

TOMB OF ANNIHILATION

ESCAPE FROM MALAR'S THROAT



An Introductory Dungeon for Tomb of Annihilation
Chapter 1: Port Nyanzaru

ESCAPE FROM MALAR'S THROAT



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INTRODUCTION

Malar's Throat sits precariously outside of the city walls of Port Nyanzaru. The poor living within this slum are under constant threat from floods and the undead denizens of the jungle of Chult. When the undead march upon the city, heroes must rise to protect the living, without falling themselves.

This supplement to *Tomb of Annihilation* expands on Malar's Throat in Port Nyanzaru. It is meant to add an exciting new dungeon to this location. The document includes:

A New 1st Level Dungeon. Start the party's adventure in Chult off with a harrowing rescue mission, that will have them fending off ravenous undead, solve puzzles, and pitch them against Port Nyanzaru's worst scoundrels!

Black Market items for Port Nyanzaru. Expand Port Nyanzaru's black market with new illicit substances, such as Dreaming Tincture and Mistleaf.

USING THIS SUPPLEMENT

This supplement provides a low level dungeon within Port Nyanzaru so that players earn enough experience to level up by the time they set out into the jungle. It is useful to first read Chapter 1: Port Nyanzaru in the official *Tomb of Annihilation* campaign book before reading this supplement. You can also use this supplement in any campaign by changing the locations or names of characters as needed.

As always, it is up to you how much of the content you want to use. It's perfectly fine to use some parts of this supplement while discarding others, or simply let the ideas presented here inspire new ideas of your own.

This supplement assumes a party of 4–6 characters of 1st level. More powerful parties will have an easier time with the combat challenges within. To scale this adventure for parties of level 2 you can do the following:

- Add an additional skeleton and zombie (or one ghoul) to the encounter described in the section "Doors to the Temple".
- Change one of the giant frogs to a giant toad in Area 3 of the Tunnels of Fortune.

QUICK OVERVIEW

In *Tomb of Annihilation*, characters begin the adventure in Port Nyanzaru. The port is a safe haven from the savage jungles of Chult, but often comes under attack from the wild undead. This adventure begins when the port's alarms signal an imminent attack from the undead. A town crier informs the characters that innocent children are trapped within the Temple of Tymora, just outside of the port's gates in an area called Malar's Throat. In order to save the kids, the characters must rush out to the temple.

Unfortunately, the port's guards close the gates behind the characters leaving them no choice but to hole up within the temple. One of the priests of the temple informs the characters that there may be a way out through the crypts.

After examining the crypts, the characters will find a secret door that leads further underground below the temple. After a few encounters with some wild creatures in the tunnels, the characters will find a secret entrance into a smugglers' den. The characters must find a way out of the smugglers' den through force or cunning and escape through an old sewer pipe into the harbor.

Monster References

The following monsters are used in this supplement:

- **bandit** – A smuggler, part of an organization called The Net.
- **giant frog** – A large amphibious creature that can swallow people whole.
- **skeleton** – An undead creature animated by dark magic, part of the undead hordes that wander the jungle of Chult.
- **spy** – A crafty rogue-like smuggler who is the leader of The Net.
- **swarm of rats** – A group of normal sized rats that can swarm around a foe. See "The Nature of Swarms" in Appendix A of the *Monster Manual*.
- **thug** – A strong enforcer, part of the Zhentarim who work effectively in combat in groups.
- **zombie** – An undead creature animated by dark magic, part of the undead hordes that wander the jungle of Chult.

Dramatis Personae

The following characters from *Tomb of Annihilation* and new in this supplement are referenced in this document:

- **Father Baltan** – Recently deceased priest of the Temple of Tymora.
- **Grim** – Leader of a group of Zhentarim thugs that operate in Port Nyanzaru.
- **Kwayothé (TOA, 35)** – One of the merchant princes of Port Nyanzaru who deals in fruits, drinks, and oils. She has two disguised consorts, a succubus and an incubus.
- **Sister Clara** – The priestess of the Temple of Tymora in Malar's Throat.
- **Tymora** – The goddess of luck.
- **Wakko** – Leader of a group of smugglers called The Net who specialize in smuggling illegal fruits and substances from the jungles of Chult.

