



A WALK IN THE PARK

A mysterious satchel linking the yuan-ti to a poisoning in Port Nyanzaru leads you outside the safety of city walls and into the jungle beyond. Venture into the jungle and seek out the wisdom of the grung to shed some light on the situation.

Part Two of *The Jungle Has Fangs* Trilogy.

A Two-Hour Adventure for 1st-4th Level Characters



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INTRODUCTION

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

The adventure begins with the characters investigating a satchel linking the yuan-ti to the poisoning in Port Nyanzaru. They stumble upon a smuggling ring that leads them deep into the jungle to find where forbidden ingredients are cultivated and how the yuan-ti are involved.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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 battle maps.
- 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

"He had noticed that events were cowards: they didn't occur singly, but instead they would run in packs and leap out at him all at once."

--Neil Gaiman

ADVENTURE BACKGROUND

Nine years ago, seven Chultan traders backed by the Ytepka Society (pronounced yeh-TEP-kah) strong-armed Amn to relinquish control of Port Nyanzaru. Since then these seven have grown into the affluent Merchant Princes who control all goings on inside the city, and Port Nyanzaru has flourished beyond imagination. Its grand bazaars and colorful music-filled streets enchant locals and visitors alike.

Even though, a city this vibrant still has its dark side; of which the Emerald Enclave has made its primary concern. Some are open about their association, some keep it secret and some are merely sympathizers, but all strive to protect the city from what lurks in the jungle.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure:

Malar's Throat (MA-lar). Outside the city walls to the south is a deep ravine lined with shanties stacked atop one another. Rope bridges connect wall to wall 200 feet across, a hundred feet high. This part of the city houses the poorest of Port Nyanzaru.

The Satchel Shop. Deep in the heart of Malar's Throat resides a tiny shop filled to the brim with leather satchels. The only differentiating marks are the emblems on the satchels; a secret code notifying the receiver of what's inside.

Screaming Wind (SKRI-ming Wind). Port Nyanzaru's Emerald Enclave contact, this young native Chultan tabaxi is wise beyond her years and an impressively skilled hunter. Shy and quiet, the seldom times she speaks people tend to listen.

Abwale Capanging (A-BWA-le Ca-pa-NING). This Native Chultan merchant runs a smuggling ring out of the Satchel Shop in Malar's Throat with the aid of unregistered grung assistants. Belonging to no faction or Merchant Prince, he deals with anyone with gold or a favor to offer.

Wadumu Who-Would-Be-Blue (wah-DOO-moo). A green grung used in the smuggling of goods within Port Nyanzaru offers himself as a guide but has secret reasons to escort them into the depths of the jungle. He lies a lot.

MowMow. (MAO-mao). This flying messenger cat is loaned to the group by Screaming Wind. Shy and afraid of danger she hides until the coast is clear never straying too far from the strongest of the group. Wears a tiny satchel holster.

ADVENTURE OVERVIEW

This adventure is broken down into three parts:

Part 1. Secrets of Malar's Throat. The characters are instructed to head to The Satchel Shop in Malar's Throat to find more information about a drug. There they uncover a smugglers ring and the location of one of the ingredients.

Wadumu, a grung who overhears their conversation offers himself as a guide to a native human tribe a day's ride into Chult.

Part 2. Fury of Chult. The dense Chultan jungle reveals its dangers; the worst of which is the Rain itself. The characters must survive a flash rain their first night in the jungle.

Part 3. Truth Revealed. Meeting with the human tribe, the characters learn of the Grudge-Gill tribe's true nature, the ingredients of Wanderlost and gain information on the yuan-ti. The characters must send a message with this information back to Screaming Wind.

ADVENTURE HOOKS

The adventure picks up immediately following the events of DDAL07-03 *A Day at the Races*. A young tabaxi, Screaming Wind, approaches the characters as they gather around a dead yuan-ti pureblood in a racing dinosaur pen having been stomped by a raging dinosaur. After finding a satchel containing traces of Wanderlost, an illegal substance, she requests the characters aid her in learning more.

Those characters who didn't participate in DDAL07-03 *A Day at the Races*, can choose one of the following hooks.

Thirst for Gold. Those characters primarily interested in coin hear word that the merchant princes are looking for adventurers to investigate the cause of mysterious racing dinosaur deaths. They are to seek out a tabaxi named Screaming Wind near Malar's Throat to discuss the details.

