tarrasque” awakens during the show, causing a near riot as patrons attempt to flee. A group of bullywugs ten gains the fray for their own reasons.

Once the threat has been dealt with, the characters must decide how to satisfy all parties involved and report their findings back to Dryearth in Hillsfar.

General Features

The carnival grounds within Melvaunt have the following general features.

Terrain. The terrain is relatively flat and level. It appears the carnival has taken over a large outdoor park for their visit.

Weather. The air is somewhat cool, but not particularly noticeable by those moving and weaving about the carnival grounds. The constant movement and densely-packed bodies generate a fair amount of heat.

Light. The carnival grounds are brightly lit by *continual flame* spells.

Smells and Sounds. A cacophony of carnival barkers assaults the ears as intensely as the smells of fried foods, cooked meats, and freshly-baked confections please the nostrils.

1. Carnival!

Once the characters find their way to the carnival grounds in Melvaunt, provide them the following description:

The sights, sounds, and smells of the carnival seem like a jumble of chaotic sensations compared to the mostly peaceful and relatively quiet time you spent travelling to get here. Your attention is constantly pulled in various directions at once: interesting-looking games of chance, flavorful smells of interesting foods and beverages being offered, and interesting side show banners all vie for your attention and coin.

While searching for the tarrasque side show, if time permits, you may allow the characters to partake in some of the carnival’s offerings. Use the following as a guide for those who wish to explore their options.

Attraction	Cost	Wares
Food and Drink	2cp-2gp /serving	Various alcoholic and non-alcoholic drinks, interesting fried items, meat on a stick, warm halfcakes with honey, “iced cream”
Games of Chance	1-2cp/try	See below
Side Show	1cp/person	Unusual animals and monsters preserved via taxidermy or in jars, forged artifacts, “Fiji mermaid”-style constructs

There are a multitude of various games of chance being offered. To participate in a game, let the player decide if they want a game of strength, skill, smarts, or luck.

Game of Chance	Ability Check Required	Examples
Strength	Strength	Knock down the bottles game, ring the bell with mallet
Skill	Dexterity	Balance game, darts, ring toss, rope ladder, stand the bottle up, targets
Smarts	Intelligence	Logic puzzles, trivia, matching game
Luck	Straight d20 roll	Big six wheel, dice, duck pond

Next, let them select a simple game (1cp/try, DC 15 for success) or a complex game (2cp/try, DC 20 for success). Characters that succeed at a simple game get a small candy item (flavored with anise, clove, ginger, lilac, or violet) for winning. Characters that succeed at a complex game may roll d% on the Trinkets table on pages 160-161 of the PHB. Nonsensical results may be rerolled. If a character wins five times at a complex game, they may “trade up” and turn in their trinkets for a plush bugbear or owlbear dressed in their choice of imitation plate armor, leather armor, wizard robes, priestly robes, or a minstrel’s suit. After five wins at a complex game, the success DC increases to 25. After ten wins at the same type of complex game (strength, skill,

smarts, or luck), a character is prohibited from playing those same types of game of chance again.

Be sure to save enough time for the final encounter; you may have to nudge the PCs along if they begin to have too much fun with the carnival's other attractions.

Once the characters are done taking in everything else the carnival has to offer (or when you decide it is time to move on), proceed to section 2, Fraud on the Half Shell.

2. Fraud on the Half Shell

Once the characters finally find the sideshow attraction advertising the tarrasque as “The Destroyer of Worlds”, they notice that a placard outside the tented area has a new paper pasted over part of it, reading: “First night special! Get your first glimpse of a baby tarrasque! That’s two tarrasques for the price of one! Only 1sp per person. Warning: this attraction may be too shocking for small children, halflings, and the faint of heart!”

Any adventurer successfully passing a DC 20 Intelligence (History or Nature) check will find the mention of two tarrasques odd, as there have only ever been sightings of a single creature and it is believed to be unique. Once the characters have each paid their sp (or successfully sneak in via a successful DC 25 Dexterity (Stealth) check), continue with the following description. Animal companions, familiars, and mounts are not permitted inside the tent and will have to remain outside (or be dismissed by their owners) when their owners enter the tent.

A makeshift arena with rows of wooden bleachers has been set up underneath a huge tent. In the middle of the area is a gigantic heap, covered in an enormous white tarp attached to multiple ropes, with several individuals stationed about the tarp as if ready to pull it away. You can tell that something stirs underneath the edge of the tarp.