Official Material References

The supplement references *Tomb of Annihilation* (TOA) followed by a page number as a recommendation for further reading.

MALAR'S THROAT

Malar's Throat is the slum district that sits just outside of the walls of Port Nyanzaru in Chult. Malar's Throat is set in a ravine between two large ridges and is full of ramshackle buildings. This part of Port Nyanzaru is known for being a haven for thieves and potentially black market dealings. During heavy rains or attacks from the undead in the jungle, people flee for the large city gates known as Ubtao's Jaws. Many of the poor in Malar's Throat send their children to the Temple of Tymora for schooling. Those who live in this area know that the Temple of Tymora is the sturdiest building in Malar's Throat and children are taught that it is safe haven in times of trouble.

ADVENTURE SETUP

The following sections provide a suggested way to set up this dungeon adventure.

UNDEAD ATTACK

If the characters explore Malar's Throat or if you need to add some excitement to a day of shopping in Port Nyanzaru, you can read the following:

Alarm horns suddenly blare as someone runs through the streets crying, 'The undead have returned, there are children trapped in Tymora's Temple.' The crier runs up to you and says 'Please! Someone has to help them!'

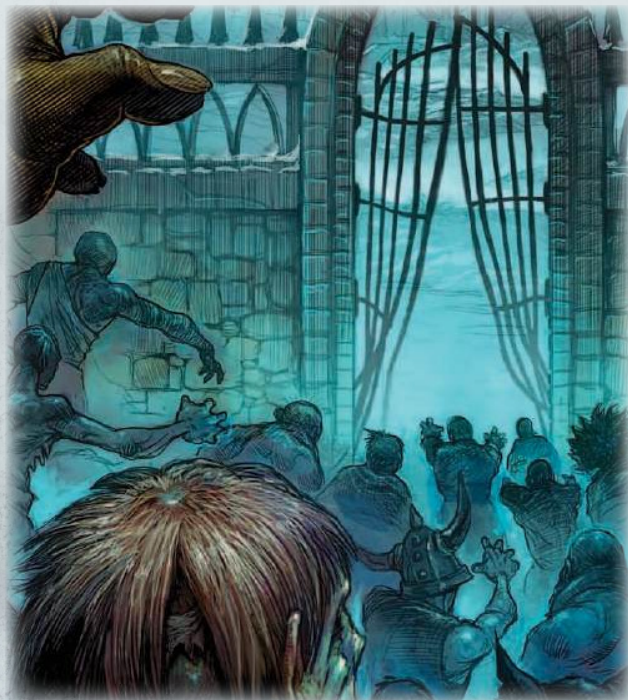
At this point, the port's militia will begin to take their places along the walls around the main gate to Malar's Throat, which is known as Ubtao's Jaws. If the characters choose to help, they must first run 250 feet from Ubtao's Jaws to the Temple of Tymora. At the same time, the undead are pressing forward into Malar's Throat.

RACE TO THE TEMPLE

To reach the doors before more undead arrive, the characters must succeed several skill checks. A single party member may make each check as a "best attempt" for the party. Each character must have attempted a check before any character can make a second check. As the characters set off in a run, you can read the following:

You can see down the long ravine scores of undead making their way towards the gates. The sturdy-looking temple made of heavy stone lies some two hundred feet from the safety of the gate. Through the crowd, you can see three children running towards the temple with undead not far behind. As you consider the temple of Tymora, a prayer you once heard uttered to the goddess of luck is on the tip of your tongue.

The party can choose a character to make a DC 12 Intelligence (Religion) check to recall a quick prayer to Tymora. On a success, the Goddess of Luck blesses the party with a small portion of luck, allowing them to re-roll one failed check as they try to reach the temple.



Dozens of stragglers are rushing by you back towards the gate to flee the oncoming undead in the distance. The mess of people are impeding your path.

The party can choose a different character to make each of the following checks:

- A DC 12 Dexterity (Acrobatics) check to dodge people running in the opposite direction.
- A DC 12 Wisdom (Perception) check to spot the quickest way through the rushing people.
- A DC 12 Charisma (Intimidation) check to get people to move out of the way to make a clear path to run.