Faction Assignment (Emerald Enclave). The Emerald Enclave has been researching the poisoning of local racing dinosaurs by a toxin called Wanderlost. If one or more of the characters are members of the Emerald Enclave, their point of contact in Port Nyanzaru is a young Tabaxi hunter named Screaming Wind, often found near the entrance of Malar's Throat feeding hungry children in the area. She entrusts the characters with finding out how the drug has been smuggled into the city, how it is made, and how the yuan-ti are involved.

PART 1. SECRETS OF MALAR'S THROAT

Estimated Duration: 45 minutes

STORY BEAT

This part begins in a manner determined by whether or not the characters played DDAL07-03 *A Day at the Races*:

If the characters **have** played DDAL07-03 *A Day at the Races*, the adventure begins just after they've witnessed the stomping death of a yuan-ti pureblood by an enraged dinosaur. **Use Encounter A1**

If the characters **haven't** played DDAL07-03 *A Day at the Races*, they begin the adventure on their way to a meeting in Malar's Throat with Screaming Wind, a young tabaxi representative of the Emerald Enclave. **Use Encounter A2**

A1. FOLLOWING UP

For those characters that participated in DDAL07-03 *A Day at the Races*, the adventure begins in the Mossy Rock—a modest inn in the Market Ward. Their breakfast is interrupted the following morning by Screaming Wind, a young tabaxi hunter in the service of the Emerald Enclave.

This is a great time for the players to introduce and describe their characters. Take particular note of anything on their person that is exposed. This information will become useful to you once they enter Malar's Throat. After they've done this, read or paraphrase the following.

A young tabaxi escorted by two guards enters the inn and scans the common room. Seeing you, she approaches.

"Just when you thought your work was done," a wry smile crossing her face. "We've got a lead on the satchel you found yesterday."

ROLEPLAYING SCREAMING WIND

She is shy in crowds, but listens carefully from the back of the room, and adds her opinion only when she feels it necessary. Screaming Wind speaks very seldom, but when she does, people tend to listen.

She is remarkably insightful for her age, and a more skilled hunter few have seen. She is the sole surviving member of her tribe the rest of whom were slain by undead.

Quote: "Less talking, more hunting."

TRICKS OF THE TRADE

Consider the following guidance.

Questioning. Begin the questioning the characters; quietly minding the situation from different sides in a non-threatening way. They aren't investigating the situation officially, but are a part of the Emerald Enclave. She asks the characters if they witnessed the attack and if they've seen anyone suspicious in the area.

Recruiting. Soon after finding out what the characters know, Screaming Wind explains how few locals want to help and that she is looking for a group of adventurers who can do the job in exchange for 100 gold. If prodded she offers up to 200 gold pieces with a subdued, throaty growl. Once they agree, she offers the following information along with a map of Malar's Throat with directions to the Satchel Shop.

- There have been a lot of unexplained poisonings within the city, and an alchemical substance called Wanderlost is believed to be responsible.
- The satchel contains a jade statue of Dendar the Night Serpent, as well as other yuan-ti personal effects and religious knickknacks. Additionally, there is a hidden vial of Wanderlost in a secret pocket.
- The distinct circular emblem on the satchel is the mark of specific artisans from The Satchel Shop in Malar's Throat. As a general note, The Satchel Shop is a callback to an episode of *Fury's Reach* on Twitch.

Screaming Wind bows deeply then stands tall, "Thank you greatly. Please, go to this The Satchel Shop in Malar's Throat and find what you can about the drug. We must know how it's been smuggled in, how it is made, and what the yuan-ti have to do with this. Quickly, before another attack is made."

She looks around making chittering noises and from the crowd flies in a small winged cat wearing a tiny leather satchel who delicately touches ground and nuzzles her paws. Screaming Wind passes the tiny creature to you.

"Take MowMow. When you ready a message, she will bring it to me no matter how far away."

A2. SCREAMING WIND IN MALAR'S THROAT

For those characters that didn't participate in DDAL07-03 *A Day at the Races*, the adventure as the characters meander around the city in search of adventure.

Rumors abound of rampant dinosaur poisoning throughout Port Nyanzaru. Owners of these creatures, whether they use them as beasts of burden or racing steeds, are terrified at the prospect of losing their precious beasts to such nefarious treachery.