As you are shuffled towards a seat by a row of excitedly expectant patrons, a man in a large hat, standing next to the heap and holding a cone to his mouth, calls out to welcome everyone.

“GOOD EVENING, GENETLEFOLK! WELCOME TO DOCTOR JUBAL’S CARNIVAL OF CURIOSITIES!”

The audience cheers, hoots, and claps enthusiastically. The man in the big hat continues.

“Tonight, you have the rare experience of being able to cast your eyes on the legendary destroyer of worlds, a behemoth whose existence may predate even the ancient races of elves and dwarves, a monstrosity discovered slumbering in the vast jungles of far-off Chult, excavated from its den and brought all the way here at great expense for your viewing pleasure...my good gentlefolk, I present to you...the tarrasque!”

Here, the men stationed around the massive heap on the floor yank on their ropes and pull off the huge white tarp in one shift motion. The crowd gasps and screams as a gigantic creature is revealed in the center of the arena. A truly massive four-limbed, reptilian creature, with a leathery tale and a thick plate of mountainous scales across its back, lies on a huge wheeled cart with massive chains holding the creature’s four limbs in place. The creature stirs, slowly, as if tired, ill, or sleeping fitfully, as the tall-hatted man calls out: “Do not be alarmed! The monster is asleep! I beg you do not scream or call out to the creature! Indeed, our own existence, possibly that of our whole worlds depends on us not rousing the creature from its slumber!”

Any characters who have played an adventure in Chult (any season 7 adventure or **DDAL00-04, Winter’s Flame**), are dragonborn, or have dragons as a favored enemy, will immediately recognize the creature as a **dragon turtle**. Those that have monstrosities as a favored enemy will immediately know it is not a tarrasque, even if they cannot immediately identify exactly what the creature is. Any other characters that succeed as a DC 20 Intelligence (History or Nature) check will notice certain dissimilarities between what they expected and what they see before them:

- The creature’s tail is relatively short for its body.
- It does not have two massive horns on its head.
- Its hind legs do not look big enough for it to walk bipedal.
- It...kind of looks like...a big turtle...

As the crowd begins to quiet down and compose itself once more, the tall-hatted man continues: "Just as the mighty monsters sleep cycle can span centuries, so, too does its reproductive cycle, as tarrasque bear young only once every ten centuries. But, tonight, my dear gentlefolk, you need not wait centuries...for we also have a creature more rare than the tarrasque itself: a juvenile tarrasque! Such a creature has never been viewed publicly before tonight and you, good gentlefolk, will be the first to see the offspring of the Destroyer of Worlds. I must first tell you, my good folk, the offspring is so young, it was discovered still residing in the lair of its parent in that exotic land of Chult. In fact, the creature is so young, it has not yet grown its armor plating like its parent here."

At this point, the tall-hatted man raps on the shell of the massive creature beside him, drawing a collective gasp from the audience.

"Nor, you will notice, has its limbs fully formed yet. Just as a pollywog bears little resemblance to the frog, you will find the child here barely resembles the parent. But, forgive me, my good folk, for taking too much time on introductions and allow me to present to you...the baby tarrasque!"

More gasps come from the audience as a group of men lead a huge monstrosity into the main tent from a side entrance. The bipedal creature has two short stubby legs, a pair of tentacles where each of its arms should be, no tail, no armored plating, and no neck. Three eyes, each the size of a man's head, and its massive mouth sit atop its bloated, green form. When it sees the massive creature slumbering in the middle of the tent, it rears back as if in fear, emitting a cross between a deep grunt and a croak.

Then something unexpected happens.

The massive creature in the middle of the room raises its nose to the air.

It opens its eyes.

The chains holding it in place begin to snap.

Pandemonium breaks out.

Any characters which have played *The Tomb of Annihilation*, have monstrosities as a favored enemy, or have the Xang certificate from Fai Chen's Fantastical Faire will immediately recognize the creature as a **froghemoth**. The dragon turtle has been weakened by a lack of food, sedatives given to it to keep it docile, and its ever-present restraints. It starts the encounter with no breath weapon (it will recharge normally). The scent of something the dragon turtle would consider natural prey (the froghemoth) manages to rouse the creature from its haze. Combat begins as the dragon turtle attacks the

froghemoth. Allow all parties involved to roll initiative as normal, but only the dragon turtle and those whose passive Perception scores beat 20 will go on the first (surprise) round.

