



## OVER THE EDGE

In response to a new but as-of-yet-unnamed threat, the factions have called upon adventurers to venture into the jungle in search of a location for a new base of operations. As such, you have been charged with scouting several locations to assess their viability. Surely something so trivial as a scouting mission couldn't go wrong?

*Five One-Hour Adventures for 5th-10th Level Characters*



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## INTRODUCTION

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

South of Port Nyanzaru, in the wilds of Chult, the five factions hope to find a safe place to build a stronghold. As they soon find out, there is no such thing as a safe place in Chult.

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 5**. Characters outside this level range cannot participate in this adventure.

## ADJUSTING THIS ADVENTURE

This adventure provides suggestions to make 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 specific recommendation is not offered or appropriate for your group, you don't have to make adjustments.

## BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

## PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

# ADVENTURE PRIMER

## ADVENTURE BACKGROUND

The five factions have learned that something terrible is afoot in the land of Chult. While the specifics of the threat are unknown, the leaders of the factions believe that establishing a permanent base deep in the wilds of Chult would be a wise and defensive move.

Though the factions already have unique representatives in Port Nyanzaru and elsewhere in Chult, they have collectively decided to establish a joint base inland to aid exploration and resource gathering. To facilitate the five factions' cooperation in this endeavor, they jointly hired Pozzanna Lordeaux, a Chultan mercenary, who is loyal to the factions provided she gets paid.

Pozzanna's family was originally from Amn, but she was born and raised in Chult. As a result, her personality and demeanor exhibit those dual influences: the civilized calculation of an Amnite mixed with the wild savagery of a Chultan.

Pozzanna briefs the adventurers on the five locations where she believes a multi-factional base might be established, and then sends them on a reconnaissance mission to one of the five locations.

Explorers have already been sent to examine four of the locations but have failed to return. Each of the five adventures contains one special briefing, specifically for adventurers who belong to those factions.

### LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

**Pozzanna Lordeaux** (*poz-ZAN nah LOR-doe*). This human mercenary acts as the main point of contact for all five factions.

## ADVENTURE OVERVIEW

*Over the Edge* is different than most other Adventurers League content. This adventure consists of five mini-adventures, each designed for approximately **one hour of play**. Therefore, if you are attempting to run all five mini-adventures in one session, you need a minimum of five hours to do so.

This adventure is comprised of five parts; each detailing a location Pozzanna and the factions have targeted for investigation. These sections may be completed in any order the GM sees fit, and the GM may decide to run one or more adventures as time allows.

**Introduction. Five Exploring Parties.** The adventurers are introduced to the overall mission by Pozzanna Lordeaux.

**Adventure 1. Five Corpses in Denial.** Pozzanna sends the characters to a large, mysterious clearing in the jungle near a river, where a death cult once held sway.

**Adventure 2. Four Angry Snakes.** The characters are asked to scout out a deserted cliff-side fortress, now inhabited by a relatively peaceful yuan-ti clan.

**Adventure 3. Three Bargaining Coins.** The characters visit an unusual tobacco farm to see if it is a suitable place for an outpost. The tobacco has detrimental qualities.

**Adventure 4. Two Depressed Runes.** The adventurers travel to an area rumored to be the last known location of a hermit mage's tower. A spirit naga and its thralls use the tower as a lair.

**Adventure 5. One Accepting Altar.** Pozzanna has the explorers look into a recently unearthed shrine dedicated to the lost god Ubtao. A weretiger clan guards the shrine against attacks by servants of Dendar the Night Serpent.

## ADVENTURE HOOKS

The hook is simple: The characters' factions want them to scout five different locations in the wilds of Chult, looking for the best site for a faction-controlled stronghold. In addition to carrying out those missions, each adventure highlights a special mission for one of the factions:

**Adventure 1. Lords' Alliance (Faction Assignment).** Lords' Alliance members are asked to retrieve and return a non-magic amulet worn by one of the previous explorers.

**Adventure 2. Emerald Enclave (Faction Assignment).** The Enclave asks its members to inter the remains of an Emerald Enclave dwarf who once lived there.

**Adventure 3. Zhentarim (Faction Assignment).** Zhentarim members are asked to deliver sad tidings. A merchant was lost at sea while delivering a shipment of tobacco to Waterdeep, and his family should be notified.

**Adventure 4. Harpers (Faction Assignment).** Harper members are instructed to burn the bodies of the previous Harper explorers (if they have been killed). They must return their ashes to the Harpers.

**Adventure 5. Order of the Gauntlet (Faction Assignment).** Order of the Gauntlet members are asked to re-sanctify any graveyards or crypts discovered at or near the shrine of Ubtao.

## INTRODUCTION. PARTIES, FIVE

### PARTIES, FIVE

**Estimated Duration:** 5 minutes

*Over the Edge* begins as the adventurers are called upon by their faction leaders to attend a briefing in Port Nyanzaru by a Chultan mercenary named Pozzanna Lordeaux. She is a middle-aged human, and her unkempt brown hair is cut short and spiky. Her ears, nose, and lips are pierced and decorated with bright gemstones and minerals native to Chult.

When she speaks, however, her accent is a mix of Chultan and Amnian, revealing that she is more than what she appears to be.

If the characters don't belong to a faction, they simply learn from a patron or associate that they might find work with Pozzanna.

When the adventurers are ready for their briefing, they will meet Pozzanna Lordeaux in a small building located in Port Nyanzaru's Warehouse District. Once assembled, read:

Pozzanna is a Chultan mercenary, her clothing and jewelry and piercings indicating an adherence to the culture of the area. Her frame is tall, thin, and muscular, and her skin has been wrinkled and weather-worn by the harsh Chultan sun.

When she speaks, however, you hear the crisp, proper accent of Amn in her tone. "Thank you for coming. To be clear, I have no ties to any faction. They've jointly hired me to oversee the exploration and selection of an area to create a stronghold within Chult that all factions can use."

She stops to consult a map and flip through a leather-bound journal. "Two months ago, I sent scouting parties to do initial reconnaissance at five potential sites. Each group should've returned by now, yet none have. I need you to form a team of explorers, based on your skills and expertise, to travel to one of the five sites. When you arrive, determine the suitability of the area for a stronghold, and also determine the fate of the previous groups. When you finish, return with your report. If we are still waiting to hear word from other locations, you may be dispatched there as well."

She smiles. "Oh, and while you work for me, there must be no factional fighting. You work together or you die alone in the jungle. Each of your faction leaders have already agreed to these terms."

Adventurers may have questions. Provide answers to them based on the material provided. Afterward, Pozzanna provides more details about each of the sites:

- Each of the areas is approximately a tenday and a half's travel south from Port Nyanzaru, but each in a different direction (southeast, south-southeast, due south, south-southwest, southwest). The locations of these areas are currently unmapped except in the most rudimentary manner, and they are only known based on hearsay and eyewitness accounts of explorers or friendly natives.
- This first area is a large clearing in the jungle near a small river. A team of Lords' Alliance members was dispatched two months ago but none have reported back.
- The second area once held a fortress carved into the side of a rocky outcropping in the jungle, used as an outpost of a merchant house in Amn, but it was lost a century ago and no one has tried to reclaim it yet. A group of Emerald Enclave initiates were sent there but have not returned.
- The third area is near an active farm that grows tobacco with rumored curative powers. The hope was to work a deal with the owners of the farm, offering protection and other expertise in exchange for space to build. It is unknown whether the owners of the farm are friendly or hostile—their existence is only known because a merchant brings their tobacco to market occasionally. This merchant refused to give any more information for fear that others might try to interfere with his deal with the farmers. Zhentarim operatives were sent but have not yet reported back.
- The fourth area is rumored to hold a tower that once acted as the home of a hermit-mage who sought peace and solitude in the jungle. No one can confirm that the tower is even there, as no one has seen it and returned to tell tales. A team of Harpers were sent to investigate but have not returned.
- The fifth area is purported to be a shrine to the lost god Ubtao. It is hoped that the shrine is still intact and uninhabited, and might be a good place to begin building the outpost. Order of the Gauntlet members have not yet returned with any information on this area.
- Pozzanna offers each character a reward of 200 gp for each site that they successfully investigate—with the promise of a 50 gp at the beginning of each excursion that she will provide.

Based on this information, the characters are asked to choose an area and investigate. They are given a map that shows the relative location of these places, based on all the known landmarks and topography.

**Treasure.** If the characters don't possess one already, each adventurer receives explorer's outfits for survival in the hot, humid, rainy jungles of Chult. Pozzanna recommends as much food as the characters can carry comfortably—there are no places to provision themselves in the jungle.

## DEVELOPMENT

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Each adventure begins with members of one faction getting special instructions from their faction representative in Port Nyanzaru. See the beginning of each mini-adventure for details on these faction-dependent missions.

### A NOTE ABOUT TIME LIMITS

One of the design goals for this adventure is to make each mini-adventure playable in about an hour while still providing the players with a sense of achievement and completion.

Creating an experience that lasts for exactly one hour, without going too far over that, or without leaving the players feeling the experience was too short, is a challenge—and it is an even greater challenge for Tier 2 groups.

As the DM, it is important that you know your time limits and react accordingly. If you are running this adventure at an event where there isn't a hard one-hour time limit, you should be able to easily finish each mission in less than 2 hours.

If a one-hour limit is a consideration for you, some of the missions give advice on managing play. However, there are some general tips you can keep in mind for moving play along.

- Remind the players about the time limit, and keep them focused on the tasks before them. Often just a gentle reminder is enough.
- Cut the hit points of the monsters and increase the damage. Monsters that hit harder but are easier to slay ramp up the tension of combat without lengthening it.
- Provide puzzle hints. If players are struggling the puzzles or decisions about what to do next, provide hints or guidance by pointing out key details.

## ADVENTURE 1. FIVE CORPSES IN DENIAL

If any of the adventurers undertaking this mission belong to the Lords' Alliance, read the following. If not, move directly to the next section.

As you leave the briefing, you are called aside by a human standing outside the warehouse. "I am Klevin Van'Sheram, and I work for the Lords' Alliance, and I understand you do as well. I know you are going to the place where a group of our own was sent months ago. You should know a member of that group is Arreni Goldbirth, an elf. She wears a jeweled medallion that was presented to her by the Commander of Fort Beluarian, Liara Portyr, and it holds great value to our faction. Assuming poor Arreni has died, you would gain much favor if located her remains and returned the medallion to us."

Klevin adds that he can be found in Port Nyanzaru tending to his thriving merchant business. He often keeps tabs on ships that arrive and depart from the port. Any Lords' Alliance members that find anything to report should look for him there.

**Treasure.** Klevin provides each character with a pouch containing a 50 gp advance on Pozzanna's promised reward.

### A. THE DREAD CLEARING

**Estimated Duration:** 20 minutes

With a vaguely drawn map in hand, the adventurers hike through the jungle to a clearing bordered by the River Tiryuki. They soon learn this ground is sacred to a mysterious Chultan death goddess, a grim version of the trickster goddess Nangnang.

#### GENERAL FEATURES

The marked clearing is east of the River Tiryuki. Its features are as follows:

**Terrain.** The terrain is flat, and the blood-soaked grasses are approximately 8-to-12 inches tall. The slick grasses partially obscure the tainted ground and what lies beneath.

**Weather.** Dark, ominous clouds fill the sky, threatening to rain at any moment. There is no wind, and it is very humid.

**Light.** The sun is hidden behind a cloud, and the field is covered in a twilight shadow.

**Smells and Sounds.** A loud, rolling thunderclap erupts in an earthshaking crack. Soft, eerie moans start and stop suddenly. The field smells like the inside of a charnel house.