Sources have led you to seek out Screaming Wind, a young tabaxi woman that has been asking many questions regarding these activities. It seems she may be an ally in your investigation.

This is a great time for the players to introduce and describe their characters. Take particular note of anything on their person that is exposed. This information will become useful to you once they enter Malar's Throat. After they've done this, read the following.

Ubtao's Jaws is a large gate in the city that faces Malar's Throat, Port Nyanzaru's slum district. It is here that you find Screaming Wind, a young tabaxi woman, handing out morsels of food to young beggars that cluster nearby. As you approach, she grows visibly tense, as if ready to spring away.

If anyone in the party is a member of the Emerald Enclave, and identify themselves as such to Screaming Wind, showing her an emblem, she immediately relaxes. If no one is a member of that faction, or chooses not to identify themselves as such, a successful Charisma (Persuasion) check DC 13 is required to successfully engage in conversation with Screaming Wind. She is otherwise reticent.

If threatened, Screaming Wind bounds away from the characters, and must be chased down. Use the Urban Chase Complications below, as well as the rules for chases found on page 252 of the *Dungeon Master's Guide*. If the characters successfully catch her, a successful Charisma (Persuasion) check DC 15 is required to engage her successfully in conversation, much less win her trust. In either case, once the characters have won her over, she speaks. Read the following.

There have been a lot of unexplained poisonings within the city, involving a toxin called Wanderlost. Recently, a yuan-ti pureblood was stomped to death by an enraged racing dinosaur. I found this satchel in their possession. Inside is a jade statue of Dendar the Night Serpent, as well as other yuan-ti bric-a-brac and religious knickknacks. See here? A secret pocket in the satchel.

Screaming Wind opens the satchel and shows the characters what she's found.

Look! A hidden vial of Wanderlost. A friend of mind confirmed it. See this circular emblem on the satchel? It's the mark of artisans known to work for The Satchel Shop in Malar's Throat.

Recruiting. Screaming Wind explains how few locals want to help and that she is looking for a group of adventurers who can do the job in exchange for 100 gold. If prodded she offers up to 200 gold pieces with a subdued, throaty growl. If they agree, she provides them with directions to The Satchel Shop.

Screaming Wind bows deeply then stands tall, "Thank you greatly. Please, go to this The Satchel Shop in Malar's Throat and find what you can about the drug. We must know how it's been smuggled in, how it is made, and what the yuan-ti have to do with this. Quickly, before another attack is made."

She looks around making chittering noises and from the crowd flies in a small winged cat wearing a tiny leather satchel who delicately touches ground and nuzzles her paws. Screaming Wind passes the tiny creature to you.

"Take MowMow. When you ready a message, she will bring it to me no matter how far away."

B. TRAVERSING MALAR'S THROAT

The darkness and grit of Malar's Throat is a jarring contrast to the vibrant beauty within the walls of Port Nyanzaru.

GENERAL FEATURES

Malar's Throat has the following general features:

Terrain. Narrow sidewalks line the sides of the ravine. The major walkways are massive rope bridges 10-foot wide, 200-feet across and over 100 feet off the ground. A network of these bridges cross and navigate the locals to the various levels of the shanty town.

Weather. While the air here is cooler than in the city proper, the humidity is still just as prevalent.

Light. The jungle's canopy, the deep ravine, and the city's walls block much of the light from entering the ravine. Daytime is noted by the speckled light through the canopy above.

Smells and Sounds. A very low subtle echo of the busy ravine follows the characters as they traverse the rope bridges. The earthy smell of pitch, tar and other oils that construct the many rope bridges overwhelm travelers. The locals don't seem bothered by it.

When the characters are ready to enter Malar's Throat read the following.

The light from within the city disappears into the deep ravine of Malar's Throat. Dilapidated shanties stack the walls connected by an intricate web of rope bridges 200-foot across, over 100 feet above ground. The poor of Nyanzaru are housed here; the outer city as busy as within.

As the characters cross the heavily-trafficked rope bridges, they clearly see how poor this part of the city is. Crossing the last bridge to The Satchel Shop they become the target of thieves.

ROPE BRIDGE FISH HOOKS

Prior to setting out along the bridges, establish a marching order with your players. As the characters cross the bridges, they are preyed upon the "fisherlings" that the area is well known for— young children that dangle thin wires ending in fishhooks to the bridges below and "fish" for coin purses and other valuables. This is a great time to recover your notes taken while the players were describing their characters. Anything described as exposed that might be pulled from them with a fishhook is a target.