If the party fails two of or more checks, add 2 **zombies** to the door of the temple.

A quick all-out sprint will get you to the doors of the Temple of Tymora. A small handful of undead are already knocking at the doors and more are on their way, but you gauge their speed and there is a possibility of outrunning them.

The party can choose a character to make a DC 12 Strength (Athletics) check to help the party all-out sprint to the temple before more undead arrive. If the party fails this check, add 2 **skeletons** to the door of the temple.

DOORS TO THE TEMPLE

1 **skeletons** and 1 **zombie** (plus any additional undead as a result of skill check failures) are trying to break down the doors of the temple when the characters arrive. **Sister Clara**, LG female Chultan human **acolyte** of Tymora, will call to the characters from an upstairs window. When the players arrive at the temple, you can read the following:

A small group of undead warriors claw at the doors of the temple. Someone peeks out of a window up above and screams, "They're closing the gates. You'll never make it back, but if you can take these ones out, we'll get you inside! Hurry!"

As you consider her words, you truly see the wave of undead approaching – too many to count. The flimsy shanties that surround the temple stand no match for the oncoming tide.

At the start of the encounter, Sister Clara will cast *bless* upon the party to help. Once the characters have defeated the undead, the scared people inside quickly open the door, allowing the characters to enter.

TEMPLE OF TYMORA

Once the characters get inside Sister Clara will offer a *cure wounds* spell and a *potion of healing* to injured characters. Sister Clara explains that the temple is a sort of school for poor children and is usually a safe haven during floods or undead attacks, but this time there are far more undead than before. She fears the undead may have enough time to break in before the city militia can beat them back.

Sister Clara puts on a brave face for the scared children taking refuge in the temple, but admits to the party that she is worried. She has only recently taken over clerical duties since Father Baltan passed away a tenday ago. On his deathbed, however, he told her that there was a secret exit to the temple through the crypts.

In addition to Sister Clara, there are 14 human Chultan commoners inside the temple, 12 of whom are children.

TUNNELS OF FORTUNE

Sister Clara can lead the characters and the peasants to a trap door that leads to the crypt (Area 1). Characters keeping track of directions may notice that the tunnel that leads down to the crypt heads north from the temple. Rooms with proper walls 8 feet tall, while tunnels with natural, earthen walls are 6 feet tall and cramped.

1. THE CRYPT

Eight stone coffins are arranged in two rows along the walls of this room. On the far end of the room stands a statue of a woman carrying a large, stone, face down coin in her outstretched hand.

The coffins are the final resting places of the priests and founders of the Temple of Tymora. Given their recent encounter with the undead, the characters may be suspicious of the coffins. They are right to be suspicious but for a different reason. Anyone who opens the coffins by hand must make a DC 12 Charisma saving throw or be cursed with bad luck, which causes the cursed character to be affected by the *bane* spell for the next hour.

The first coffin on the right is the most recently deceased priest, Father Baltan. Nobody knew that the key he possessed opened a secret cache (see Area 4), so it was buried with him in his coffin. The key is peculiar in that its head is shaped like a gold coin. The other coffins contain nothing of value as the priests of old hid their treasure further in the tunnels in Area 4. The coffin lids weigh approximately 50 pounds and can be opened without making a check.