Upon their arrival, the characters notice the ground is soggy and soaked with black blood. Rotting flesh and broken bones are strewn throughout the area as well, lying haphazardly among the grasses. After

further scrutiny, the adventurers find several small idols carved from black stone in the shape of a long-forgotten goddess of the dead. These idols are obvious and don't require any special skill checks to locate. A DC 15 Intelligence (Religion) check determines this is a heavily altered version of Nangnang, the neutral evil trickster goddess of cruelty.

While most of the idols are no bigger than a human finger, one of the idols is larger—about the size of a grapefruit—and is particularly noteworthy:

The larger idol you hold was carved from onyx. The figure's naked body is crouched with a distended belly. The head is a finely carved skull, with a trio of sparkling rubies carefully set in its eye sockets and forehead. The rubies blaze with an inner fire. The brighter they glow, the warmer the temperature gets.

Suddenly, you hear an eerie clattering. Around you the bones are rising, and a sickening red glow infuses them. They merge together to form four [more or less, depending on party level] large horned skeletons wielding sharpened pelvic bones as axes.

Four **minotaur skeletons** rise from the blood-soaked ground and attack. Describe these as large bony constructs rather than minotaur skeletons, to better reflect that these are Chultan creatures. As the battle continues, the rubies of the idol continue to glow brightly. As each skeleton falls, the rubies burn red with rage.

Players might assume that the idol is somehow connected to the strength of the undead. That is not true. If they try to destroy the idol, let them know that the idol seems resistant to both physical and magical assaults. As the adventurer holding the idol moves closer to the death chamber entrance (see below), the idol glows brighter and hotter. As they move away from the entrance, it gets dimmer and cooler.

#### DEVELOPMENT

If it is vital to complete this mission in one hour, use the following suggestions to keep the adventure moving quickly. Choose one or all of them.

- When a skeleton is reduced to half its hit points or less, it dies and explodes in a shower of bones and metal, doing 11 (2d10) points of slashing damage to all creatures within 10 feet of it. This damage can be halved with a successful DC 14 Dexterity saving throw.

- If a minotaur skeleton is turned, it dies and explodes as above.
- If the skeleton takes radiant damage, it dies and explodes as above.

### ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak:** Remove a minotaur skeleton
- **Strong:** Add a minotaur skeleton
- **Very Strong:** Add two minotaur skeletons

### THE ACCURSED GROUND

A concealed stairway, leading into the ground, rests a short distance from the battle site. This leads into an underground chamber dedicated to the death goddess. It is automatically found after careful searching. Give the adventurers clues to its location. Read:

As you catch your breath after the battle, you notice that the bones you have just defeated are still moving. They twitch and jump in tiny spasms, moving ever so slowly to the east.

The bones are drawn to the death chamber, so they twitch and inch in that direction. If the person in possession of the idol moves to the east, they notice the idol gets warmer and the red gems glow more brightly. If they move west, the idol cools and its eerie glow dims.

If the adventurer holding the idol triangulates based on the changes in the idol, they can easily find the hidden stairway. Give them inspiration.

If the adventurers don't think to do this, allow a DC 10 Intelligence (Investigation) skill check. On a success, the adventurers find the hidden stairway. On a failure, the adventurers still find the stairway, but they all take 5 (1d10) slashing damage from the bones that they must search through until they find it.

## B. THE UNDERGROUND CHAMBER

**Estimated Duration:** 40 minutes

At the bottom of the stone stairway, a trapdoor to the death chamber is set in the ground. It is built out of sturdy bamboo that has been lashed together with reeds, and a ruby-encrusted skull is the handle. The door isn't locked, but opening it triggers an alarm.

### ALARM TRAP

*Simple trap (Levels 5-10, moderate threat)*

Several strings are tied to the underside of the door. Bits of metal, stone, and glass decorate the strings, clanging together noisily if disturbed.

**Trigger.** Opening the trapdoor triggers the trap.

**Effect.** If the trap is sprung, the bits of metal and stone erupt in a cacophony that could, and does, wake the dead. The occupants of the Central Chamber (see Area 3, below) are aware of the characters' presence; the characters make their initiative rolls with disadvantage.

**Countermeasures.** A successful DC 15 Intelligence (Investigation) check reveals the alarm, which can be subsequently disabled with a set of thieves' tools and a DC 15 Dexterity check. The characters get the drop on the occupants of the Central Chamber (see Area 3, below); the characters make their initiative checks with advantage.

As you open the trapdoor and peer into the chamber below, an icy chill crawls up your spine. Everywhere you look, you see skulls and bones arranged in intricate columns and archways built to venerate a goddess of the dead. The only source of light are the red, glowing eyes that mystically burn, casting a bloody aura throughout.

The adventurers can drop to the floor of the chamber without any checks or fear of damage. This chamber is comprised of three areas, detailed below: the Outer Ring, the Middle Ring, and the Central Chamber. The grisly architecture was intentionally designed to deter thieves and impress worshippers. It is a single 80-foot diameter circular room sectioned off into the three areas. The trap door drops the adventurers into the Outer Ring.

#### 1. OUTER RING

The Outer Ring, where the adventurers enter the chamber, is 10-feet wide and is marked by a series of four altars built into the outer wall. Human sacrifices in various states of decay rest upon the altars, facing toward the center of the chamber. The sacrifices are fresh enough, however, to act as a sign that something is afoot.

The bodies on each of the four shrines hold the clues that tell the adventurers how to access the areas of the middle ring and open the secret door to the center.

**Altar 1.** The body on the first altar is totally desiccated, as if every bit of moisture was drained from it. The skulls on the middle wall across from it (marked Water on the map) are damp.

- **Solution.** Splashing water onto the either the desiccated body or the skulls opens the water chamber of the middle ring.

**Altar 2.** The body on the second altar is still mostly intact, but it is totally hairless. The skulls on the middle wall across from it (marked Hair on the map) still covered with hair and facial fair.

- **Solution.** Tossing a lock of hair onto the either the hairless body or the skulls opens the hair chamber of the middle ring.

**Altar 3.** The body on the third altar is totally intact, but is completely pale and drained of blood. The skulls on the middle wall across from it (marked Blood on the map) are red with blood.

- **Solution.** Splashing blood onto the either the exsanguinated body or the bloody skulls opens blood chamber of the middle ring. (No damage is needed to obtain the blood from an adventurer.)

**Altar 4.** The body on the fourth altar is totally skeletal, with no flesh at all. The skulls on the middle wall across from it (marked Flesh on the map) are covered in flabby, drooping flesh.

- **Solution.** Tossing a piece of freshly-cut flesh onto the either the skeletal body or the skulls opens the flesh chamber of the middle ring. (No damage is needed to obtain the flesh from an adventurer.)

## 2. MIDDLE RING

The Middle Ring, which directly faces the Outer Ring, appears to be inaccessible. Skulls have been meticulously placed to give visitors the impression the ring is a solid block of skulls. The skulls hide secret chambers, which can only be accessed by the methods described in the Outer Ring section above.

When the correct steps are taken, the skulls shift aside to reveal the chamber within. Each chamber in this section has a unique purpose, and their names hold a valuable clue to help the characters unlock the Death Chamber.

A different skull is in each of the chambers. When a skull is removed, the separate sections of the circular room shift slightly. When all four skulls are removed, the chamber shifts enough to reveal the secret passage to the Central Chamber.

- **Chamber of Blood.** This room is filled with red idols of a death goddess, a distorted Nangnang. A shallow, six-inch trench filled with blood borders the chamber. A skull sits at the bottom of the trench, and when removed, it glows. Then, the inner and outer ring shift slightly.

- **Chamber of Water.** Inside, the characters find a pool of still water. This pool is filled with water extracted from the dead, and another skull rests at the bottom. When removed, the skull glows and the inner and outer ring shift slightly.

- **Chamber of Flesh.** The fires of sacrifice burn hot in this chamber. When lit, the fumes of the charnel house reek for miles. A blackened skull burns within the fire. When removed, the skull glows and the inner and outer ring shift slightly.

- **Chamber of Hair.** Upon entering, it's plain that this room has not been used in some time. This area was once dedicated to the art of weaving; the threads used were shorn from the head of victims and carefully woven into short shifts and other forms of clothing. Woven within all the threads and hair is a skull. When the skull is cut out of the threads, it glows and the inner and outer ring shift slightly.

After all of the skulls have been removed from their spots in each chamber, the inner and outer rings finally lock into place and reveal a secret passage that leads to the chamber's center.

## 3. CENTRAL CHAMBER

The central, or Death Chamber, can only be unlocked by sacrificing blood, water (or saliva), flesh, and hair at the altars in the Outer Ring, then by removing the skulls from the chambers in the Middle Ring. Read:

The circular Death Chamber has no furnishings or markings except for a skull-shaped rune etched into the floor. There are five large rubies set into the floor. Each inert ruby represents one tooth of the runic skull. Additionally, five bodies litter the floor. One body is an elf wearing a jeweled medallion.

As you watch in horror, three rubies float off the floor and embed themselves into the foreheads of three corpses. The rubies glow fiercely, and the crumpled bodies rise and moan.

Once inside the Death Chamber, the three **wights** rise to attack. The bodies wear the trappings of Lords' Alliance members. The rubies are the only thing driving them—if the characters can remove the gems, they fall to dust.

## DEVELOPMENTS

As with the previous fight with the minotaur skeletons, if there is a hard one-hour time limit, use the suggestions below to make combat move more quickly.



- Allow an unprompted DC 10 Intelligence (Arcana or Religion) check. On a success, tell the players that the gems are powering the creatures, so removing them destroys the undead creature.
- The rubies can be removed with a DC 15 check in any of the following skills: Strength (Athletics) or Dexterity (Acrobatics, Sleight of Hand).
- Alternatively, a successful unarmed melee attack made with disadvantage can pry the gem from the forehead, or magic similar to the *mage hand* spell can remove it. Reward ingenuity and creative ideas.

**Treasure.** Each of the five rubies is worth 500 gp, and the death idol is worth 1,000 gp in Port Nyanzaru. One of the wights in the Death Chamber also carries four *potions of greater healing*.

#### ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak:** Remove one **wight**
- **Strong:** Add one **wight**
- **Very Strong:** Add two **wights**

## CONCLUSION

If any of the characters are members of the Lords' Alliance and they return the medallion to Klevin in Port Nyanzaru, they receive a renown point with the Lords' Alliance.

**Treasure.** Pozzanna pays the characters the remaining 150 gp of their promised reward.

## REWARDS

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

### EXPERIENCE (MIN/MAX: 750/1,000 EA.)

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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
Minotaur Skeleton	450
Wight	700

#### NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Accessing the Inner Chamber	500

## TREASURE

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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
Rubies (Five)	2,500
Death idol (One)	1,000
Pozzanna's reward	200 per character

**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*.

### POTION OF GREATER HEALING

*Potion, uncommon*

This item can be found in the *Dungeon Master's Guide* on page 188.