The fisherlings also target whichever character is carrying the satchel given by Screaming Wind. Feel free to target as many of the characters as you like. Any character behind one of the fisherlings's targets that has a passive Perception score of 15 or higher notices the fishhooks bobbing around their colleague's shoulder. Otherwise, the targets themselves might notice them, but the difficulty is increased by 5.

If no one detects the fisherlings, they make off with 1d10 gp, or some other unsecured object. Otherwise, a character seeing the hook may attempt a DC 13 Dexterity (Sleight of Hand) check. If successful, they recover the target's coin purse or possession from the fish hook before the fisherlings can abscond with it. A character that fails the check by 5 or more gets snagged by the hook and takes 1 piercing damage as the hook snags their hand on its way up to its owner.

Successful or not, the fisherlings make their escape; read or paraphrase the following.

As the laughing children quickly retrieve their hooks, the group disperses. The children run left and right disappearing into the darkened crowds that busy the many bridges within this part of the city.

The area is well-populated, if a character attacks one of the children with a ranged attack, the

children have total cover from the rope bridge and the sheer number of people in the area.

If the characters give chase they must succeed on a DC 15 Wisdom (Perception) check to spot the children that tried to bilk them. As the characters race to the end of the bridge (in either direction), at the start of each turn, the character must roll on the Urban Chase Complications table, (see following page, below). Once the characters reach the end of the bridge they see the Satchel Shop in front of them and can choose to continue the chase left or right for another round before the child is lost into the crowd. If there is no complication by the time they reach the end of the bridge they will have succeeded and caught the child who has their coin purse.

EXTRA TIME

If you have more than two hours to run the adventure (or if things are progressing along quickly), feel free to automatically have one of the children snag the satchel the adventurers are currently transporting, and then lead them on a merry chase through Port Nyanzaru. In addition to the Urban Chase Complications table given, you'll want to review the rules for Chases on page 252 of the *Dungeon Master's Guide*.

If the child evades the character's pursuit, they bump into a pack of three **thugs**, who attempt to extort 100 gp from them in return for their stolen property. A successful Charisma (Intimidation) check DC 15 gets the thugs to back their price down to as low as 50 gp. Otherwise, a fight ensues. If the thugs defeat the characters, they leave them unconscious only. All unconscious characters wake an hour later with 1 hit point and a massive headache.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to group size.

- **Very Weak:** Remove two **thugs**.
- **Weak:** Remove a **thug**.
- **Strong:** Add a **thug**.
- **Very Strong:** Add a **yuan-ti pureblood**.

URBAN CHASE COMPLICATIONS

d20 Complication

- 1 A large obstacle such as a small dinosaur or cart blocks your way. Make a DC 15 Dexterity (Acrobatics) check to get past the obstacle. On a failed check, the obstacle counts as 10 feet of difficult terrain.
- 2 Hapless bystanders block your way. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through them unimpeded. On a failed check, the bystanders count as 10 feet of difficult terrain.
- 3 A large clay urn, basket or similar barrier blocks your path. Make a DC 10 Strength saving throw to smash through the barrier and keep going. On a failed save, you bounce off the barrier and fall prone.
- 4 A maze of hanging vines or similar obstacles stands in your way. Make a DC 10 Dexterity (Acrobatics) or Intelligence check (your choice) to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain.
- 5 The ground beneath your feet is slippery with rain, spilled oil, or some other liquid. Make a DC 10 Dexterity saving throw. On a failed save, you fall prone.
- 6 You come upon a pack of velociraptors fighting over food. Make a DC 10 Dexterity (Acrobatics) check to get through the pack unimpeded. On a failed check, you are bitten and take 1d4 piercing damage, and the velociraptors count as 5 feet of difficult terrain.
- 7 You run into a brawl in progress. Make a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to get past the brawlers unimpeded. On a failed check, you take 2d4 bludgeoning damage, and the brawlers count as 10 feet of difficult terrain.
- 8 A beggar blocks your way. Make a DC 10 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to slip past the beggar. You succeed automatically if you toss the beggar a coin. On a failed check, the beggar counts as 5 feet of difficult terrain.
- 9 An overzealous guard (see the Monster Manual for game statistics) mistakes you for someone else. If you move 20 feet or more on your turn, the guard makes an opportunity attack against you with a spear (+3 to hit; 1d6 + 1 piercing damage on a hit).
- 10 You are forced to make a sharp turn to avoid colliding with something impassable. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, you collide with something hard and take 1d4 bludgeoning damage.
- 11-20 No complication.

