



CCC-KUMORI-02-04

TO BE THE VERY BEST



A 2-Hour Adventure
for 1st-4th Level Characters
by Jay Africa



D&D
ADVENTURERS
LEAGUE
CONVENTION CREATED CONTENT



TIER 1



TO BE THE VERY BEST

Festival bells cut loud through the air! Adventurers are gathering to celebrate the Wild Monster Capture Festival. Tame wild monsters, team up with them in honorable combat, and you could win not only gold, but fame and renown! The spirit of the festival is about to get disrupted, however, and you must prepare for trouble...

A 2-Hour Adventure for 1st-4th Level Characters



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INTRODUCTION

Welcome to *To Be the Very Best*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. The KUMORI series is Convention Created Content for Kumoricon, Portland's annual celebration of Anime and Japanese pop culture.

This whimsical 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**. It is a follow-up adventure for several learn-to-play modules in the series, featuring alternatives to the conventional combat scenarios commonly found in D&D. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Border Forest, west of the Ride plains in the Moonsea area.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

This section provides the adventure's background, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action. For a list of prominent NPCs featured in this adventure, see *Appendix B. Dramatis Personae*.

ADVENTURE BACKGROUND

Near the Border Forest, several days' ride from the Moonsea's westernmost shore, the Moonsea School for Homeless Children was established not long ago by the Vorisch family. A humble orphanage and boarding school, the establishment provides refuge and a proper education to the homeless, orphaned, or otherwise displaced children from Phlan, Mulmaster, Hillsfar, Yulash, Ylraphon, and other points on and around the Moonsea.

The school has been going through a hard stretch. All of the unfortunate events befalling the Moonsea's communities (from the Cult of the Dragon in Phlan to the Rage of Demons in Hillsfar, among others) have resulted in an influx of unfortunate children. As the school's dormitories filled, more accommodations had to be built and more mouths had to be fed. Though the Vorisch family's sense of charity never waned, the gold was getting tight.

It was fortunate, then, that a traveling order of charitable monks just happened to seek hospitality at the school. The Leaves of Silvanus, a Kozakuran sect dedicated to charitable acts, was making its way through the Border Forest on their way from the Moonsea region to the Greypeak Mountains. They came upon the school, saw its impoverished state, and decided to settle down there to help raise the orphanage back up.

To raise funds and draw attention to the school, the Leaves of Silvanus is hosting the first Wild Monster Capture Challenge. The Wild Monster Capture Challenge is a festival that calls for adventurers to tame and capture monsters with which to team up in arena combat. Adventurers from all across the region have traveled to the school to compete, and crowds of spectators have traveled to watch the competition.

As the Leaves of Silvanus had planned, the attention and commerce has been very beneficial to the Moonsea School for Homeless Children. However, as the adventurers prepare to compete in the festival, other machinations are operating just out of sight. All of the activity has attracted the attention of more nefarious characters as well.

ADVENTURE OVERVIEW

To Be the Very Best challenges adventurers to capture monsters and compete in a coliseum battle.

The adventure is broken down into 3 acts:

Act I. The adventurers gather at the Moonsea School for Homeless Children in order to participate in the Wild Monster Capture Festival. They learn the rules of the festival and each receive a Capture Orb.

Act II. The Leaves of Silvanus has converted an entire area on the fringes of the Border Forest into a number of Monster Capture Zones. The adventurers must venture into these zones, seek out wild monsters, and capture those monsters to pit them against one another in the Monster Battle Arena.

Act III. The day of the competition has arrived and everyone gathers at the Monster Battle Arena. The adventurers and their monsters compete, rising and falling in the ranks. As the competition heats up, it is suddenly interrupted by a gang of miscreants looking to capture all of the monsters for evil purposes!

ADVENTURE HOOKS

This adventure begins under the assumption that the characters are participating in the Wild Monster Capture Challenge. The following hooks can provide the adventurers with reasons to find themselves in Ylraphon.

For the Children. The plight of the Moonsea School for Homeless Children has drawn you to the competition. The orphans are in need and you have nobly answered the call.

To Be the Very Best. A competition such as this has never been undertaken. The adventurers who rise to the top of the festival will be the first of their kind to do so. Such adventurers will see fame and great renown throughout the region. What better way to build a name for yourself is there?

Eye on the Prize. The Wild Monster Capture Festival promises not only fame and reputation, but a cache of prize money to the winner of the competition, as well. That prize money shall be yours by the end of the competition!

Faction Directive. While the idea of the Wild Monster Capture Festival is entertaining, the factions want to ensure that everything is on the level. The Emerald Enclave and the Harpers have concerns, in particular. Wanting in on the excitement, the Lord's Alliance, Order of the Gauntlet, and Zhentarim have also sent representatives to compete.

ACT I. THE FESTIVAL!

Hi! I like shorts! They're comfy and easy to wear.
— Youngster, "Pokémon Red & Blue"

LIKE NO ONE EVER WAS

Estimated Duration: 15 minutes

It is a bright, early morning and festival bells ring out over the largest gathering of adventurers in the Moonsea region. Hopefuls have traveled from all over the Realms, congregating at the Moonsea School for Homeless Children to compete in the Wild Monster Capture Festival! You stand in the school's main courtyard, waiting for the rules to be announced and for the festival to officially begin.