## PLAYER REWARDS

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For completing this mission, the characters earn downtime as described in the *D&D Adventurers*

*League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Lords' Alliance** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

## DM REWARD

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

## APPENDIX. MONSTER/NPC STATISTICS

### MINOTAUR SKELETON

Large undead, lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

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**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Abyssal but can't speak

**Challenge** 2 (450 XP)

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

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

### WIGHT

Medium undead, neutral evil

**Armor Class** 14 (studded leather)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

---

**Skills** Perception +3, Stealth +4

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

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

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

### ACTIONS

**Multiattack.** The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

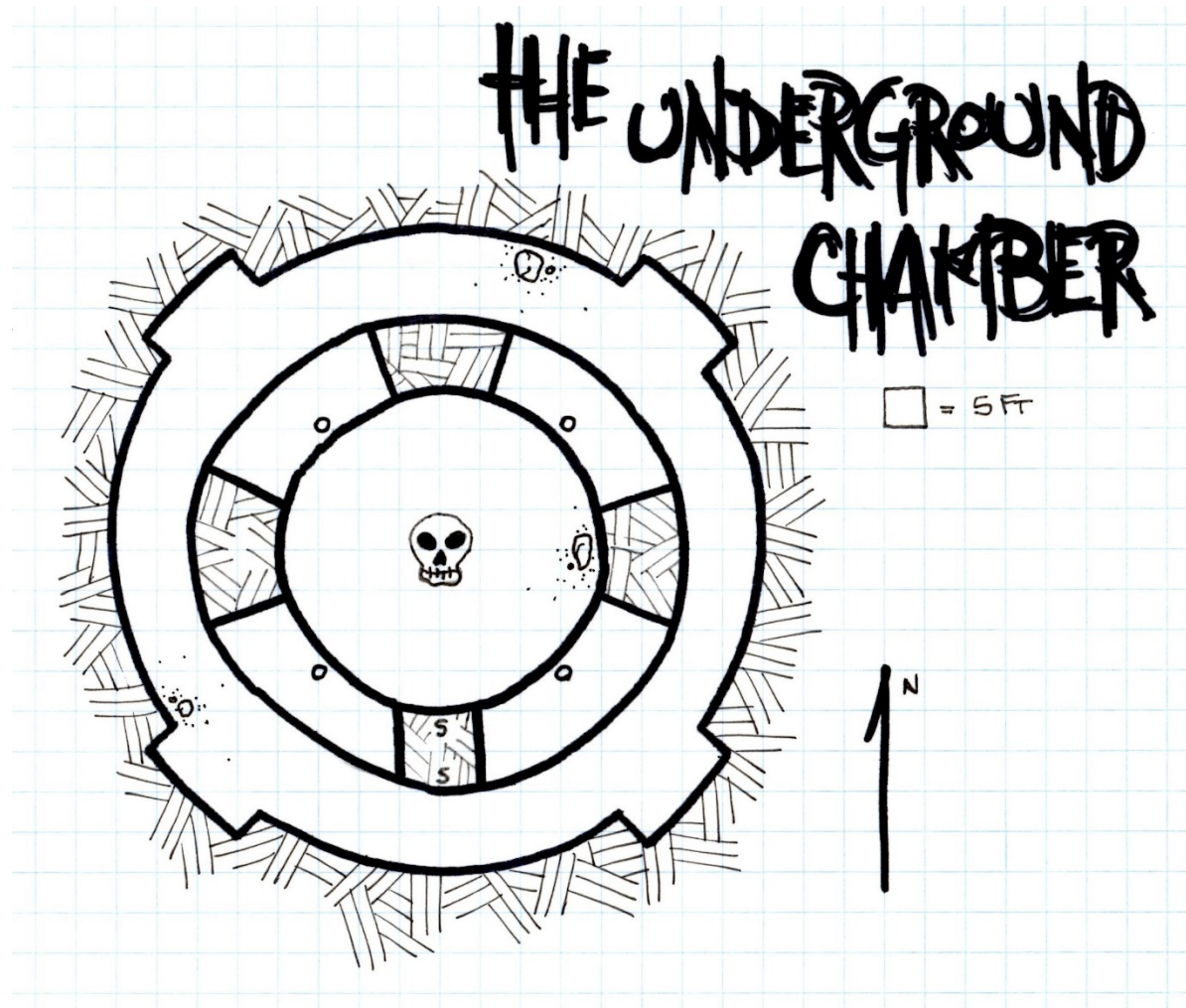
**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## APPENDIX. MAP 1



## PART 2. FOUR ANGRY SNAKES

If any of the adventurers undertaking this mission belong to the Emerald Enclave, read the following. If not, move directly to the next section.

As you leave the briefing, you are called aside by a tabaxi. She makes a sign of the Emerald Enclave and calls to you. "My sibling in nature, I am Screaming Wind, and I have heard that you travel soon to the cliffs. A dwarven brother of ours, who was born at the cliffs, died recently. It was his fervent desire to have his ashes thrown to the wind from the cliffs where he was born. If you could do him that honor, the Enclave would in turn honor your diligence to our cause."

Screaming Wind hands an Emerald Enclave adventurer (if none are present) a reptile-hide pouch full of ashes and bits of bone and char. These are the remains of a dwarf called Brittlebeard.

**Treasure.** Screaming Wind also gives the characters a second pouch which contains enough gold to give a 50 gp advance (per character) on Pozzanna's reward.

### A. AT THE MIST CLIFFS

**Estimated Duration:** 10 minutes

Carved into the rock face of the Mist Cliffs, the remains of an abandoned fortress lie waiting to be explored. This outpost was once occupied by a merchant house in Amn, but it was lost to the jungle a century ago.

Now, the area is inhabited by a peaceful **yuan-ti** group that split off from their larger clan. They just want to be left alone, and they have rigged the ruins with a variety of traps to deter intruders. They prefer to take hostages rather than kill, but they understand that violent threats must be answered with violence.

At the bottom of the cliffs are the bodies of the five members of the Emerald Enclave. Their bodies are crushed in a way that looks like they may have fallen off the side of the cliff and died in the same rockslide. (They were victims of the falling path trap, and never encountered the yuan-ti.)

#### GENERAL FEATURES

The abandoned fortress cannot be seen from the ground. A rough trail, partially obscured by thorny, jungle vines, marks passage to the cliff-side fortress.

**Terrain.** The path to the fortress is treacherous and has not been maintained for some time. Falling rocks and poisonous vines stand in the way. The fortress itself is in better shape.

**Weather.** Though there is not a cloud in the sky, the air is thin and hard to breathe. High above, approximately two hundred feet up, a thin mist falls over the cliffside, creating a fog that gives the cliffs their name.

**Light.** The outside is well-lit, and it is nigh impossible to find a shadow. The fortress itself is unlit, so the adventurers must bring their own light.

**Smells and Sounds.** Flowering vines dotting the area emit a dusty pollen that smells of sweet citrus. Occasionally, the chirping, chittering, roaring jungle creatures echo nearby.

### MAKING THE CLIMB

The trek to the fortress starts at the bottom of the cliff, and it climbs in a winding, steep, zigzagging path to the ledge 100-feet high on the cliff face.

There is a trap on the path, roughly 30 feet up the side of the cliff.

#### COLLAPSING PATH TRAP

*Simple trap (Levels 5-10, moderate threat)*

The trail has been rigged to collapse when a trigger point is stepped on. The ledge gives way, a rockslide is triggered, and victims plummet to the ground.

**Trigger.** A character steps on the trigger point, and all creatures within 30 feet of that point is affected.

**Effect.** If the trap is sprung, the path gives way beneath the feet of the adventurers. Those affected must make a DC 15 Dexterity saving throw or fall the 30 feet to the ground, taking 3d6 bludgeoning damage, then another 3d6 bludgeoning damage as the rocks fall on them.

**Countermeasures.** A successful DC 17 Wisdom (Perception) check reveals the trigger. The trigger point can then be avoided with a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check, or by using magic that lets the adventurers teleport or fly.

The rest of the climb is still treacherous, but there are no more traps.

### B. FORGOTTEN, MISTY RUINS

**Estimated Duration:** 45 minutes

The yuan-ti refer to their new home as the "misty ruins;" naming the fortress after the cliffs it was built into. The fortress itself is a modest size, as shown on the map.

Unlike other fortresses, it has no outer defenses, as the cliffs act as an obstacle for intruders. There are five main features:

**The Ledge.** The ledge allows creatures to safely stand on the side of the cliff before entering the fortress.

**Main Hall.** The main hall serves as the primary meeting place and the dining area. Though yuan-ti

aren't known for their diplomacy, they have some protocols in place should they need such an area.

**Barracks.** The yuan-ti sleep in barracks and camps throughout the fortress. They keep no possessions in these areas, and switch quarters often. They treat these areas as functional sleeping quarters, but little more than that.

**Chief's Chamber.** The former leader used to conduct business out of this office. This space has since been rededicated to the leader of the yuan-ti band. Though the leader does not frequent this area, the room exists in the off-chance a diplomat from another clan pays them a visit.

**Chamber of Steel.** This is a combat arena designed to help the yuan-ti train in case they are attacked. The chamber is a rectangular area that has been painstakingly filled with sand, one handful at a time.

## 1. THE LEDGE

The ledge is stable, and reveals two entrances into the Main Hall. The entrances are blocked with thick vines and other foliage growing within them. The eastern passages is easily seen by anyone searching, while the western passage is better hidden, requiring a DC 20 Wisdom (Perception) check to find.

### CHOKING SCARVES TRAP

*Simple trap (Levels 5-10, moderate threat)*

A thick growth of vines chokes the passageway. These vines, when disturbed, shooting poisonous thorns that spread a choking poison.

**Trigger.** Vine tripwires along the floor trigger the trap.

**Effect.** When the trap is sprung, a volley of thorns is spread within the passageway and out onto the ledge (see dotted line area on map). Creatures in that area must make a DC 15 Constitution saving throw or take 4d6 poison damage, or half that on a success.

**Countermeasures.** A successful DC 15 Intelligence (Investigation) check reveals the trigger. The trigger can then be avoided by simply stepping over the triggering vines.

The western passage is the one that the yuan-ti use, so it is not trapped.

## 2. THE MAIN HALL

When the adventurers reach the main hall, read:

This large chamber is unlit. Smashed remnants of old wooden furnishings line the walls. A few stone benches, tables, and chairs, still intact, dot the chamber.

As you enter, 20 humanoids move from the shadows to face you. They all carry weapons, but currently they all remain unarmed, with hands raised. One of them steps forward and speaks in Common: "We welcome you to our home. I am Shashasa. We offer you hospitality and comfort while you are among us. Before we allow you further access to the Misty Ruins, we ask that you put away weapons."

A DC 15 Intelligence (Nature) check is needed to recognize these 20 creatures as **yuan-ti purebloods**. They are more human-like than most of their kind, with just the faintest of forked tongues or snake-like pupils to tell them apart from humans.

If the adventurers recklessly attack, the purebloods defend themselves, all the while imploring the adventurers to cease the needless hostilities. If the adventurers continue, the purebloods call in the rest of the yuan-ti in the fortress, who arrive in groups based on their starting locations. Each group shows up one round after the next as the number of their starting area increases. There is no scaling for this.

If the adventurers do not act in a hostile manner, Shashasa offers the adventurers food and drink. She then says that she wishes to fetch the group's leader, Kishika, to speak with the adventurers. If allowed, she leaves and returns with Kishika in a matter of minutes, along with two **yuan-ti pit masters** and bodyguards.

**Kishika's Story.** When Kishika arrives, if the adventurers do not yet know the group is comprised of yuan-ti, ask for another DC 20 Intelligence (Nature) check. A success now reveals that Kishika is a **yuan-ti malison (type 1)** who is almost indistinguishable from a human, and her bodyguards are yuan-ti pit masters who also look quite human.

Once that is worked out, read:

Shashasa returns leading a woman wearing white robes. She is flanked by two men wearing similar robes, but these robes are green.

The white-robed woman speaks. "I am Kishika, and I lead this clan. While we welcome you as guests, I must know for what purpose you are here."

Provided the adventurers aren't openly hostile, Kishika accepts whatever explanation they offer her. If they tell the truth, saying that they are exploring this area as a place to create a stronghold, Kishika tells them the story of her clan:

- Not long ago, her clan was part of a larger clan that lived deep beneath the earth, directly below the Misty Cliffs.
- The yuan-ti clan they belonged to worshipped the Night Serpent, and they offered living sacrifices to that dark deity to grow more snake-like and more powerful.
- A growing portion of yuan-ti in the clan were being born looking more human and less snake-like. The leaders of the clan decided that these “corrupted” human-like yuan-ti should be killed in tribute to the Night Serpent.
- In a daring escape, Kishika led her people up and out of the clan’s territory, until they came across the fortress. Kishika had been sent dreams about the Misty Ruins, and they finally feel like they have a home.
- The leaders of the original clan are adamant about finding and killing these renegades, so they have sent out hunting parties to track and kill the new clan.