THE SACHEL SHOP

As the characters continue to the end of the bridges read the following.

At the end of the rope bridge, the crowd disperses and you see before you a tiny storefront, in its window rests a large and terribly painted sign that reads The Satchel Shop.

The Satchel Shop is a dimly lit small storefront full to the brim with satchels. Satchels cover the walls from floor to ceiling and across the counter. Four rotating display racks sit in the middle of the store overflowing with satchels.

Behind the counter sits a sleepy looking man, a Chultan native named **Abwale Capaning**, who is wearing a fine, dark leather vest and belt over a long, loose Chultan tunic—the same leather as the satchels are made of.

The satchels in the store come in two sizes (large and small). Among those of a given size, the satchels are all the same color and look. Large satchels adorn the walls while smaller satchels lay on the counter top. The only thing that differentiates them are the medallions above the main buckle.

As the party discusses the contents with Abwale Capaning characters with a passive Perception of 13 or higher see curious bulbous eyes peering at them from behind the counter, the door to the back room, or from around one of the rotating displays. Attached to them is a green-skinned frog-like humanoid—a grung. This is one of many that are employed by Abwale to act as couriers between the jungle and city.

ROLEPLAYING ABWALE CAPANING

Abwale is a smooth operator. He never loses his cool, and answers all questions with a polite smile, no matter how intense the questioning might become. He is paid up with the authorities, as well as his merchant prince, and so any threat to see him imprisoned falls on deaf ears. If things get violent, Abwale drops subtle hints regarding a bribe of some kind.

Quote: “Hey, Wadumu. These folks are dry. Give ‘em one on the house, okay?”

ABWALE'S WARES

Abwale designs and sells two styles of satchels, both might contain a hidden compartment, a fact Abwale doesn't share with the characters. Abwale knows the difference between satchels with hidden compartments and those without, on sight.

During the course of conversation, Abwale conveys the following information to the characters.

- Large satchels are rectangular, multi-compartmented bag with a long strap, and closed with a top flap bearing a large buckle. They cost 3 gp and have a carrying capacity of 1 cubic foot/15 pounds of gear.
- Small satchels are a belt pouch with a similar—but smaller—flap and buckle. They cost 1 gp and have a carrying capacity of ¼ cubic foot/5 pounds.
- Each satchel is marked in a way that indicates what is smuggled within. Only Abwale and the messengers know the code.
- Abwale freely admits to selling satchels to whomever wants one; he doesn't discriminate. Why would he? They're simply well-made bags. Neither does he ask why anyone would want to buy one; it's just a bag.
- If the characters show Abwale the Wanderlost or ask him about it, he indicates that he doesn't know where the drug comes from—he deals in satchels.

DEVELOPMENT

As soon as they reach the front of the store to exit, a grung wearing a small satchel approaches the characters. Speaking in broken Common, the grung tells the characters that he's heading into the jungle. If the characters pulled out the Wanderlost, Wadumu will tell them that he may know where in the jungle the "silver stuff" is made. He'll indicate that he's seen many strange things in the jungle. Wadumu plays up the role of the opportunistic guide, saying that this place he's thinking of is on the way to where he's going in the jungle anyways. He'd like to make a few extra coins if possible. If the character's press, Wadumu falls back on his lack of communication skills to demonstrate the appropriate level of idiocy.

Wadumu: *"I guide, you no die in jungle."*

If the characters do not trust Wadumu, he hands them a pair of *goggles of night*.

Wadumu: *"You no see in dark? I help."*

XP AWARD

If they succeed in keeping their coin purses award each character 75 XP.

PART 2. THE FURY OF CHULT

Estimated Duration: 20 minutes

The Chultan jungles are dangerous, but much less so with a guide as skilled as Wadumu. The character's sense of security washes away as the most treacherous danger falls from above.

STORY BEAT

The warnings about the Jungle were real but nothing could have prepared the characters for the treacherous downpour of the true Fury of Chult. The characters should experience the jungle as an NPC out to hurt them.