The crowd goes quiet as Porin Vorisch, the school headmaster, steps up to a podium to address the crowd. With a magically amplified voice, Headmaster Vorisch welcomes everyone to the grounds.

"Adventurers and spectators, thank you for gracing the Moonsea School for Homeless Children with your talents and presence. I hope that you are all as excited as I am to see who rises to the top of the Arena in tomorrow's battles."

The crowd cheers at the thought of tomorrow's competition! When the crowd quiets down again, the headmaster welcomes a woman dressed in green robes to join him at the podium.

The woman is Professor Yew (female Kozakuran human **acolyte**), leader of the Leaves of Silvanus.

"Greetings, all! I am Professor Yew." She announces, with an excited quiver in her voice. "Here are the rules of the Wild Monster Capture Festival."

"A large area of land between the school and the fringe of the Border Forest has been converted into Monster Capture Zones. These zones have been populated with a variety of monsters. A coliseum has been erected in the middle of the zones, which is where the monster battles are to take place tomorrow."

"Each of you participating in the contest will receive a magical trinket called a Capture Orb. These orbs can be used to capture the monsters encountered in the Monster Capture Zones. A monster needs to be weakened before an orb's magic can capture it, however."

"You must enter the various zones to seek out monsters to capture. Once you have each captured a monster, you shall then pit that monster against the other participants' monsters in honorable combat."

"Monster Battles will occur in teams. The team that wins the most battles will be declared champion of the festival! The festival champion receives not only prize money, but fame and renown throughout the Moonsea, as well as the gratitude of the orphans of the Moonsea School for Homeless Children."

GENERAL FEATURES

The Moonsea School for Homeless Children and the surrounding area have the following general features.

The Wild Monster Capture Festival is more than just a competition. The Leaves of Silvanus have set it up as a gathering celebrating the spirit of adventure. Inclusivity is emphasized and a code of conduct has been established to ensure the safety of the participants, the spectators, and the monsters involved. Thus, the general spirit of the occasion is jovial: martial characters conduct good-natured tests of skill and prowess, spellcasters admire each others' foci or spellbooks, and individuals generally geek out over each others' shared interests.

Terrain. The school itself and the surrounding grounds are well-maintained. Small rolling hills dot the area, with the evergreen and deciduous tree line of the Border Forest matching the contours of the land nearby. The ground is generally firm and predictable.

The school building is a bit shabby, but cared for. Its halls and chambers are sturdily built and, like the surrounding grounds, safe and predictable.

Weather. Regardless of what time of year you set this adventure, it is a clear sunny day in this patch of the Border Forest. Silvanus himself seems to have blessed this festive day. If it was stormy with rain or snow before, the sun shines on a clear or beautifully cloudy sky now. If you are setting this adventure in fall or winter, the ground may be covered in a light layer of leaves, or softly crunching snow. This does not impede or otherwise affect the Monster Capture Zones or other settings in the adventure.

Light. Bright sunlight washes over the general area and filters into the windows of the school. The exceptions to this are the Woodland, Marsh, and Grave Zones in the Monster Capture Zones—these three specific zones are enshrouded in dim light.

Smells and Sounds. The school smelling somewhat of new wood, soap and herbs used in cleaning, the fresh air of a beautiful day, incense wafting in and out of various areas, burnt offerings of good fortune to a few dozen deities at pop-up shrines, a vast range of smells at campsites and ad hoc eateries and food wagons catering to the visiting crowd, the excited murmur of adventurers and spectators alike, bards playing music throughout the camps and school grounds, adventurers sparring and trading spells and talking shop and inspecting goods at the vendor common

ROLEPLAYING HEADMASTER PORIN VORISCH

Porin is calm, agreeable, and friendly, if busy and concerned. He moves constantly while talking, picking up books, waving out windows or in the direction of current topics: to the forest, up to the dorms or classrooms, westward to the gardens, and so on. He gets to the point, answering questions to the best of his ability and directing the adventurers to the most likely source of answers he does not have.

He is obviously proud of the School and his aunt, yet self-effacing enough to know that the school is not truly 'important' to the Moonsea Region—at least not yet.

He is handsome, with muted elven features and a sly smile, and is often found wearing a dress. If asked about his clothes, he answers evenly and matter-of-factly. ("Why do you wear women's clothes?" "I don't. These are mine.") If pressed, he shows signs of growing tired of the question, but will not grow angry.

Quote: "It is good for the rash to see consequences."

Traits: level-headed, tolerant, warm, wise

Flaws: diminishing of his own accomplishments, humble to a fault

ROLEPLAYING PROFESSOR YEW

Professor Kumori Yew is a bright and ebullient individual. In her mid-thirties, she is one of the youngest individuals to take up the mantle of leadership within the Leaves of Silvanus. As her title suggests, she is something of an academic. Her leadership instincts come from a strong need to teach those around her. She is humble, but enthusiastic in how she tackles the world around her.