Once Kishika has relayed this information, she will offer them a proposal—if the adventurers help their people and fortify their position by driving away the next raiding party, the leader will reward them with valuable items and make them honorary members of the clan. The help Kishika needs includes the following:

- Heal a member of the clan that is being ravaged by an unknown disease. (This is detailed in “Barracks”.)
- Defeat a raiding party and fool at least one of them into going back to the clan with the belief that the adventurers already killed all escaped clan members. (This is detailed in “Chamber of Steel”.)

Assuming the adventurers are willing to help Kishika and her followers, she offers gold, gems, magic, and the undying thanks of the clan. Use the Treasure section at the end of this mini-adventure to perform any negotiations the adventurers might undertake.

### 3. BARRACKS

When the adventurers arrive on the cliff, there are four **yuan-ti pit masters** milling about. Two of them accompany Kishika out into the main hall when the adventurers arrive. The third remains in the Barracks to care for the fourth, who is suffering greatly from some unknown malady.

Healing the sick yuan-ti requires a series of successful skill checks. If two of the important checks fail, the yuan-ti dies.

If the adventurers try to save the sick yuan-ti, they can start with a DC 15 (Wisdom) Medicine check. On a success, the character learns that the sickness is neither disease nor poison, but it is more likely caused by an infection. On a failure, the next two skill checks are made with disadvantage.

Next, the adventurers can attempt a DC 15 Intelligence (Investigation) check to spot the source of the problem. This yuan-ti was struck by a dart during the escape. This dart wound is obscured by the scaly abdomen of the creature. On a success, the adventurers know that the dart must be removed and then the infection treated with herbs.

Removing the dart requires a DC 15 Dexterity (Sleight of Hand) check. On a success, the dart is removed with no further damage. On a failure, if it is the first failure, the adventurers get a second chance to remove it. On a second failure, the yuan-ti dies during the attempt.

Finally, the right kinds of herbs must be used to treat the special infection. The right mixture can be ascertained and created with a DC 15 Wisdom (Medicine) check. On a second failure overall, the adventurers think they have the right concoction, but the yuan-ti dies in a few days after a brief and limited recovery.

Magic can be used to assist in this process, but it shouldn’t be used to substitute for a success unless the most powerful magic is used. For example, *cure wounds* or similar magic might make the suffering yuan-ti feel better for a day, but the infection from the dart returns.

### 4. CHIEF’S CHAMBER

The chamber used by Kishika was once the office of the leader of the Amnian merchant house. The furnishings remain intact. At the back of the office is a small door. Beyond is a small room where the leader kept valuables, antique coins, ledgers, etc. Unfortunately, the chamber has been thoroughly pilfered and the coins no longer have any value.

### 5. CHAMBER OF STEEL

The Chamber of Steel is a storage facility-turned-fighting ring where the yuan ti practice and train in the martial arts to defend themselves from attack.

The stone building has been cleared of any furnishings, and the walls are decorated with a few poorly made weapons and shields. The floor is covered with sand, and there are three passageways leading down and away from the chamber, into areas not controlled by the new, human-like clan.

Kishika suggests that the adventurers wait in this chamber. She will send members of her clan into the adjoining tunnels to draw out their attackers. Then, when the rival clan attacks, the adventurers can kill all but one of the invading yuan-ti and demand the survivor carry a message, that the adventurers own the fortress now and have killed all who lived there.

Give the adventurers one hour of in-game time to make plans, set up a strategy, fashion traps or alarms, etc. while Kishika's clan members lure the attackers out into the open.

After one hour, one **yuan-ti pit master**, one **yuan-ti mind whisperer**, and two **yuan-ti purebloods** rush into the chamber from different tunnels. Assuming the adventurers are there to attack, the combat takes place in this chamber.

### ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak:** Replace the **pit master** with a **pureblood**.
- **Strong:** Add one **mind whisperer**.
- **Very Strong:** Add one **mind whisperer** and one **pit master**.

### DEVELOPMENT

Provided the adventurers follow Kishika's suggested plan, one yuan-ti attacker should survive the battle. A successful DC 10 Charisma (Deception) check convinces the prisoner the adventurers are now the sole owners of the Misty Ruins, and that the yuan-ti escapees have all been killed. This will be enough to convince the old clan to cease any future attacks.

### CONCLUSION

If the adventurers carry out the plan to perfection, Kishika thanks the adventurers for their service to the peaceful clan. She provides the promised payment.

She does not want to move out of their new home (the clan fights to keep that from happening), but she promises that if factional representatives want to set up a peace treaty or a trade agreement at a later date, her clan would happily negotiate.

Grateful for their help, the benign yuan-ti also nurse back to health any adventurer who was seriously injured in the attack.

If the members of the Emerald Enclave release the ashes of the dwarf as requested, they receive one renown point at the end of the adventure.

**Treasure.** Kishika keeps her promise to the adventurers if they defeat the hostile yuan-ti and carry out her plan of deception. She provides them with gems and jewels worth a total of 1,500 gp, plus a *potion of poison* and a *potion of invulnerability*.

Upon their return, Pozzanna pays the characters the remaining 150 gp of their promised reward.



## REWARDS

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

### EXPERIENCE (MIN/MAX: 750/1,000 EA.)

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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
Yuan-ti Pit Master	1,800
Yuan-ti Mind Whisperer	1,100
Yuan-ti Pureblood	200

#### NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Falling Path Trap	300
Choking Scarves Trap	300
Save the Sick Yuan-ti	300

## TREASURE

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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
Yuan-ti Reward (gems)	1,500
Pozzanna's Reward	200 per character

**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*.

## POTION OF POISON

*Potion, uncommon*

This item can be found in the *Dungeon Master's Guide* on page 188.

## POTION OF INVULNERABILITY

*Potion, rare*

This item can be found in the *Dungeon Master's Guide* on page 188.

## STORY AWARD

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Following the conclusion of this adventure, the characters may earn the following story award:

**Honorary Clan Member.** For your assistance in saving the lives of the peaceful yuan-ti clan known as the Misty Cliff clan, they have made you an honorary member of their clan. If you are in need and a member of the clan is nearby, they provide whatever help they can. The same is expected of you if the clan requires assistance. This story award can be found in **Player Handout 1**.

## PLAYER REWARDS

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For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Emerald Enclave** earn a **renown point** when this adventure concludes—other characters earn no renown.

## DM REWARD

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

## APPENDIX. MONSTER/NPC STATISTICS

### YUAN-TI PIT MASTER

*Medium monstrosity, neutral evil*

**Armor Class** 14

**Hit Points** 88 (12d8 + 12)

**Speed** 30 ft.

---

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

---

**Saving Throws** Wis +3, Cha +5

**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 11

**Languages** Abyssal, Common, Draconic

**Challenge** 5 (1,800 XP)

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

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

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

**Poison's Disciple (2/Day).** The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) poison damage to the target.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 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* (range 300 ft., +5 bonus to each damage roll), *friends*, *guidance*, *mage hand*, *message*, *poison spray*

1st-3rd level (2 3rd level slots): *command*, *counterspell*, *hellish rebuke*, *invisibility*, *misty step*, *unseen servant*, *vampiric touch*

### ACTIONS

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**Multiattack (Yuan-ti Form Only).** The yuan-ti makes two bite attacks using its snake arms.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

**Merrshaulk's Slumber (1/day).** The yuan-ti targets up to five creatures that it can see within 60 feet of it. Each target must succeed on a DC 13 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to being charmed.

## YUAN-TI MIND WHISPERER

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

**Armor Class** 14 (natural armor)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

---

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

---

**Saving Throws** Wis +4, Cha +5

**Skills** Deception +5, Stealth +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft. {penetrates magical darkness}, passive Perception 12

**Languages** Abyssal, Common, Draconic

**Challenge** 4 (1,100 XP)

**Shapechanger.** The yuan-ti can use its action to polymorph into a Medium snake or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, it stays in its current form.

**Innate Spellcasting (Yuan-ti Form Only).** The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

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

**Mind Fangs (2/Day).** The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) psychic damage to the target.

**Spellcasting (Yuan-ti Form Only).** The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 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* (range 300 ft., +5 bonus to each damage roll), *friends*, *message*, *minor illusion*, *poison spray*, *prestidigitation*

1st-3rd level (2 3rd-level slots): *charm person*, *crown of madness*, *detect thoughts*, *expeditious retreat*, *fly*, *hypnotic pattern*, *illusory script*

**Sseth's Blessing.** When the yuan-ti reduces an enemy to 0 hit points, the yuan-ti gains 9 temporary hit points.

## ACTIONS

---

**Multiattack (Yuan-ti Form Only).** The yuan-ti makes one bite attack and one scimitar attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

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

## YUAN-TI PUREBLOOD

Medium humanoid (yuan-ti), neutral evil

**Armor Class** 11

**Hit Points** 40 (9d8)

**Speed** 30 ft.

---

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

---

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal, Common, Draconic

**Challenge** 1 (200 XP)

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

At will: *animal friendship* (snakes only)

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

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

## ACTIONS

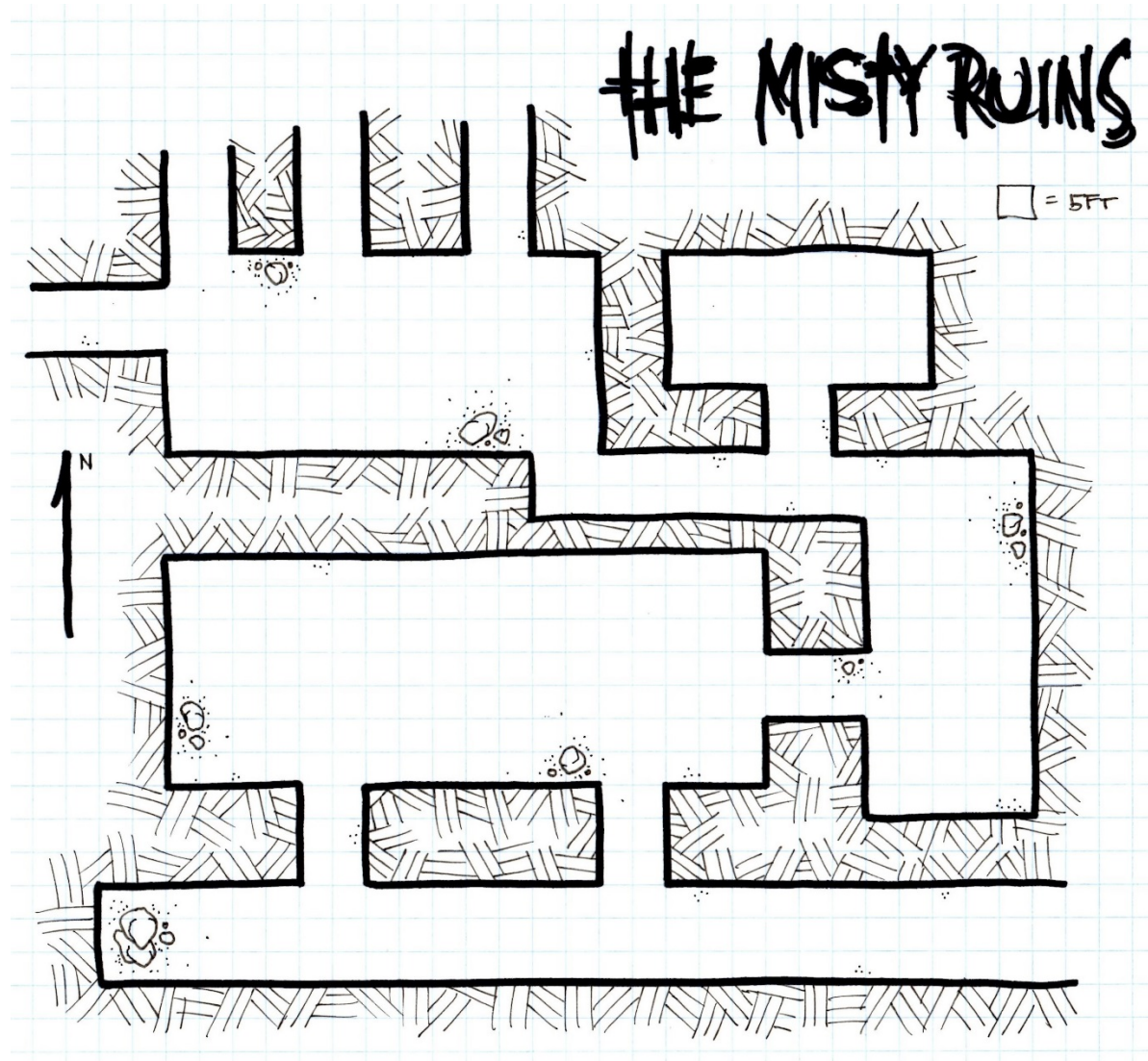
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**Multiattack.** The yuan-ti makes melee attacks.