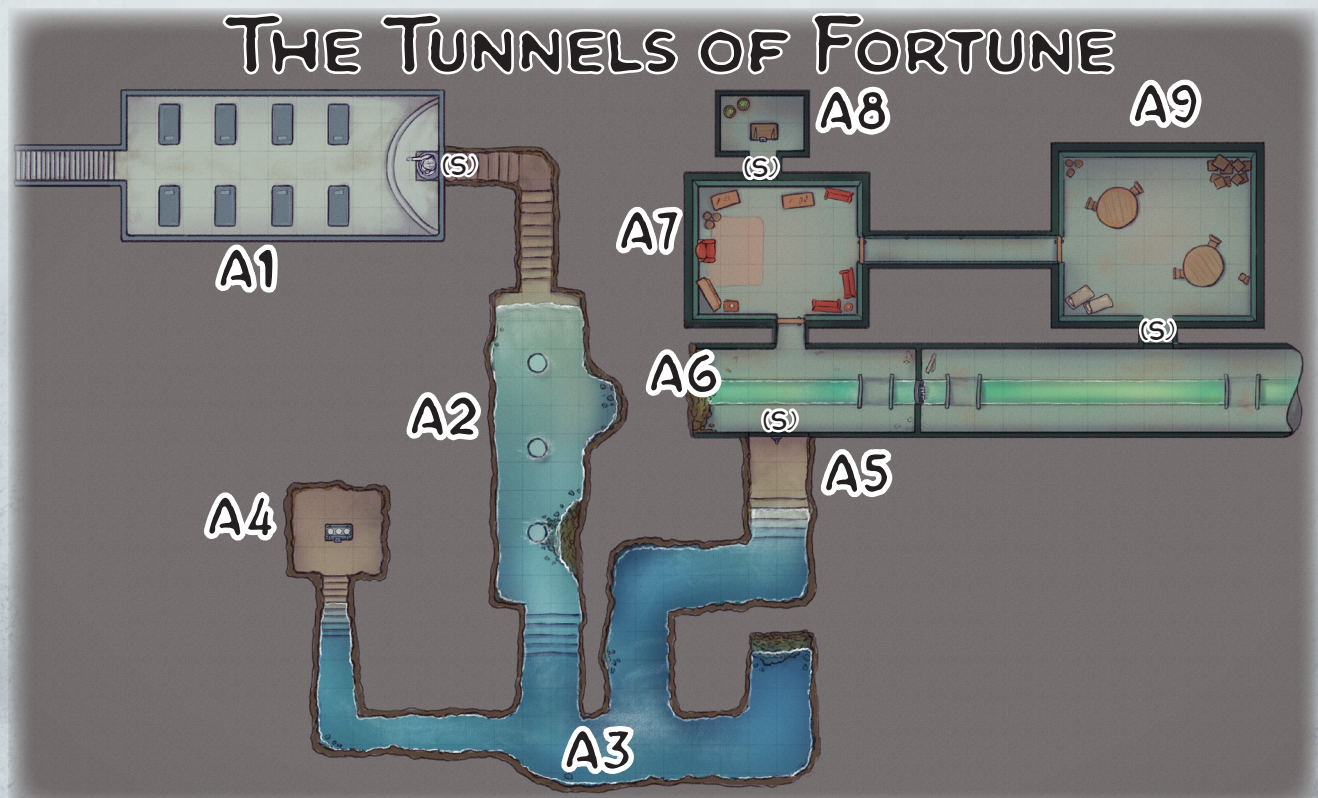
Secret Door. There is a secret exit to the temple behind the statue of Tymora, which can be accessed by turning the coin in her hand face up. Any character proficient in religion or who succeeds a DC 12 Intelligence (Religion) can recall that the symbol of Tymora is a face up coin. If the characters do not realize this fact, Sister Clara will notice the face down coin since the symbol of Tymora is a coin face up and note that it's strange.



2. NATURAL CAVERNS

Stairs descend into a natural tunnel braced by three large wooden columns. Three inches of water cover the floor.

The natural caverns are cramped 6 feet tall tunnels. Lurking in the shadows and shallow water are two swarms of rats. They attack anyone who enters this room.



3. FLOODED HALLS

Stairs descend further into a natural tunnel completely submerged in water.

There are three paths the characters can take at this point. One leads to the priests' cache in Area 4, one leads to a dead end, and one leads to the smugglers' den through Area 5. Two **giant frogs** live in these corridors. They are tired of eating rats and welcome larger sources of meat. A summary of underwater combat rules from the *Player's Handbook* is detailed below. To add an additional challenge, you can have a character that takes damage while holding their breath make a DC 10 Constitution saving throw or lose 1 minute of air.