On the second round of combat (with the surprise round being the first), a group of four **bullywugs** join the initiative. They have travelled here all the way from Chult to find their kidnapped god (the froghemoth) and return it to Chult. Their primary goals are to protect the froghemoth and each other. The actions of the non-combatants (carnival staff, carnival patrons) are considered to take place on initiative count 10. See the **Roleplaying the various groups** sidebar for details on each party's actions.

You may use Map 3: The Big Show from Appendix 3 for this encounter. All areas in the tent are difficult terrain for creatures larger than medium size. Areas on the map designated as "seats" are difficult terrain for all ground-based creatures.

Roleplaying the various groups

There are a lot of moving parts in play in this scene. The intent and motivations for each group are listed here for easy reference as the encounter unfolds.

Bullywugs: The Bullywugs focus on saving the froghemoth. They will not attack any other parties except to retaliate if they themselves or the froghemoth are attacked. If any two of the bullywugs use their Speak with Frogs and Toads ability as their action on a given round to calm the froghemoth, they can get it to follow a simple command: either get away from the dragon turtle or rescue a threatened bullywug. If the PCs attack the froghemoth, one of the bullywugs will attempt to ask the party to spare the creature. If the characters persist, they will direct it to defend itself or try and get away. Unlike many of their brethren, these bullywugs can speak Common. If the dragon turtle is defeated, any of the remaining bullywugs can calm and control the froghemoth.

Carnival Staff: Their priorities are to make certain they are a safe distance away from any combat and to usher out any patrons as quickly as possible. They do not enter combat.

Carnival Patrons: Their priority is to flee as quickly as possible while screaming. It takes 5 rounds for all 200 of them to clear out of the arena (20% reduction in numbers at the end of each round). They do not enter combat. If characters spend their action during a round trying to direct patrons to safety, increase the percentage to 25% per round, regardless of the number of characters assisting.

Dragon Turtle: The dragon turtle's primary motivation is to eat the froghemoth. It uses its bite and claws against the froghemoth whenever it is within reach. If the dragon turtle is attacked and takes damage, it will instead shift its attention away from the froghemoth for that round. If the froghemoth moves out of sight range, the dragon turtle will turn its attention to any individuals who are close.

Froghemoth: The froghemoth has no interest in combat, except to defend itself in the chaos, and just wants to get away from the dragon turtle. It will attack a random non-bullywug character unless given instruction by the bullywugs (as it inherently trusts them) providing at least two bullywugs spend their action trying to calm and direct the creature. After the first time any of the bullywugs have used their action to direct the creature, the froghemoth can also use its tongue action to move bullywugs away from the dragon turtle. When the dragon turtle is defeated, any remaining bullywugs can easily calm down and control the froghemoth.

Developments

The vast majority of carnival goers have no idea what is taking place inside the tent. Screaming patrons leaving the tent must have been scared by whatever was in the sideshow; no cause for alarm. If *meteor swarms* or *lightning bolts* start to fly, however, some people are going to start getting nervous. Of course, there are always those who will just point and exclaim “ooh” and “ahh”. A rampaging froghemoth being pursued by a group of bullywugs, however, will definitely cause the area to carnival to clear out pretty quickly. When the dragon turtle has been defeated, proceed to section 3, Where Do We Go From Here?

Adjusting this Encounter

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

- **Very weak or weak party:** As long as there is at least a single bullywug conscious, the froghemoth will automatically follow their commands. Once the bullywugs realize the characters are the best hope for defeating the dragon turtle, the bullywugs will instruct the froghemoth to use its tongue action to move endangered PCs out of the dragon turtle’s reach when necessary.
- **Strong or very strong party:** no change

XP Award

If the froghemoth survives the attack of the dragon turtle and is not slain by the party, award each character 500 XP.

For each bullywug still alive after the dragon turtle is dealt with, assuming the froghemoth is still alive, award each character 200 XP.

3. Where Do We Go From Here?

What happens at this point depends on who is left and what the characters suggest and/or will permit to happen.

Assuming they are still alive, the bullywugs wish to take the froghemoth and leave for Chult. They actually have a plan and a ship, chartered and docked on the Moonsea, waiting to take them and the froghemoth across the Moonsea, down to the Sea of Fallen Stars, and eventually on to Chult. They have brought an offering of 800 gp in various coins, gems, trinkets, and fetishes as ransom to present to the carnival for the release of their god (the froghemoth).