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

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

## APPENDIX. MAP 2



## PART 3. THREE BARGAINING COINS

If any of the adventurers undertaking this mission belong to the Zhentarim, read the following. If not, move directly to the next section.

As you leave the meeting, a dark-cloaked figure moves beside you and whispers, “I must speak with you privately.” Once you’re alone, the figure pulls back his hood, revealing a human with a heavily pockmarked face from a terrible disease. He squints and introduces himself only as Po.

“You are traveling to a hidden tobacco farm, I hear. Our superiors in the Zhentarim have secretly contacted the farm’s owners about their son, Henry. The young man was sailing on a Zhentarim ship bound for Baldur’s Gate when it was sunk by a sea monster. He was lost at sea, along with several others. We ask that you deliver this terrible news to the farmers in as judicious a manner as possible.”

**Treasure.** If any of the characters are members of the Zhentarim, Po gives the characters a *potion of animal friendship* they can present to the farmers as a gift for their loss. He also provides enough gold to provide each character a 50 gp advance on Pozzanna’s reward.

### A. WINDSWEEP FARMS

**Estimated Duration:** 10 minutes

Windswept Farms boasts eight fields; six tobacco and two vegetable patches. The characters are free to wander the fields and “test” the merchandise. On the surface, the farm and its owners appear to be welcoming — maybe a little *too* cheerful. In fact, the entire area is masked under an illusion effect. For example, attempts to perform divination spells are met with confusing and false results. An ordinary tomato, for example, might be identified as an “apple” instead.

#### GENERAL FEATURES

The tobacco farm is lush and fertile. Though all the surrounding lands suffer from a strange blight, the farm itself is preparing for another bountiful harvest.

**Terrain.** Low hills, perfectly-tended fields, and a babbling brook surround a modest-sized home.

**Weather.** The weather is sunny and temperate, like the first blush of spring.

**Light.** The area is well-lit, sunny, and cheerful.

**Smells and Sounds.** The fresh, intoxicating smell of baked bread hangs heavy in the air. The sound of cheerful songbirds can be heard intermittently throughout the area as well.

As you approach the location marked on your map, you hear a good-natured call. “Halloo! The missus and I don’t get many visitors out these parts, but you’re welcome to drop by.” You glance in the direction of the speaker and notice two humanoid figures dressed in farming clothes emerging from the farmhouse. Like the farm, the couple’s appearance is folksy without being cheap. “Won’t you drop in for a spell? Aida and I would love to sit with ya.”

The couple goes out of their way to ensure the characters are treated with the utmost respect and hospitality. They are skilled at hiding their true motivation, so regular checks for Wisdom (Insight) don’t yield any results, as the couple evades direct questions or scrutiny with homey platitudes or vague colloquialisms.

### B. THE FARMHOUSE

**Estimated Duration:** 15 minutes

The farmhouse itself is not very big; it is a one-story ranch with a common area, bedroom, latrine, and small wine cellar. The couple’s hostages are kept out back in the gated yard, partially hidden behind a trellis of flowers and are not visible from other areas of the homestead.

The farmers, who introduce themselves as **Gustav** and **Aida Hallowhall**, are actually both **warlocks of the archfey**. They don’t act mysteriously—even when they’re questioned further. The couple continues to ooze charm and a down home feel, and they continuously offer food and drink.

The couple is also very chatty, claiming to “know everything there is to know about everyone” in Chult. Conversing with the farmers yields several rumors that are believable to the unsuspecting traveler. These rumors include hints of truth that are designed to extract information and test the characters’ wits:

- **Dead Walking.** Gustav mentions that he’s had nightmares of skeletons clawing their way up to the open air east of a river.
- **Mists and Crowns.** Aida refers to the yuan-ti as “those lizard people,” and asks a lot of questions about them. She’s convinced they have a king, and they “ain’t to be trusted.”
- **Puff, Flame, and Huff.** Gustav asks the characters for help, claiming the fields are at risk of being scorched by a fire-breathing dragon. Won’t they go investigate for 1,000 gp? If the players take the bait, they are asked to smoke the tobacco, are led out back, and come face-to-face with Gustav’s

**pseudodragon.** This little pest does not get involved in combat, but instead goes invisible and shrieks insults at the adventurers before, during, and after any combat.

- **Pictures on Stones.** Both Gustav and Aida claim that they've seen "glowing pictures on stones" to the south, and carefully ask if such relics are magical.
- **Gods and Ruins.** Aida asks the characters if they've heard of the god called Ubtao. She hasn't either, but she has heard a persistent chant begging for his return. How mysterious!

After a long chat, the couple offers their signature export: tobacco that "rejuvenates the body and mind." The smoke from this variety of tobacco, when inhaled, does not have healing properties. In fact, it drops the character's resistance to mind control (see below). The penalties can only be removed by a *lesser restoration* spell or similar magic.

At that point, the adventurers have two options:

- **Accept the Offer.** As soon as the characters inhale the smoke, the couple's attitude becomes noticeably more arrogant and cocky. Then, one (or both) of the "farmers" excuse themselves and attempt to control the characters' minds. Characters who smoke the tobacco gain 10 temporary hit points but automatically fail the next Wisdom or Charisma saving throw attempted. Additionally, the character suffers disadvantage on those saving throws for 24 hours.
- **Refuse the Offer.** The farmers are suspicious of characters who politely refuse, but they aren't deterred. If the adventurers turn them down, the couple light incense and (what they call) offerings for a bountiful harvest. This fills the room with smoke, forcing the characters to inhale it. Characters who inhale this smoke suffer disadvantage on Wisdom and Charisma saving throws for 24 hours.

The longer the adventurers try to talk or negotiate their way out of this situation, the deeper the couple draw them into their web. If the characters relay the news that their son Henry, has passed, the farmers will act shocked and play along. If the farmers grow suspicious of the adventurers, they act hurt, confused, and wounded to generate sympathy and kinship. Once the conversation escalates, the farmers threaten to "take the lot of you out back for a good thrashing."

The adventurers may attempt to sneak around the farmhouse while the warlocks are "preparing a feast." A DC 15 Wisdom (Perception) check reveals

that the bottles of wine in the cellar have been replaced with false wine bottles containing customer ledgers, correspondence, and bills of sale to code-named individuals throughout Chult. This evidence would clear previous adventurers of any wrong doing and help the factions decide whether this farmstead would be a perfect location for their base.

**Treasure.** A quick look around the bedroom reveals three *potions of resistance* (*psychic*).

## C. THE BACKYARD

**Estimated Duration:** 30 minutes

This "meeting" is where the characters encounter three other hostages—the previous farm's owner, Farmer Dan, and two captured adventurers, Belleflower and Izzy Bit the gnome. The hostages have been bound to large posts in the backyard, and Farmer Dan is rapidly declining. Belleflower and Izzy are Zhentarim members who can be returned to Port Nyanzaru for a reward.

Upon entering the backyard, this act triggers combat between the adventurers and the couple's two guardians (use stats for **bandit captain**) who are being mind-controlled. Unfortunately, victims suffering from the effects of the smoke will heal in 1d10 hours but, should the warlocks be killed or rendered unconscious, the effects of the mind-control subside in 1d4 rounds. Anyone whose mind was controlled by the warlocks have no memory of their actions.

Once the couple makes a move, their true natures are revealed: the owners of Windswept Farms are not benign after all. They are warlocks who have set up a profitable operation and perfect lure for the unsuspecting.

Now that the farmers' real identities are known to the characters, the warlocks go on the offensive and openly attack. Their secret operation is potentially worth thousands of gold pieces, and they have a lot to lose should the farm shut down.

### ADJUSTING THE ENCOUNTER

The adjustments are as follows:

- **Very Weak or Weak:** Remove one **bandit captain**.
- **Strong:** Add two **bandit captains**.
- **Very Strong:** Add one warlock of the archfey and two **bandit captains**.

### TACTICS

The warlocks are aggressive and desperate; they use every sneaky trick they can to win—including attempts to split the party.

In this fight, some characters are most likely susceptible to their mind-control spells.

## DEVELOPMENTS

Once the warlocks are neutralized, the adventurers are free to explore the farm. Inside the farmhouse, the characters are now free to utilize Wisdom (Perception) checks to find evidence of their wrongdoings.

Following the end of the battle, Farmer Dan falls unconscious and the Zhentarim members are unable to deliver the grim news to receive their renown point. Despite this, there is hope. The adventurers can heal Farmer Dan with a *potion of healing* or create a new tincture with a DC 10 Wisdom (Medicine) check. Once awake, Farmer Dan shakes his head. By the time the Zhentarim faction sent the message, his farm had already been taken over—he has no idea who “Henry” is. The Chultan farmer has never been married and has no children, but the previous owners might have.

At that moment, both Belleflower and Izzy Bit step in to say that a mistake must have been made. Upon their safe return to Port Nyanzaru, the adventurers will receive a reward for rescuing the two members.

## CONCLUSION

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With the area scouted, the adventurers are free to return to Port Nyanzaru to report their findings to Pozzanna Lordeaux and the Zhentarim.

The adventurers may also debate using the tobacco to their benefit. If they don’t do the right thing (i.e. destroy the crop) and try to use crop to their advantage, they quickly discover that, without the evil warlocks tending the fields, the tobacco loses its powers.

Members of the Zhentarim faction who return the two hostages safely receive one renown point. This satisfies the Zhentarim mission, and replaces the quest to deliver the news that Henry had passed.

**Treasure.** If the characters escort the two other adventurers to Port Nyanzaru, they receive a reward of 1,000 gp per returned hostage. Since the warlocks were not the real owners of the farm, the adventurers can keep the potion of animal friendship. In addition, Pozzanna pays the characters the remaining 150 gp of their promised reward.

## REWARDS

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

### EXPERIENCE (MIN/MAX: 750/1,000 EA.)

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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
Warlock of the Archfey	1,100
Hostages (Bandit Captain)	450

#### NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Hostage survives	200 ea.
Tobacco is neutralized	250
Returning Evidence	100

## TREASURE

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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
Hostage Reward (Total)	2,000
Pozzanna's Reward	200 per character

**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*.

### POTION OF RESISTANCE (PSYCHIC)

*Potion, uncommon*

This item can be found in the *Dungeon Master's Guide* on page 188.

### POTION OF ANIMAL FRIENDSHIP

*Potion, uncommon*

This item can be found in the *Dungeon Master's Guide* on page 187.