Suffocating and Underwater Combat

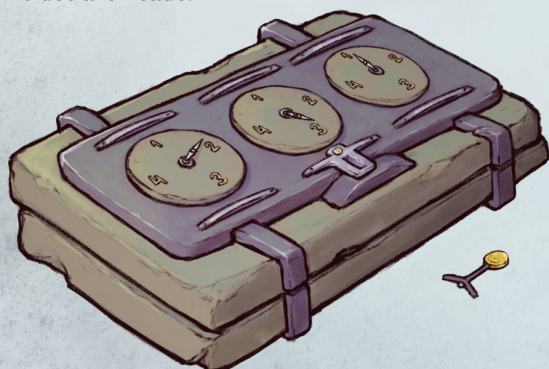
- A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).
- When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.
- When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.
- A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).
- Creatures and objects that are fully immersed in water have resistance to fire damage.

4. PRIESTS' CACHE

The narrow tunnel leads up out of the water. A large stone chest sits on dry land with a keyhole, three dials, and a slot the sized of a coin on it.

This is where the priests of old hid what little gold they managed to save over the years. Anyone who is willing to wager a gold piece can attempt to open the chest by sheer luck. Each of the dials has the numbers 1, 2, 3, and 4 inscribed on them. When a gold piece is entered into the slot, the dials whirl around and each one randomly stops on a number. To represent this, have the player roll 3d4. If the sum of the dials (the dice) equals 7, the chest opens. There are 64 possible outcomes and 12 result in a sum of 7 (roughly a 20% of success each time characters insert a coin). Using the coin-shaped key from Area 1 allows the user to make attempts to open the chest for free.

Treasure. The chest contains 64 gold pieces in the chest and a *lucky coin*, which looks like a copper piece but both sides are heads.



5. SECRET PASSAGE

Stairs lead up out of the water where a lever is set affixed to the wall. A crack forms a rectangle on the wall the size of a door.

This hall leads to a secret entrance into a smugglers' den below the Harbor Ward. The smugglers are unaware of the secret entrance to their lair, which is more obvious from this side. Pulling the sconce on the wall opens the door to Area 6.

6. ABANDONED SEWER

Stagnant water sits at the bottom of this large sewer. To the left, the sewer appears to be filled with debris and is impassible. To the right, a thick metal grate extends into the walls. Across the way, a tunnel leads to a doorway.

This area was a storm water sewer from the early days of Port Nyanzaru, but has been abandoned for over a decade after it was clogged by debris. The metal grate has AC 20, 60 hit points, a damage threshold of 15, and immunity to poison and psychic damage. A tiny creature can fit through the 4-inch holes in the bars. The sewer discharges in the Harbor Ward beneath the Warehouse District. Any character that touches the stagnant water must make a DC 11 Constitution saving throw or contract the disease *sewer plague* (see the *Dungeon Master's Guide*, pg. 257). Anyone drinking the water makes the save with disadvantage.

When the characters approach the door to Area 7, any character with a passive Perception above 10 can hear voices from the other side. A successful DC 15 Wisdom (Perception) check allows them to overhear the several men with Chultan accents negotiating something about a shipment of fruit and that it's not going well. See Area 7 for more details.

7. SMUGGLERS' DEN

This room contains several book shelves and benches. A large comfortable chair sits prominently at the head of the room across from a door that leads out. Tables are set up with various food items.

A group of smugglers called 'The Net' built a hideout in this abandoned sewer pipe. There are 8 smugglers (**bandits**) in the group. The head of the smugglers is a **spy** named **Wakko**. They mostly deal in *dancing monkey fruit* and other hallucinogenic/illicit substances from the jungle. People looking to buy something from these smugglers will use thieves' cant phrases such as, "What is the latest catch in The Net?" Characters proficient in thieves' cant who have spent more than a day in Port Nyanzaru may be able to recall information about this group with a successful DC 12 Intelligence (History) check.

When the characters approach the door, a group of 4 human Zhentarim **thugs** are trying to negotiate the price of a shipment of *dancing monkey fruit* that will be smuggled out of Port Nyanzaru to Baldur's Gate. The leader of the Zhentarim group is LE human thug who goes by the name of **Grim**. If Grim decides that Wakko is being unreasonable, he has been given authority by his superiors to replace Wakko through violence and have the Zhentarim take control of the smuggling operation. In this room, Wakko, 4 other smugglers, and the 4 Zhentarim all have their weapons sheathed but tensions are running high.