Ryabee Delaney, the man-in-the-tall-hat, is the manager of the carnival. He is not Doctor Jubal, but the bullywugs will insist on referring to him as such. He is down one of his star attractions and is not keen on losing another. He demands at least 4000 gp for the froghemoth.

If anyone suggests taxidermy or other means of displaying the remains of the dragon turtle, Ryabee’s eyes light up with the thought of continuing to draw in patrons without having to feed the main attraction any longer. He is pleased enough with the suggestion that he will accept 800 gp for the froghemoth and allows each of the characters to scavenge a souvenir from the carcass, such as a scale or tooth, if they wish to do so.

If the characters chip in the remaining 3200 gp asking price, pay the entire 4000 gp for the froghemoth, or convince Ryabee to accept the 800 gp offer (per above), both parties are satisfied and the characters earn both the **Run Away and Join the Circus** and **Honorary Bullywug** story awards.

If the bullywugs have all been killed, the characters must stop the now rampaging froghemoth on their own.

If the froghemoth was killed, any surviving bullywugs will attack the party for failing to protect their god.

However else the scenario may turn out, if the characters assist the bullywugs in leaving with the froghemoth, they earn the **Honorary Bullywug** story award. If Ryanbee ends up with his 4000 gp, manages to keep the froghemoth, or gets the idea for an exhibit of the dragon turtle’s remains, the characters earn the **Run Away and Join the Circus** story award. Those who do accept a role with the circus may spend downtime telling stories of how they saved the Moonsea from the double threat of an adult tarrasque and its child.

Treasure

If the characters paid off the “ransom” for the froghemoth themselves, the bullywugs will gift them their 800 gp of treasure. If the bullywugs were all

killed, the characters can the treasure among the creatures' remains.

Conclusion

Upon returning to Elventree, the party can check in with Dryearth, as well as their faction contacts, and report what they have learned.

Dryearth is relieved to find out that there was no actual tarrasque, although he suspected a hoax all along.

In addition to the promised payment, Dryearth gifts the party with a *nine lives stealer scimitar* and a *potion of superior healing* for a job well done. He also offers each member of the party the **Membership in the Royal Order of Tarrasque Herders** story award.

Because of Dryearth's earlier training, each party member also receives the story award titled **The Ecology of the Tarrasque**.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Archmage	8,400
Assassin	3,900
Bandit Captain	450
Bullywug	50
Dragon Turtle	18,000
Froghemoth	5,900
Thug	100
Veteran	700

Non-Combat Awards

Task or Accomplishment	XP Per Character
Respect shown Dryearth	500
Gathering information	250
Suspicious of Phaba	250
Saving the froghemoth	500
Saving the bullywugs (each)	200

The **minimum** total award for each character participating in this adventure is **5063 experience points**.

The **maximum** total award for each character participating in this adventure is **6750 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Dryearth's payment	6300
Bandit's treasure	2100
Bullywug's treasure	800

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

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

Nine Lives Stealer Scimitar

Weapon (scimitar), very rare (requires attunement)

The hilt of this weapon is covered with carved, ancient Rellanic runes that seem to comprise nonsensical words or, possibly, a list of proper names. It has 9 charges. A description of this item can be found in the *Dungeon Master's Guide*. This item can be found in **Player Handout 2**.

Potion of Flying

Potion, very rare

The clear fluid in this vial rests at the top of its container and can be seen to have small, cloudy white impurities drifting in it. A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Superior Healing

Potion, rare

The vibrant red fluid in this vial appears almost fluorescent. You regain 8d4 + 8 hit points when you consume this potion.

Story Awards

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

The Ecology of the Tarrasque. Your research on the tarrasque grants you an encyclopedic knowledge of the history and lore of this creature. This award may have additional repercussions in future QCC modules. More information can be found in **Player Handout 1**.

Membership in the Royal Order of Tarrasque Herders. Dryearth has offered you membership in the Order if you swear an oath to come to need of any civilized people threatened upon the return of the true tarrasque. This award may have additional repercussions in future QCC modules. More information can be found in **Player Handout 1**.