## PLAYER REWARDS

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For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Zhentarim** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

## DM REWARD

---

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



## APPENDIX. MONSTER/NPC STATISTICS

### WARLOCK OF THE ARCHFEY

Medium humanoid (any race), any alignment

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 49 (11d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

---

**Saving Throws** Wis +3, Cha +6

**Skills** Arcana +2, Deception +6, Nature +2, Persuasion +6

**Condition Immunities** charmed

**Senses** passive Perception 11

**Languages** any two languages (usually Sylvan)

**Challenge** 4 (1,100 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: *disguise self*, *mage armor (self only)*, *silent image*, *speak with animals*

1/day: *conjure fey*

**Spellcasting.** The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 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): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st-5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

### ACTIONS

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**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### REACTIONS

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**Misty Escape (Recharges after a Short or Long Rest).** In reaction to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell

### 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

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**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

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**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.

## PART 4. TWO DEPRESSED RUNES

If any of the adventurers undertaking this mission are members of the Harpers, read the following. If not, move directly to the next section.

As you leave the briefing, you are called aside by a portly human smoking a pipe. "I walk with Those Who Harp, as I believe you do. My name is Soggy Wren, or it is as far as you know. I ask a special favor of you on behalf of our mutual friends. We believe that a terrible curse might be afoot in this land. If you come across the remains of any of our fellow Harpers who fell during their mission, immediately burn the bodies, collect the ashes, and bring them back to me. There were five in the original group. You will be rewarded for your help." He hands you a leather satchel to accomplish this task.

Soggy does not offer any more explanation or instruction than that, walking away after providing these instructions.

**Treasure.** The satchel also contains enough gold to provide each character a 50 gp advance on Pozzanna's reward.

### A. OUTSIDE THE HERMIT-MAGE'S TOWER

**Estimated Duration:** 10 minutes

After the trek through the jungle to the tower's rumored location, the adventurers find that the tower is not only intact, but it looks to be in fairly good shape, considering its age.

After a long trek, you come to the jungle clearing that holds the rumored tower. The 60-foot-tall tower is carved from black marble, sitting on a rectangular granite base. Most objects in this part of the jungle are overgrown with vines, but this structure is free of intruding plants, and the black marble gleams in the sunlight, as if it was polished frequently.

There are no visible doors or windows in the structure, either the base or the tower itself. Large runes are carved deep into the walls of the granite base.

Lying at the base of the tower is a single figure, charred beyond recognition.

Inspecting the corpse shows that it is a human body, but any distinguishing features have been burned away. The incinerated cloak crumbles away when the body is disturbed, but the harp-shaped brooch that fastened it remains.

A search of the area shows no signs of recent foot traffic. Animal footprints cover the area, but it is

readily apparent that no animals approached within 20 feet of the tower.

Closer inspection of the tower reveals little. The base is made of granite and rises about 15 feet. From there the rest of the tower rises about 50 feet to a flat top. No amount of searching finds an obvious entrance, so the only clue as to a way of egress is the collection of runes on the granite base.

### THE RUNES

The runes are etched into the granite surface of the tower base, and they are infused with potent magic. There are a total of nine runes representing fire, water, air, earth, lightning, thunder, life, death, and magic. These are easily identified.

The burned corpse was lying directly in front of the fire rune. The Harper triggered the rune while looking for an entrance to the tower and was incinerated.

To enter the tower, the adventurers must depress the correct three runes in the proper order. The hermit-mage who constructed this tower created this lock/trap mechanism to keep out intruders, and the correct combination of runes changed every day, but there was always a clue for the hermit in case he forgot that day's combination.

As the adventurers contemplate the tower, a magic mouth spell says the following:

"To enter, press three runes in the correct order. Today's clue is this: the first generally follows the second, often while you are getting covered by the third."

The three correct runes are thunder, lightning, and water—thunder usually follows lightning while you are getting covered with rain (water). Press these runes in the correct order opens the secret door in the tower base, leading into the ground floor. (It is possible adventurers might come up with another logical solution, such as death usually follows life and then you are covered in earth.)

### TOWER RUNE LOCK TRAP

*Simple trap (Levels 5-10, moderate threat)*

Nine depressible runes ring the tower. The correct three runes must be pressed in the correct order to allow passage into the tower.

**Trigger.** If the correct runes are pressed, the door opens. If the incorrect runes are pressed, the effect occurs after the third rune is pushed.

**Effect.** When the trap is sprung by the third rune pressed in an incorrect sequence, every creature within 20 feet of the tower takes 22 (4d10) damage (no save) of the variety noted by the final incorrectly pressed rune.

**Countermeasures.** There is no way to bypass the trap. A DC 10 Intelligence (Arcana) or Wisdom (Insight) check can be used to provide a hint to one of the correct runes.

The type of damage done by a rune is listed here:

- Fire = fire damage
- Water = acid damage
- Air/earth = force damage
- Lightning = lightning damage
- Thunder = thunder damage
- Life = radiant damage
- Death = necrotic damage
- Magic = psychic damage

## B. THE GROUND FLOOR

**Estimated Duration:** 5 minutes

After opening the secret door, the adventurers can enter the ground floor. Read:

The square base of the tower opens before you into one large room. The center of the chamber contains an ascending circular staircase. The rest of the area is divided into discrete sections: one containing cooking and dining implements, another containing comfortable chairs and sofas, a third with bookcases and desks, and the final containing empty cages and laboratory equipment. All of the furnishings and equipment have been pushed to the edges of the room.

A careful examination of the area reveals the following:

- Most of the furnishings are dusty and decaying, as if they have not been maintained in decades.
- There are signs of a recent campfire, as well as a few fresh bloodstains on the floor.
- The stairs are dusty, and there are no tracks on them.
- A rune-etched circle decorates the floor (T1) in the southeast section of the room. It has been recently clean and polished.

If they examine the circle on the floor, a DC 15 Intelligence (Arcana) check reveals that it is a teleportation circle. Stepping into the circle instantly teleports a creature to the matching circle on the second floor (also T1). Everything of value in the room has been looted and sold by the spirit naga and her servants. The stairs lead to the Second Floor (see, below).

## C. THE SECOND FLOOR

**Estimated Duration:** 20 minutes

If the adventurers try to access the second floor via the stairs, they see a landing and a locked door. The stair also continues up to the top floor.

The lock can be picked with a DC 15 Dexterity (Thieves' Tools) check.

Whether the adventures reach the second floor via the stairway or the teleportation, the foes here are prepared. Read:

Like the ground floor, this area has been cleared of furnishings. Most of them have been stacked in the northeast section of the tower to create a barricade. A group of wild-eyed humans notice your arrival and rush toward you, screaming unintelligible war cries.

An **archer** hides within the barricaded area, while three **berserkers** who serve the spirit naga rush the adventurers as soon as they appear. The archer (only one if there are more than one) wears the symbol of the Harpers, and his pin is noticeable with a DC 10 Wisdom (Perception) check. He was dominated by the naga, and he acts against his will until he is knocked unconscious (or killed). The berserkers are under no such compulsion—they simply work for the naga.

The barricade provides cover for the archer, giving him a +4 bonus to AC from any attacks originating on the other side of the barrier.

A 5-foot section of the barricade can be pulled down with a DC 10 Strength (Athletics) check. If the check fails by 4 or more, the barricade comes down on the adventurer attempting the check, doing 14 (4d6) bludgeoning damage and knocking them prone.

Smashing, burning, or otherwise destroying a section of the barricade requires 30 points of damage with an AC of 8. The barricade cannot be scaled or bypassed without the checks.

### ADJUSTING THIS ENCOUNTER

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

- **Very Weak or Weak:** Remove one **berserker**
- **Strong:** Add one **archer**
- **Very Strong:** Add two **archers**

### DEVELOPMENTS

The two teleportation circles (T1 and T2) are activated when a creature steps into them. T1 takes a creature back to the ground floor, while the T2 circle takes a creature to the top floor.

The archer and berserkers do not use the teleportation circle to escape until there is only one of them left, then they try to get to the circle to warn the naga.

It is possible that one or more characters might accidentally or purposefully use a teleportation circle during combat. If that happens, you could have a running battle on two different tower levels at once. Have fun with it!

## D. THE TOP FLOOR

**Estimated Duration:** 20 minutes

The stairs to the top floor end at a landing, but the door there is false. The only way to access the top floor is via the teleportation circle (T2) on the second floor.

When the adventurers access the top floor in that fashion, read:

The top floor is devoid of furnishings. There is a teleportation circle on the floor, but there are also four large tile squares on the floor of different colors: the one to the northeast is red, the one to the south is black, and the one to the southwest is white. The rest of the floor and wall is a normal granted color.

Sitting along the wall on the east side of the room is a dark figure with the body of a snake beneath a human head. Several humans stand between you and it, and it hisses at your appearance. "Kill the intruders and feed me their bodies."

The **spirit naga** rests in the eastern section of the tower, while four **thugs** who serve the spirit naga spread out to engage the adventurers.

The three squares on the floor radiate magic. A creature in a magical square, or adjacent to it, can use an action to empower it using an Intelligence (Arcana) check. The empowering of the square deals damage to all of the other creatures in the square, with the damage based on the square: F = fire, N = necrotic, and TH = thunder.

The damage done is based on the Intelligence (Arcana) check, with a DC 15 Constitution saving throw for half:

- DC 10 – 15: 3d8
- DC 16 – 20: 4d8
- DC 20 21 – 25: 6d8
- More than DC 25: 8d8

Note that the spirit naga has a +3 bonus on this particular Intelligence (Arcana) check.

## ADJUSTING THIS ENCOUNTER

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

- **Very Weak or Weak:** Remove four **thugs**, and half the damage done by the magical squares
- **Strong:** Replace the four **thugs** with two **bards**
- **Very Strong:** Replace the four **thugs** with four **bards**, and add 2d8 to the damage done by the magical squares

## DEVELOPMENTS

Three of the thugs/bards are also members of the Harpers. (If there are less than three in this encounter, the other Harpers are dead near the naga.)

The spirit naga found the tower recently, and she started delving into the magical experiments the hermit-mage left behind when he died. She has a small cache of his treasure as well (detailed below).

Any Harpers who are still alive when the spirit naga is killed snap out of their mental domination. They have no memory of anything that happened while they were at the tower, but they are overjoyed that the adventurers rescued them.

## TREASURE

The naga has hoarded a total of 3,000 gp worth of coins, jewelry, spell components, and other merchandise. In addition, there is a spell book containing *control water*, *fire shield*, and *ice storm*. In addition, there are three scrolls: *scroll of protection from aberrations*, a *spell scroll of remove curse*, and a *spell scroll of tongues*.

## CONCLUSION

Any Harpers who are still alive and freed from the naga's domination can be escorted back to Port Nyanzaru. Any dead Harpers should be burned and their remains gathered and returned. Harper members who perform this task receives a renown point with the Harpers.