Scenario 1. If the characters enter the room before a minute has passed, Grim has the thugs abort the negotiations and run out of the room towards Area 9, assuming the party work for Wakko. Wakko has his smugglers attack the unknown threat, and calls in reinforcements from Area 9. If four or more smugglers are killed by the party, Wakko will surrender and offer the characters whatever they want to spare him and his – and keep quiet about the smuggler's den.

Scenario 2. If the characters wait and listen, Grim has his thugs attack Wakko's bandits after 1 minute with the goal of forcing Wakko to surrender, so they can find his secret trove. If the characters intervene, Grim assumes that the characters work for Wakko and have two of his men deal with the new threat. Wakko will first have his men deal with the thugs unless attacked by the characters.

- **Round 1.** Grim and the other three thugs kill two of the bandits. Wakko calls for reinforcements. One of the thugs has 16 hit points.
- **Round 2.** 3 bandits reinforcements arrive. The thugs kill another two bandits. One of the thugs is killed.
- **Round 3.** The thugs kill another two bandits. One of the thugs has 16 hit points. At the end of the round, Wakko surrenders.
- **Round 4.** The thugs restrain the remaining bandit and surround Wakko.

If the characters intervene at this point, Grim and the two thugs will immediately attack the characters. Wakko and the remaining bandit will help the characters if freed from their loosely held bonds. If combat breaks out, they will each escape their bonds on their own after 1 round.

If the characters do not intervene, Wakko leads the thugs to the secret door at Area 8 and the thugs loot the smugglers' trove. The secret door to Area 8 can be detected with a DC 20 Wisdom (Perception) of the room or DC 15 Intelligence (Investigation) check of the wall.

Treasure. Each thug carries 2d6 gold pieces. Each smuggler carries 2d10 silver pieces. Wakko has a key to the locked chest in Area 8.

8. SMUGGLERS' TROVE

Two open top barrels are filled to the brim with unsuspecting tropical fruit. A closed wooden chest sits in the middle of the small room.

The chest is locked and can be opened with Wakko's key. Alternatively, the lock can be picked with a successful DC 15 Dexterity (Thieves' Tools) check.

Treasure. The chest contains 200 gold pieces, a *pipes of the sewers*, and a *cloak of elvenkind*. The barrels each contain 2d10 pieces of *dancing monkey fruit*.

9. SMUGGLERS' COMMON ROOM

Two round tables sit in the middle of the room. Around the periphery of the room sit crates and boxes of varying sizes, as well as a handful of bedrolls.

This is where the smugglers hang out, prepare for jobs, and occasionally sleep. The boxes contain the materials for one explorer's pack and one burglar's pack. Additionally, there is a crate of wine imported from Baldur's Gate worth 20 gold pieces. The door to the abandoned sewer is a secret door that is obvious from within the room. From the sewer side of the door, the door can be detected with a DC 20 Wisdom (Perception) of the room or DC 15 Intelligence (Investigation) check of the wall.



CONCLUSION

If the characters bring the people to safety, Sister Clara thanks them profusely and offers to help arrange a meeting with any the Merchant Princes. Though she does not know any of them personally, she "knows people" and can arrange a brief meeting within the next two days, touting the characters' heroics.

If the characters became allies with Wakko, he may offer them services such as free travel by boat if the characters keep quiet about his secret hideout. You can also have him know the location of the pirate hideout in Jahaka Anchorage if the characters inquire.

If the characters allow the Zhentarim to escape, the thugs may try to jump the characters at a later point and question them about what they know and what they are doing.

If the characters claim the *dancing monkey fruit* from Area 8 and attempt to sell it, they may get in trouble with Kwayothé, who sends her disguised succubus (Ixis) and incubus (Indar) to fetch the characters for questioning.

TROUBLESHOOTING

Here are a few tips in case players get stuck.