Run Away and Join the Circus. You spend some time traveling with the circus as a performer until the start of your next adventure. You learn quite a bit about the inner workings of the circus during this time. This award may have additional repercussions in future QCC modules. More information can be found in **Player Handout 1**.

Honorary Bullywug. For helping to free their god from the bonds of oppression, a bullywug tribe of Chult owes you a life-debt. Should you ever find yourself in the presence of this bullywug tribe in Chult during a future QCC adventure, you will be treated as an ally. Should you ever willingly kill a frogemoth while in Chult or in the presence of a bullywug, this story award is lost. More information can be found in **Player Handout 1**.

Renown

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

Members of the Emerald Enclave and the Lord's Alliance that report back to their factions on the creatures being exhibited at the carnival and their whereabouts at the end of this adventure earn **one additional renown point**.

Members of the Zhentarim that report back to their faction on Dryearth's activities and what they learned during the mission earn **one additional renown point**.

Downtime

Each character receives **five downtime days** at the conclusion of this adventure.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Last Minute Errata

This adventure was written before the release of the season 8 AL rules. The original references to XP and mundane treasure have remained in the text for reference by those who wish to run the adventure as part of a homebrew (non-AL) campaign. For official Adventurers League play, the following replaces the Experience and Treasure awards listed above due to the changes implemented in season 8.

Advancement Checkpoints

The characters receive one advancement checkpoint for each objective completed:

- **Secondary Objective:** Find a solution that pleases Ryanbee and/or the bullywugs.
- **Main Objective:** Report back to Dryearth.

Treasure Checkpoints

The characters receive two treasure checkpoints for each **objective** above that they complete.

Magic Item Unlock

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

Nine Lives Stealer Scimitar. The hilt of this weapon is covered with carved, ancient Rellanic runes that seem to comprise nonsensical words or, possibly, a list of proper names. It has 9 charges. A description of this item can be found in the *Dungeon Master's Guide*. This item can be found in **Player Handout 2**.

Appendix 1. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Dryearth (DRY-urth). Dryearth is an ancient eladrin warlock of neutral good alignment. Back in his adventuring days, he managed to infiltrate the Zhentarim organization and learned some of their secrets; something the family has never forgotten. As a member of the Royal Order of Tarrasque Herders, Dryearth swore an oath that he would investigate any reports of the reemergence of the creature and do his best to lure it away from civilized lands if it were to ever arouse from its slumber. Originally hailing from Baldur's Gate, Dryearth still visits family and friends in Elventree ever year and muses about searching for his old party members.

Phaba (FAH-bah). Phaba is a middle-aged human archmage of neutral alignment. She is a member of a band of thieves that prey upon travelers along the Phlan Path. Although her group usually operates west of Phlan, Phaba convinced her group to follow the carnival east towards Melvaunt under the belief that they would encounter plenty of easy targets along the way.

Ryabee Delaney (ry-YAH-bee da-LAY-nee). Ryabee is a middle-aged human male. He has been with Doctor Jubal's Carnival of Curiosities for many years, working himself up from a barker and huckster to manager of operations. He is shrewd and frugal and always looking for the next "thing" to draw in more potential customers every season.

Appendix 2. Monster/NPC Statistics

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages Abyssal, Common, Draconic, Infernal, Primordial, Sylvan

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *mage armor**, *magic missile*, *shield*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screaming*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *timestop*

* The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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 +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

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 (1/Turn). The assassin deals an extra 13 (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:* +7 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:* +7 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.

Bandit Captain

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

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

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

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

Reactions

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

Bullywug

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

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

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

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

Actions

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

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

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

Dragon Turtle

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

Actions

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance against this damage.

Frogheemoth

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages --

Challenge 10 (5,900 XP)

Amphibious. The frogheemoth can breathe air and water.

Shock Susceptibility. If the frogheemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

Actions

Multiattack. The frogheemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the frogheemoth can't use this tentacle on another target. The frogheemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the frogheemoth, and takes 10 (3d6) acid damage at the start of each of the frogheemoth's turns.

The frogheemoth's gullet can hold up to two creatures at a time. If the frogheemoth takes 20 or more damage on a single turn from a creature inside it, the frogheemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the frogheemoth. If the frogheemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The frogheemoth targets one Medium or smaller creature it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the frogheemoth, and the frogheemoth can make a bite attack against it as a bonus action.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Veteran

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.