**Treasure.** Pozzanna pays the characters the remaining 150 gp of their promised reward.

## REWARDS

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

### EXPERIENCE (MIN/MAX: 750/1,000 EA.)

---

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
Archer	700
Berserker	450
Spirit Naga	3,900
Thug	100
Bard	450

#### NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Avoiding the trap	500

## 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
Naga's hoard	3,000
Pozzanna's Reward	200 per character

**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*.

### PROTECTION FROM ABERRATIONS SCROLL

*Scroll, rare*

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

### SPELL SCROLL OF REMOVE CURSE

*Scroll, uncommon*

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

### SPELL SCROLL OF TONGUES

*Scroll, uncommon*

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

## PLAYER REWARDS

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For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Harpers** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

## DM REWARD

---

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

## APPENDIX. MONSTER/NPC STATISTICS

### ARCHER

Medium humanoid (human), neutral

**Armor Class** 16 (studded armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

---

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

---

**Skills** Acrobatics +6, Perception +5

**Senses** passive Perception 15

**Languages** Common

**Challenge** 3 (700 XP)

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

### ACTIONS

**Multiattack.** The archer makes two attacks with its longbow.

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

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

### BERSERKER

Medium humanoid (any race), any chaotic alignment

**Armor Class** 13 (hide armor)

**Hit Points** 67 (9d8 + 27)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

---

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

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

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

### SPIRIT NAGA

Large monstrosity, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

---

**Saving Throws** Dex +6, Con +5, Wis +5, Cha +6

**Damage Immunities** poison

**Condition Immunities** charmed, poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common

**Challenge** 8 (3,900 XP)

**Rejuvenation.** If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

**Spellcasting.** The naga is a 10<sup>th</sup> level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*

1st level (4 slots): *charm person, detect magic, sleep*

2nd level (3 slots): *detect thoughts, invisibility*

3rd level (3 slots): *haste, lightning bolt*

4th level (3 slots): *blight, phantasmal killer*

5th level (2 slots): *dominate person*

### ACTIONS

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much on a successful one.

## THUG

Medium humanoid (any race), neutral

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

---

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

---

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** 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.

## BARD

Medium humanoid (elf), neutral evil

**Armor Class** 15 (chain shirt)

**Hit Points** 44 (8d8 + 80)

**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** Common

**Challenge** 2 (450 XP)

**Spellcasting.** The bard is a 4<sup>th</sup> level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following spells prepared:

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

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

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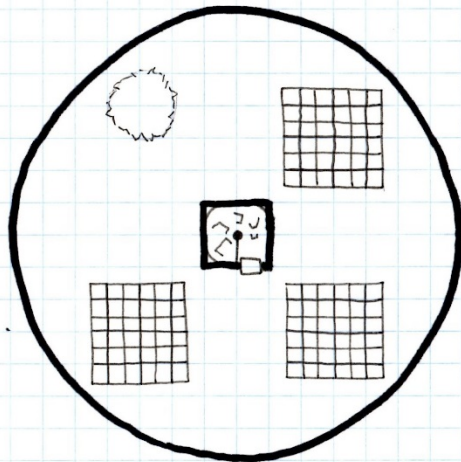
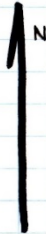
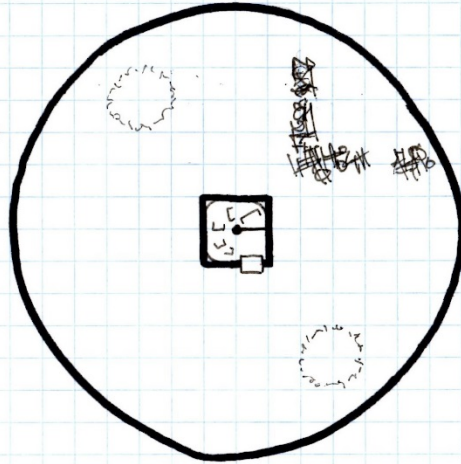
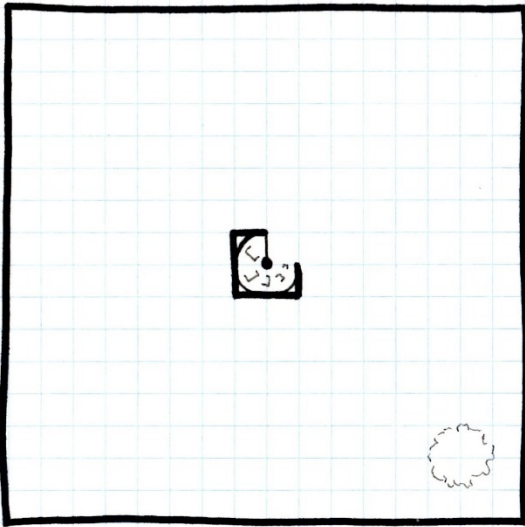
**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

# APPENDIX. HERMIT-MAGE'S TOWER MAP

## THE HERMIT-MAGE'S TOWER

□ = 5 FT





## ADVENTURE 5. ONE ACCEPTING ALTAR

If any of the adventurers undertaking this mission belong to the Order of the Gauntlet, read the following. If not, move directly to the next section.

As you leave the meeting, a human dressed in fine clothes—much too fine for the grime and heat of Chult—waves to you. “I am Alastar Bol, the Scourge of the Unliving in Chult. The Order of the Gauntlet has tried many times to establish a base in this land. Our first attempt failed at Camp Righteous. Our second attempt at Camp Vengeance is barely surviving. In both cases, the undead presence has been too great. I ask this of you on your mission: if you come across any graveyards or crypts during your mission, be sure to resanctify them quickly. Otherwise the undead threat will only grow. Use this holy water to do so.”

Alastar gives the characters (favoring any Order of the Gauntlet members) two *vials of holy water* each. He instructs that these be used to consecrate any burial grounds. The rumors of increasing undead presence have worried many in Chult.

**Treasure.** Alastar also gives them a satchel that contains enough gold to provide each character a 50 gp advance on Pozzanna’s reward.

### A. OUTSIDE THE SHRINE OF UBTAO

**Estimated Duration:** 20 minutes

The shrine of Ubtao is a stone building covered with vines on the edge of the thick jungle. The shrine was recently restored by a group of weretigers who hope to bring the lost god Ubtao back to Chult.

#### GENERAL FEATURES

The area in front of the shrine has been cleared away. Its features are as follows:

**Terrain.** The terrain is flat and the grass cleared. The edges of the clearing begin the thick jungle.

**Light.** The bright Chultan sun beats down on the shrine.

**Smells and Sounds.** There is a sweet smell of jungle fruit in the air, as the weretigers harvest the local plants for food.

Not long after the weretigers reestablished and refortified the shrine, worshippers of Dendar the Night Serpent arrived to kill the weretigers and destroy the shrine. The weretigers fought off the first few attack parties, but the number and frequency of attacks forced the weretigers to retreat into the shrine and lock the doors.

When the adventurers break through the thick jungle foliage, they see worshippers of Dendar trying to break through the shrine doors. The

attacking party consists of four **pterafolk** and two **ankylosaurs**.

#### DEVELOPMENTS

The weretigers wait inside the shrine and do not open the doors until the threat is gone. They only open the door and interfere with the fight if the adventurers are all dead or unconscious and there are two or fewer enemies left. In that case, they rush out to dispatch the remaining enemies and stabilize any adventurers, dragging them to the safety of the shrine.

The adventurers might try to open the doors during the battle, but it is very difficult. They are barred and held by the weretigers, so only a DC 25 Strength check breaks them. The weretigers also call through the door, telling the adventurers they must kill the attackers before the doors can be opened.

Otherwise, after the adventurers defeat the attack party, the doors open and the weretigers allow the adventurers to enter the safety of the shrine. This is detailed in the next section.

#### ADJUSTING THIS ENCOUNTER

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

- **Weak or Very Weak:** Remove 2 pterafolk and 1 ankylosaurus.
- **Strong:** Add 1 pterafolk.
- **Very Strong:** Add 2 pterafolk and 1 ankylosaurus.

### B. THE WERETIGER CLAN

**Estimated Duration:** 10 minutes

After the combat outside the shrine concludes, read:

The stone doors open to reveal a strange creature. Although it is bipedal, it has the head of a tiger. It trains a longbow on you. “State your business here quickly.”

If the adventurers make any sort of claims of peace and good intent, the weretiger allows them to enter. Also, if any adventurer wears a symbol of the Order of the Gauntlet, they are allowed in immediately.

The weretigers, six in total, have set up living quarters within the shrine. They were down to only three when the previous scouting party from the Order of the Gauntlet arrived. The Order members joined the weretigers in driving back earlier attacks by Dendar followers, and then they agreed to become weretigers themselves and dedicate

themselves to guarding the shrine until the time that Ubtao returns to bring peace to Chult.

## DEVELOPMENTS

After a few minutes of talking between the adventurers and the weretigers, the altar within the shrine begins to glow. The weretigers drop to their knees in awe.

Select one non-evil adventurer at random. You may also choose the adventurer who showed the most bravery during the fight with the pterafolk, as long as that adventurer is not evil or does not act in an evil manner. That adventurer hears a voice:

In your mind you hear a deep, soothing voice. As the voice speaks, the altar on the north end of the shrine glows. "The enemy comes from below. Pledge your service to me, and you will be rewarded. Your blood is needed in the coming war."

The glow brightens, revealing a circular labyrinth on the top of the altar. The center of the maze is a small circular indentation, stained red.

If the person who receives the message, or anyone else who chooses to make the initial pledge, places some of their blood into the central indentation, the blood grows and trickles out into the maze, following a path that finally navigates the maze and leads to a path to the outside.

When the path is complete, the altar slides to the side, revealing a set of stairs leading down into the crypt. The weretigers try to rush down the stairs, but they find they cannot proceed because of their lycanthropy.

If the adventurers attempt to take a short or long rest, loud noises from the basement should prompt them into action.

## C. THE BASEMENT CRYPT

**Estimated Duration:** 20 minutes

The crypt holds the sarcophagi of many revered elders who worshipped Ubtao before that god left Chult.

### GENERAL FEATURES

The basement crypt has been undisturbed for years, until now! Its features are as follows:

**Terrain.** The dusty stone floor is flat but broken in many places. The ceiling is 10 feet high.

**Light.** The only light in the crypt is whatever the adventurer's bring. The enchanter has a lantern if needed.

**Smells and Sounds.** The smell of death mixes with that of rot and dust.

The worshippers of Dendar have tunneled into the basement crypt. The one **enchanter** and four **hobgoblin iron shadows** who infiltrated the crypt are ransacking the crypts before moving up to the ground floor of the shrine and planning to slaughter the remaining weretigers.

The stone doors leading into the crypt area are closed but not locked, and they can be opened easily, although they are heavy to open. When the adventurers open the door and have enough light to see, read:

This large area is full of stone sarcophagi. Some lie flat, while others rest on end. Stone carvings representing the power and majesty of Ubtao cover the floor, walls, and sarcophagi.

Three particularly large and ornate carvings rest on the floor amid the flat-resting sarcophagi. They seem to be particularly dark, as if the light is being sucked into them.

The Dendar worshippers are hiding behind the sarcophagi, and they can be noticed with a DC 15 Wisdom (Perception) check. Any adventurers who fails the check are surprised.

The symbols etched into the floor have been tainted by the worshippers of Dendar. If they are standing on or next to these symbols, they have advantage on saving throws and do an additional 1d4 damage on melee weapon attacks.

The symbols can be rededicated to Ubtao. As an action, the adventurers can use a vial of holy water, or they can use a DC 10 Intelligence (Religion) check. Once this is done, the symbols are rededicated to Ubtao. Dendar worshippers lose the benefits they had, and all attacks against them are made at advantage. All three symbols must be turned back to Ubtao to make this transition.

### ADJUSTING THIS ENCOUNTER

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

- **Weak:** Remove 2 **hobgoblin iron shadows**.
- **Very Weak:** Remove 1 **hobgoblin iron shadow**.
- **Strong:** Add 1 **hobgoblin iron shadow**.
- **Very Strong:** Add 2 **hobgoblin iron shadows**.

## DEVELOPMENTS

The enchanter and hobgoblins have no treasure, but if the adventurers can defeat them, the weretigers are grateful beyond words. The removal of the taint of the Dendar worshippers allows the weretigers to access the basement.

Order of the Gauntlet members who spread the holy water throughout the crypt area receive a renown point with the Lords' Alliance.

**Treasure.** As a reward, the weretigers offer the adventurers gold bars worth 1000 gp, 10 vials of alchemist's fire worth 50 gp each, and 4 *potions of water breathing*. Additionally, Pozzanna pays the characters the remaining 150 gp of their promised reward.