- In the event of a character death, you can have a player take over for Sister Clara for the remainder of the adventure. If this is an introductory dungeon for your new players, you can have Sister Clara arrive in the nick of time with a *cure wounds* spell if a character faces certain death.
- If your player's characters are unlikely to take the bait in the adventure hook (run outside to save the peasants at the temple from the undead), you can have a thief steal something from one of them and run away from the main gate into Malar's Throat. The chase should bring characters far enough that returning to the gates is not an option once the alarms sound. Note that you may want to emphasize both the large number of undead and the fact that the Temple of Tymora appears to be the only reasonable safe haven in the shanties of Malar's Throat.

BLACK MARKET

This section expands on Port Nyanzaru's black market. In *Tomb of Annihilation*, contacting black marketeers takes half a day plus a successful DC 15 Charisma (Deception) check to pose the right questions to the right people at the right time. If the characters form a cordial connection with Wakko or Grim or proficient in thieves' cant, you can have this check be made with advantage. To determine the black market price of an item, multiply the item's normal price (see the Chapter 5 of the *Player's Handbook*) by $1d4 + 2$. If an unusually large quantity is needed, increase the price multiplier by 1.

In most cases, characters are not likely to have a lot of money at the start of this adventure, so you can just make black market items cost 2 times their normal cost. Alternatively, you can have black marketeers accept favors in exchange for items, such as silencing a troublesome rival or rigging a dinosaur race.

You can also have the following items and services be available on the black market in Malar's Throat. Characters who wish to sell any of these items to the black market can spend the same time and make the same checks as if seeking to buy.

ILLCIT SUBSTANCES

- *Dancing monkey fruit* costs 5 gp per fruit.
- *A vial of dreaming tincture* costs 10 gp.
- A pinch of dried *mistleaf* costs around 5 gp, while a bag holding 25 doses sells for around 100 gp.
- An ounce of *rot* costs 25 gp, while a small flask containing 10 doses sells for around 200 gp.

SERVICES

- A forged Flaming Fist Charter of Exploration costs 100 gp (see Fort Beluarian in Chapter 2 of *Tomb of Annihilation*).
- For 5 gp gold, characters can buy information about the jungle from the Chult Rumors in Chapter 1 of *Tomb of Annihilation*.



MAGIC ITEMS

CLOAK OF ELVENKIND

Wonderous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

LUCKY COIN

Wonderous item, rare

This coin looks like an ordinary copper piece but has two heads sides. When flipped, the person who flips the coin can make one check with advantage in the next hour. Once used, this property can't be used again until the next dawn.

PIPES OF THE SEWERS

Wonderous item, uncommon (requires attunement)

You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them.

The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one swarm of rats with each expended charge, provided that enough rats are within half a mile of you to be called in this fashion (as determined by the GM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise. The pipes regain 1d3 expended charges daily at dawn.

Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check. If you lose the contest, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win the contest, the swarm is swayed by the pipes' music and becomes friendly to you and your companions for as long as you continue to play the pipes each round as an action. A friendly swarm obeys your commands. If you issue no commands to a friendly swarm, it defends itself but otherwise takes no actions. If a friendly swarm starts its turn and can't hear the pipes' music, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

MUNDANE ITEMS

DANCING MONKEY FRUIT

This rare magical fruit produces enough juice to fill a vial. Any humanoid that eats a dancing monkey fruit or drinks its juice must succeed on a DC 14 Constitution saving throw or begin a comic dance that lasts for 1 minute. Humanoids that can't be poisoned are immune to this magical effect.

The dancer must use all its movement to dance without leaving its space and has disadvantage on attack rolls and Dexterity saving throws, and other creatures have advantage on attack rolls against it. Each time it takes damage, the dancer can repeat the saving throw, ending the effect on itself on a success. When the dancing effect ends, the humanoid suffers the poisoned condition for 1 hour.

DREAMING TINCTURE

This elixir is created from hallucinogenic plants in the jungles of Chult (see Nangalore in Chapter 2 of *Tomb of Annihilation*). Any character that drinks a dose of the tincture must succeed on a DC 15 Constitution saving throw. Characters who are immune to the poisoned condition succeed automatically. On a failed save, the character begins to experience illusory sights, sounds, smells, and sensations that seem real. Casting a *lesser restoration* spell or similar magic on the character ends the effect, which otherwise lasts for 1d4 + 4 hours.