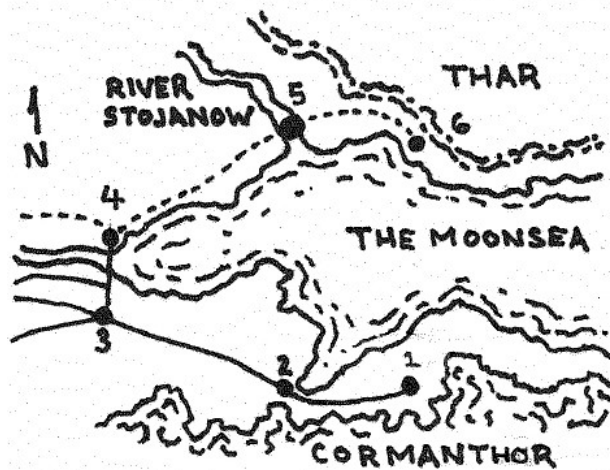
Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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:* 5 (1d10) piercing damage.

Appendix 3. Maps

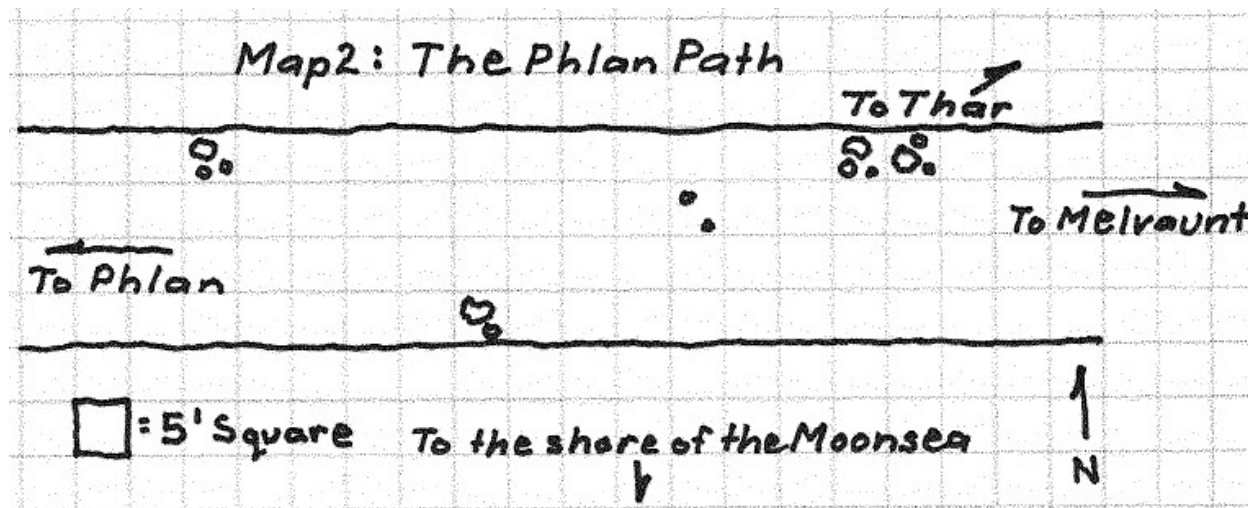
MAP 1: THE MOONSEA

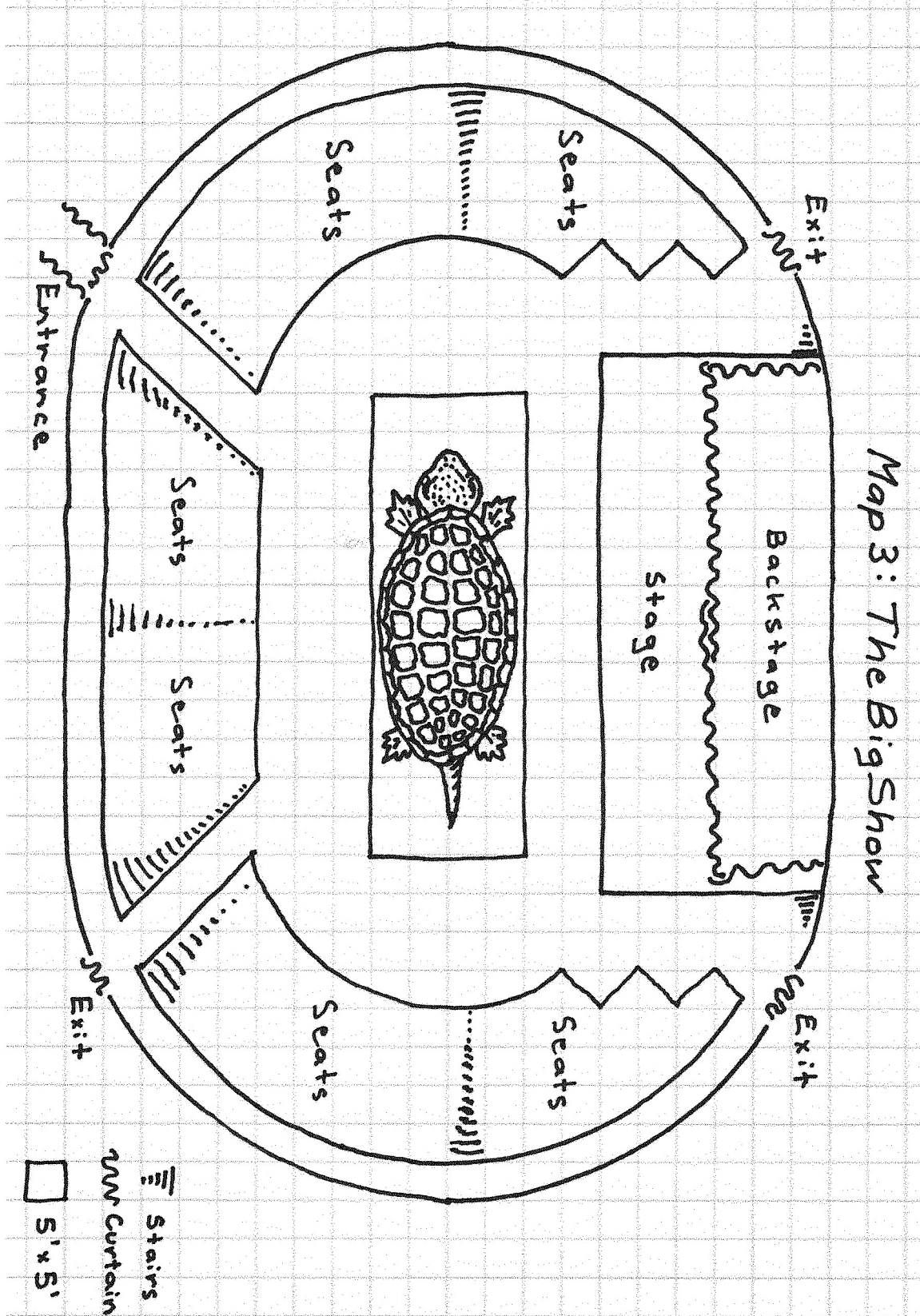


LEGEND

—	TRADEROAD
- - - -	THE PHLAN PATH
●	SETTLEMENT
1	ELVENTREE
2	HILLSFAR
3	YOLASH
4	ZHENTIL KEEP
5	PHLAN
6	MELVAUNT

Map2: The Phlan Path





Player Handout 1. Story Awards

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy. Cross out any story awards that the characters did not earn.

The Ecology of the Tarrasque

Your research on the tarrasque grants you an encyclopedic knowledge of the history and lore of this creature. This award may have additional repercussions in future QCC modules.

Membership in the Royal Order of Tarrasque Herders

Dryearth has offered you membership in the Order if you swear an oath to come to the aid of any civilized people threatened upon the return of the true tarrasque. This award may have additional repercussions in future QCC modules.

Run Away and Join the Circus

You spend some time traveling with the circus as a performer until the start of your next adventure. You learn quite a bit about the inner workings of the circus during this time. This award may have additional repercussions in future QCC modules.

Honorary Bullywug

For helping to free their god from the bonds of oppression, a bullywug tribe of Chult owes you a life-debt. Should you ever find yourself in the presence of this bullywug tribe in Chult during a future QCC adventure, you will be treated as an ally. Should you ever willingly kill a froghemoth while in Chult or in the presence of a bullywug, this story award is lost.

Player Handout 2.

Magic Item

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

Nine Lives Stealer Scimitar

Weapon (scimitar), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

The sword has 9 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is also slain. When the sword has no charges remaining, it loses this property.

The hilt of this weapon is covered with carved, ancient Rellanic runes that seem to comprise nonsensical words or, possibly, a list of proper names.

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