## REWARDS

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

### EXPERIENCE (MIN/MAX: 750/1,000 EA.)

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
Pterafolk	200
Ankylosaurus	700
Enchanter	1,800
Hobgoblin Iron Shadow	450

#### NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Provide Blood to the Altar	500

## 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
Gold bars	1,000
Alchemist fire vials	500
Pozzanna's Reward	200 per character

**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*.

### POTION OF WATER BREATHING

*Potion, uncommon*

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

## STORY AWARD

**Chosen of Ubtao.** A remnant of the power of the lost god Ubtao selected you to do its will. You have been changed by this. Worshippers of Ubtao recognize you as special, and they treat you with deference and awe. If you ever do evil deeds to these worshippers, you lose this story award. This story award can be found in **Player Handout 2**.

## PLAYER REWARDS

For completing this mission, the characters earn downtime as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*. However, only characters that are also **members of the Order of the Gauntlet** earn a **renown point** at the conclusion of this adventure—other characters earn no renown.

## DM REWARD

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

## APPENDIX. MONSTER/NPC STATISTICS

### PTERAFOLK

*Large monstrosity, neutral evil*

**Armor Class** 12 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., fly 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	8 (-1)	10 (+0)	11 (+0)

---

**Skills** Perception +2, Survival +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

**Terror Dive.** If the pterafolk is flying and dives at least 30 feet straight toward a target, and then hits the target with a melee weapon attack, the target is frightened until the end of its next turn.

### ACTIONS

**Multiattack.** The pterafolk makes three attacks: one with its bite and two with its claws. Alternatively, it makes two melee attacks with its javelin.

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 2) slashing damage.

**Javelin.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

### ANKYLOSAURUS

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 68 (8d12+16)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

---

**Senses** passive Perception 11

**Languages** —

**Challenge** 3(700 XP)

### ACTIONS

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18(4d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

## ENCHANTER

Medium humanoid (human), any evil alignment

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

---

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** Common plus up to three other languages

**Challenge** 5 (1,800 XP)

**Spellcasting.** The enchanter is an 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

Cantrips (at will): *friends, mage hand, mending, message*

1st level (4 slots): *charm person, mage armor, magic missile*

2nd level (3 slots): *hold person, invisibility, suggestion*

3rd level (3 slots): *fireball, haste, tongues*

4th level (3 slots): *dominate beast, stoneskin*

5th level (2 slots): *hold monster*

### ACTIONS

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

### REACTIONS

**Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1<sup>st</sup> Level or Higher).** The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and is visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

## HOBGOBLIN IRON SHADOW

Medium humanoid (goblinoid), lawful evil

**Armor Class** 15

**Hit Points** 32 (5d8 + 10)

**Speed** 40 ft.

---

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

---

**Skills** Acrobatics +5, Athletics +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

**Spellcasting.** The iron shadow is an 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The iron shadow has the following wizard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, true strike*

1st level (3 slots): *charm person, disguise self, expeditious retreat, silent image*

**Unarmored Defense.** While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### ACTIONS

**Multiattack.** The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of its attacks.

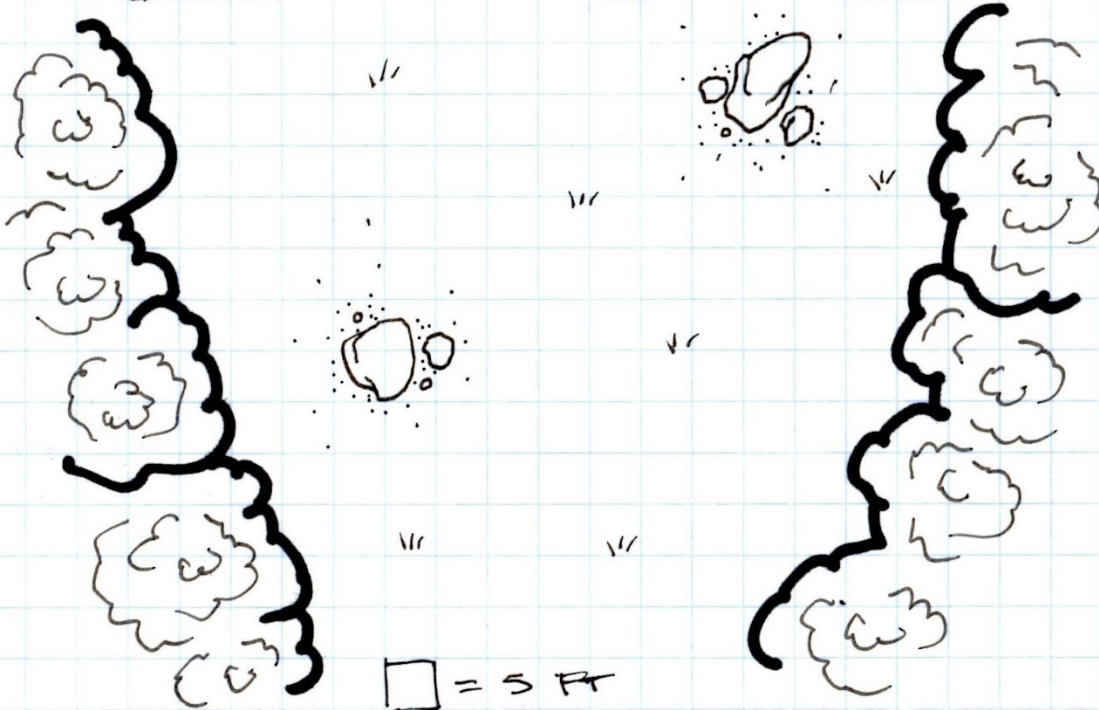
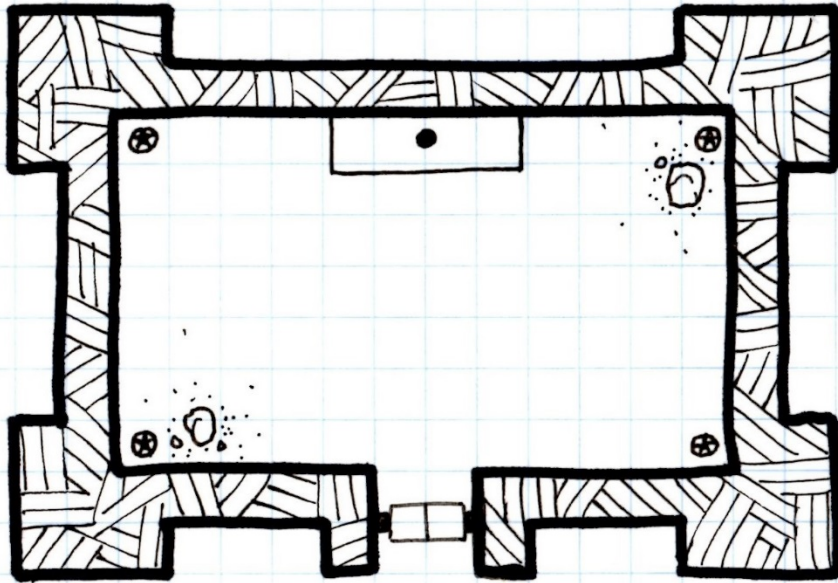
**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

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

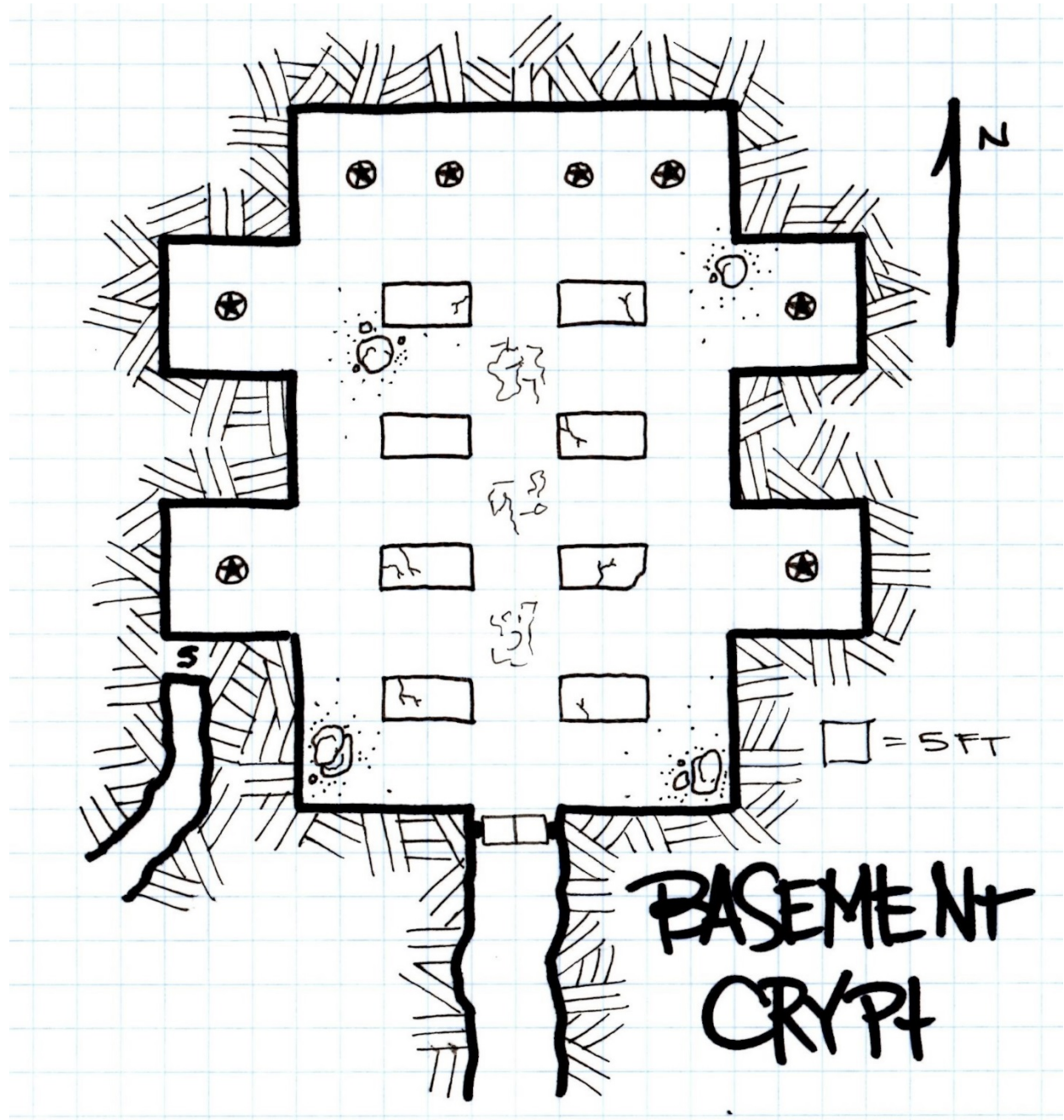
**Shadow Jaunt.** The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

## APPENDIX. SHRINE OF UBTAO MAP

# SHRINE OF UBTAO



## APPENDIX. BASEMENT CRYPT MAP





## **PLAYER HANDOUT 1. HONORARY CLAN MEMBER STORY AWARD**

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

### **HONORARY CLAN MEMBER**

---

For your assistance in saving the lives of the peaceful yuan-ti clan known as the Misty Cliff clan, they have made you an honorary member of their clan. If you are in need and a member of the clan is nearby, they provide whatever help they can. The same is expected of you if the clan requires assistance.

## **PLAYER HANDOUT 2. CHOSEN OF UBTAO STORY AWARD**

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

### **CHOSEN OF UBTAO**

---

A remnant of the power of the lost god Ubtao selected you to do its will. You have been changed by this. Worshippers of Ubtao recognize you as special, and they treat you with deference and awe. If you ever do evil deeds to these worshippers, you lose this story award.