THE RAIN

The characters, having traveled a number of days toward their destination deep into the jungles of Chult, their new-found guide Wadumu has proven to be quite skilled.

GENERAL FEATURES

The Chultan jungle has the following general features.

Tunulunga. These secret tree nests are made by the grung, and are scattered throughout the jungle safe in the trees above. The nests are patched together with a mix of oils and grung saliva. The grung use these safe nests to keep out of danger as they travel.

Terrain. The jungle is dense with trees and vines. While the ground is level, thick roots threaten to trip unwary travelers, and patches of wet, sucking mud pulls the boots off of the less-than-cautious.

Weather. The air of the jungle becomes thick the further you travel. Hot and humid, your clothes stick to you.

Light. The thick canopy lets in streaks of light like fine spotlights. For the most part, the area is dimly lit.

Smells and Sounds. The life of the jungle fills your nose with fresh greenery. Exotic bird calls sing you on your way.

As the characters set out into the jungle read:

The last five days have been easier than expected thanks to Wadumu—who navigates you around hordes of zombies, feeds you natural insect repellent, prevents you from eating poisonous fruit, all while preventing you from being eaten by local flora and fauna.

He's even shown you the secret tunulungas (grung traveling nests) up in the trees, for a full night's sleep.

THE FURY

Day turns to night and before the characters round the bend to the safety of the next tunulunga, the sky opens and rain pours down like an endless waterfall.

The characters are in for a shock as the water spilling down from above forms a flash-flood that knocks them off their feet and washes them away into jungle.

Mudslide. The characters are carried out of control, down a mudslide for 1d4 rounds each. Roll initiative. Each round, on their turn, they can attempt a DC 13 Strength saving throw to grab onto something to prevent them from being washed further away. A character that fails this saving throw by 5 or more takes 7 (2d6) bludgeoning damage.

Once a character has stopped sliding, they can attempt to walk across the flooding waters through the muddy ditch. If a character fails either their Strength (Athletics) or Wisdom (Survival) check (their choice) DC 12, refer to the Lost Equipment chart below as each character traverses the mud for 1d4 rounds.

LOST EQUIPMENT!

Roll	Result
1	Lose nothing
2-3:	Lose a shoe, boot, or other nonmagical footwear
4	Lose bedroll, tent or other survival item.
5-6	Character becomes disoriented and travels wrong direction a full round taking 1d6 slashing damage as a branch scratches them underwater, and they add 1 round onto their mud journey.

The Climb. After getting past the mudslide, Wadumu leads the characters up the side of the ditch to the tree where the next nest is.

A successful DC 13 Strength (Athletics) check allows the characters to grab a hanging vine to climb to the top of the ditch. On a failed check, the character falls off the vine. Once at the top of the ditch Wadumu shows them how to climb to the tunulunga safely. If worn, the goggles show the rungs of a ladder from under the cool water.

NOTE: Throughout this entire ordeal, if a character that is no longer sliding chooses to stand still for a round, rather than moving forward, they can assist another character that is either sliding or walking, giving them advantage on their check.

Tunulunga. Now safe in the nest above the jungle wild, the characters settle in for the night. The torrent of rain is so loud that they have trouble sleeping. Wadumu takes note of this and starts on a parable about his people. Read the following.

Noticing your inability to sleep Wadumu begins to tell you a bedtime story. "Once upon time there was a happy grung village. So happy. One day, head grung had dream of snake lady. Dream said to follow the snake people. We no like snake people but we have to follow. Then head grung do bad things not like head grung. And so now, I no know what I do. Instead of follow, I kicked out. This stupid story. I go sleep. You sleep too."

The rain lightens a bit; the party falls asleep to the rhythm of the rain.

XP AWARD

If they survive the flood, award each character 100 XP.



PART 3. TRUTH REVEALED

Estimated Duration: 55 minutes

STORY BEAT

Wadumu guides the characters to the edge of the village then stops to explain a few things he hadn't before. This far into the jungle with no one else to trust, the truth about the grung is revealed.

A. THE VILLAGE

Another day of uneventful travel passes and the characters finally approach their destination. Wadumu stops at the beginning of a wooden path comes into view.