MISTLEAF

Mistleaf is probably the most common of all illicit substances. Relatively inexpensive and easy to grow in large fields – often by followers of the nature goddess Yondalla – Mistleaf can be found in nearly all corners of Faerun. Causing only mild addiction and adverse effects, Mistleaf can even be grown, sold and bought legally in many places, such as Luskan, Amn and Golden Fields.

While affected by Mistleaf, a user will often wear a dumbfounded expression or sheepish grin, a sign of the giddiness the herb causes. Prolonged use of Mistleaf also causes 'misty' eyes – a dull, pale sheen over the eyes, that seemingly has no effect on the user's eyesight.

Mistleaf is also known as 'Demongrass', 'Laughleaf' or 'Yondalla's tobacco'. Users often refer to the consumption of Mistleaf as 'getting misty' or 'misting'.

Dose. A pinch of dried Mistleaf. A single dose costs around 5 gp, while a bag holding 25 doses sells for around 100 gp.

Use. You can use a pipe or similar object to smoke a single dose of Mistleaf over the course of 1 minute.

Effect. 10 minutes after consuming a dose of Mistleaf, you begin to feel light and relaxed. For 1 hour, you have temporary hit points equal to your level. You also gain disadvantage on Intelligence and Wisdom ability checks.

Overdosing. For each dose beyond the first, you must succeed on a DC 10 Constitution saving throw or become poisoned for the duration. If you fail this saving throw twice, you fall unconscious for the duration, or until you take damage.

Withdrawal. When the effect ends, you must make a Constitution saving throw against a DC of 10 + the number of doses used. On a failure, you gain one level of exhaustion.

ROT

This black, tar-like liquid is harvested from undead creatures by unscrupulous necromancers and dark priests. Essentially distilled blood of an undead creature, Rot smells bad and tastes worse. The dark liquid, which is sold in small vials, carry traces of the necromantic energy that fuels the undead, allowing anyone to gain a brief taste of an undead creature's numbed existence. Despite its foul nature, Rot is very popular among street beggars and vagrants, who use it to keep pain and hunger at bay.

Rot-users are easily recognizable by their grayish skin, dead eyes and often ghastly smiles. Long-time users also show signs of hair loss, decaying teeth and general muscle atrophy.

Rot is also known as 'ghoul's blood' or 'grave drink'. Users often refer to the consumption of rot as 'rotting' or 'gravecrawling'.

Dose. An ounce of dark liquid. A single dose of Rot costs around 25 gp, while a small flask containing 10 doses sells for around 200 gp.

Use. You can drink a dose of Rot as an action.

Effect. Immediately after consuming a dose of Rot, you begin to feel numbed in both mind and spirit. For 8 hours, you have a +4 bonus to your Constitution score and you don't need to breathe, sleep, drink or eat. You also have disadvantage on Dexterity saving throws and ability checks.

Overdosing. For each dose beyond the first, you must succeed on a DC 15 Constitution saving throw or suffer a level of exhaustion.

Withdrawal. When the effect ends, you must make a Constitution saving throw against a DC of 15 + the number of doses of Rot you've consumed. On a failure, your Constitution score is permanently reduced by 1. If this causes your Constitution score to become 0, you die and rise as a mindless zombie at the start of your next turn.

Disclaimer

As someone who's experienced first-hand the harm substance abuse can cause to both people and families, it's important for me to emphasize that this document is not meant to glorify or trivialize addiction or drug use. I feel strongly that there's a way to explore hard topics through roleplay – just as we might deal with violence, death, romance, etc. – in a safe way, without causing harm to anyone. That being said, these rules are not for everyone or for every table. Be mindful that while introducing drugs and gambling to a D&D-game may seem like innocent fun to you, it can make other people uncomfortable. Please make sure that everyone at your table is comfortable exploring these sensitive topics before using some of the items in this product.

DAN KAHN & EVENTYR GAMES

COLLABORATION

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan Kahn at leprekahn7@gmail.com.

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