GENERAL FEATURES

The village has the following general features:

Buildings. The gate of the village opens to a circular area. Walls of the village are lined in two rows of hovels. The outer huts are homes while the inner circle is an assortment of huts used for various communal purposes. Some of the oversized inner huts are newer and better built than the rest of the huts in the village. These were constructed by and for the yuan-ti who live here. Humans are not allowed in these huts, and select grung are brought in to help make Wanderlost.

Tricks of the Trade. Wadumu explains a few key points he thinks are important before entering the village.

- Village is hidden—humans and snake people no want visitors.
- No touch; no steal!
- Humans think all grung evil, so they pro'ly hate Wadumu at first.
- Wadumu isn't evil. Wadumu is good. This why Wadumu kicked out of tribe.
- Grung watch village to protect snake people and Wanderlost.
- Grudge-gills working for snake people now. Tribe leader Ker'kiri'ka (Kur-KEE-ree-kah) made dream about snake Queen. Now whole tribe must worship snake people or punished!
- Wadumu reveals a deep scar that until now was covered by the strap of his satchel—no doubt inflicted by the tribe's leader.
- Wadumu instructs the characters to wait and watch until he calls for them.

WANDERLOST

Thought to be involved in the poisoning of dinosaurs within Port Nyanzaru, Wanderlost has a pasty consistency. What isn't known about this toxin is that it is created through a secret mystic rite honoring Dendar, and involves combining

yuan-ti venom with the poison from a grung. Unfortunately for the grung involved, the process is fatal.

After Wadumu has finished explaining, read the following.

Wadumu starts down the path to the village. No more than 60 feet from you arrows strike, landing in front of his feet. He throws his arms in the air saying something in a strange language—holding his satchel up to show the emblem to hidden eyes. He slowly removes a clear vial from the satchel, and speaks again to those in the jungle.

A moment later, six indigenous humans step out of the thicket led by a larger human male Chultan wearing a loin cloth and feathers tied to small bones in his dreaded hair. They discuss something and Wadumu looks back, pointing at your group.

The natives guard the leader as he nods and heads down the path toward the village.

Wadumu speaks to you conspiratorially, "Ok, we go to village. Free humans and slice snake people. No more Wanderlost. Es ok now."

B. WANDERLOST

The characters are led down the path and through a gate made of spikes. Protected within the walls are dozens of villagers hard at work. It is clear they're slaves in service to the yuan-ti, and they go about their lives maintaining the village, and hunting/gathering what they need to satisfy their masters as well as take care of themselves.

The characters are led by the leader through the main village area as he speaks and points to different locations around the village assuming Wadumu is translating for him.

Wadumu explains to the characters that he told the leader they were here from the city to free them from the snake people. He also indicates that the characters should wait until this evening to enter the village. The humans will sleep, and it will be easier to get in and around the huts without being noticed.

Wadumu: "You see all now. We rest and go in morning. See, I help! I good."

C. WE FIGHT BY NIGHT

Having witnessed the rite to Dendar, Wadumu is fully aware that a grung must die to make Wanderlost, and he is foursquare against seeing his people butchered by the yuan-ti in the name of Dendar.

Once the characters are ready to go, Wadumu leads them directly into one of the larger huts in the center of the village.

As the characters peer into or enter the hut, read the following.

The inside of the hut is lit by the scarlet glow emanating from the embers of a large fire pit in the center.

An elaborate shrine has been erected opposite the main door with an altar carved of an ebony wood and adorned with myriad fanged serpents.

Two Chultan humans hang from a stout wooden trellis over the altar, the last drops of life trickling out over the body of a green grung.

A single yuan-ti pureblood is scraping Wanderlost into a wooden bowl off the hide of the grung with bone knife.

As soon as the characters are noticed by the **yuan-ti pureblood**, the creature hisses a challenge, which draws the attention of four of Chultan **tribal warriors** and three **grung**, who immediately converge on the central hut.

The grung seem to know Wadumu and begin to yell at him in grung starting a loud croaking argument. He tries to assure the characters that everything is okay and that he will handle negotiating with them. In the meantime, the Chultans join the fight. It is obvious from their strangely glazed expressions that they're under the effect of a yuan-ti enchantment or drug or both.

Wadumu negotiates with the grung throughout the encounter, though if any of them are attacked, the negotiations end, and they join in the fray against the characters.

If looted, two of the tribal warriors carry a *potion of healing* each. The potion is brown and tastes like dirty swamp water, but it'll do the job.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to group size.

- **Very Weak:** Remove two **tribal warriors** and a **grung**
- **Weak:** Remove a **tribal warrior** and a **grung**.
- **Strong:** Add two **tribal warriors**
- **Very Strong:** Add a **yuan-ti pureblood**

CONCLUSION

After the characters defeat the patrol Wadumu leads you out of the village and tells the characters that he has discovered from the other grung that Wanderlost is made from a mystical union of

yuan-ti venom and grung poison. He also says they should strike out back into the jungle. If the characters don't recall, MowMow waits patiently to deliver whatever news they choose to share.

"Better we leave now. No trouble. Safer in jungle."

Now that the characters have the information, if they don't suggest it themselves, Wadumu suggests they send the information back with MowMow so the Emerald Enclave knows what's going on as soon as possible.

He also tells the characters that he learned from his fellow Grudge-gills, the location of the lost city of Bulobo. Seeking to bring Dendar, the Night Serpent back to the Realms, the yuan-ti have gathered there to complete the rites needed for this to happen. The creation and perfection of Wanderlost is merely one component required to make this happen. Wadumu is more than willing to lead the characters to where he believes this lost city to be. This occurs in the exciting conclusion of *The Jungle Has Fangs* trilogy: DDAL07-05 *Whispers in the Dark!*

FACTION ASSIGNMENT (EMERALD ENCLAVE)

If the characters send MowMow back to Screaming Wind with the information that they've learned, they receive a missive the following morning with instructions to follow whatever leads they discovered. Additionally, award each character 50 XP.

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 XP: 450/600 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
Thug	100
Grung	50
Yuan-ti Pureblood	200
Tribal Warrior	25

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Negotiate with Screaming Wind	50
Catching a fisherling	75
Survive the mudslide	100
Complete faction assignment	50

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
Screaming Wind's Quest	100 – 200 gp

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.

GOGGLES OF NIGHT

Wondrous Item, uncommon

The green-tinted lenses of these goggles are set in frames of platinum and jade and held in place with a broad strap of matte-black leather. When worn, the wearer finds their sense of smell unusually

strong, and living creatures they can see are visualized in varying shades of blues, reds, and yellows that correspond to their body's natural heat. This item is found in **Player's Handout 1**.

POTION OF HEALING

Potion, common

This item is described in the Player's Handbook.

PLAYER REWARDS

The characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Members of the Emerald Enclave that send word to Screaming Wind of their findings using MowMow earn **one additional renown point**.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Screaming Wind. A new Emerald Enclave recruit, this young native Chultan tabaxi is wise beyond her years and an impressively skilled hunter. Shy and quiet, the seldom times she speaks people tend to listen.

Abwale Capaning (a-BWA-le Ca-pa-NING). This native Chultan merchant runs a smuggling ring out of The Satchel Shop in Malar's throat with the aid of unregistered grung assistants.

Wadumu Who-Would-Be-Blue (wah-DOO-moo). A green grung used in the smuggling of goods within Port Nyanzaru offers himself as a guide but has a secret reason to escort the characters into the depths of the jungle.

MowMow. This flying messenger cat is loaned to the group by Screaming Wind. Shy and afraid of danger she hides until the coast is clear never straying too far from the strongest of the group. Wears a tiny satchel holster

APPENDIX. NPC/MONSTER STATISTICS

GRUNG

Small humanoid (grung), lawful evil

Armor Class 12

Hit Points 11 (2d6+4)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

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

ACTIONS

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

YUAN-TI PUREBLOOD

Medium humanoid (yuan-ti), neutral evil

Armor Class 11

Hit Points 40 (9d8)

Speed 30 ft.

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common, Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The yuan-ti's innate spellcasting ability is Charisma (spell save DC 12). The yuan-ti can 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

Multiattack. The yuan-ti makes two melee attacks.

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

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

PLAYER HANDOUT 1. MAGIC ITEM

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

GOGGLES OF NIGHT

Wondrous Item, uncommon

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

The green-tinted lenses of these goggles are set in frames of platinum and jade and held in place with a broad strap of matte-black leather. When worn, the wearer finds their sense of smell unusually strong, and living creatures they can see are visualized in varying shades of blues, reds, and yellows that correspond to their body's natural heat. This item can be found in the *Dungeon Master's Guide*.