Professor Yew has a face of sharp, distinct features surrounded by a head of auburn hair—one could almost mistake her for a half-elf, despite her being fully human. She is often found dressed in the hunter and Kelly green robes of her order. When she isn't in the Leaves' regalia, she dresses in vibrant reds, oranges, yellows, and purples that echo the colors of autumn, her favorite time of year.

Despite her general gregariousness, Yew carries a deep secret: a criminal past in Kozokura from which she is running. Her openness is something of a disguise, and she is ever-concerned that her past will one day catch up to her.

Quote: "Be one with your Capture Monster. Respect one another and learn from one another. Perhaps through them, you can come to understand more about the wild world around us."

Traits: Gregarious, lively, warm, wise

Flaws: All too desperate to escape her past, protective of her secret

POKÉBA... ER, CAPTURE ORBS

After the main announcements, the adventurers are ushered into a pavilion where they each receive a *capture orb*.

You are each welcomed into a large, pavilion tent, in which the entire back wall is lined with monks of the Leaves of Silvanus. Surrounded by fellow adventurers, it takes some time for you to reach the head of the line. When you do, a monk of Silvanus waves you forward with a smile. She holds a large sack before you, inside which dozens of fist-sized crystal orbs rattle. "Please," the monk politely says. "Take an orb from within."

There are six different colored orbs, each color being more effective in catching one of the six monster types found in the Monster Capture Zones. You may either have each player choose what color they'd like to pick out or have them roll on the table below to see what color they draw.

CAPTURE ORB COLORS, MATERIALS, AND PROPERTIES

1d6	COLOR	MATERIAL	EFFECTIVE VS.
1	Red	Cinnabar	Monstrosity Type
2	Orange	Carnelian	Ooze Type
3	Yellow	Tiger's Eye	Undead Type
4	Green	Aventurine	Beast Type
5	Blue	Azurite	Dragon Type
6	Indigo	Tanzanite	Fey Type

THE FACTIONS

All five of the factions have representatives present at the Wild Monster Capture Festival, either as participants or as spectators.

The Lord's Alliance is using this event as an opportunity to see whether the Moonsea School for Homeless Children is worth investing resources into. Given the opportunity, the school could grow into a full-fledged institution benefiting civilization and order.

The Order of the Gauntlet wants to make sure that order is maintained. With this many adventurers and spectators gathered, evil is surely just out of sight.

The Zhentarim are on the lookout for new recruits. Additionally, they are also taking the opportunity to feel out how easy it might be to install operatives within the school. Places like these are excellent venues for growing the ranks of the Black Network.

The Emerald Enclave and *Harpers* have much more specific agendas.

FACTION ASSIGNMENT: EMERALD ENCLAVE

As the adventurers mill about the pavilion, members of the Emerald Enclave are approached by a male half-orc named Buhrell Caah. Characters that played DDEX1-1 *Defiance in Phlan* may have met Buhrell at Madame Freona's Tea Kettle.

While the Enclave is familiar with the Leaves of Silvanus as a sect, they are concerned about the monster-capturing nature of the festival. Representing the Enclave, Buhrell spoke with Professor Yew, who swore that the Capture Monsters would all be released into their natural habitats after the festival is over. However, the Enclave would like to make sure that this proceeds.

Assignment. Oversee the release of the Capture Monsters to ensure that every single one is properly released from the festival's binding magic.

Success Condition. Apprehend Azran, wizard of the Wayseekers, in Act III before he sneaks away with one of the Capture Monsters.

FACTION ASSIGNMENT: HARPERS

Members of the Harpers are approached by a male half-elf named Sirge Wintermelt. Characters that played DDEX1-9 *Outlaws of the Iron Route* or DDEX2-4 *Mayhem in the Earthspur Mines* may recognize the ranger, perhaps having freed him from the Grey Patriots and the Cult of the Dragon at King's Pyre.

The Harpers have gotten wind of a plot to disrupt the Wild Monster Capture Festival. Unfortunately, Those Who Harp have only heard murmurs circulating through the camps and no further details are known. Harpers must be vigilant and keep their eyes open!

Assignment. Apprehend anyone who attempts to disrupt the festival or otherwise gather proof of their identity.

Success Condition. Capture Jakki or Jones of Team Shade in Act III or retrieve one of the Team Shade emblems they wear.

MOVING FORWARD

Once the Faction Assignments have been given and the adventurers have all picked out a Capture Orb, the monks of Silvanus usher them out of the far side of the pavilion where the Monster Capture Zones await! Move on to *Act II. I Choose You!*

TREASURE

Each adventurer receives a *Capture Orb*. The orbs have no use outside of the Monster Capture Zones, and the Leaves of Silvanus dispel them of their magic properties at sundown the next day, after the festival ends (see *Conclusion*).

ACT II. I CHOOSE YOU!

A Caterpie may change into a Butterfree, but the heart that beats inside remains the same.

— Brock, “Bye Bye, Butterfree”

TO CATCH THEM IS MY REAL TEST

Estimated Duration: 45 minutes

Having received your *Capture Orbs*, you step back out into the sun. The Monster Capture Zones lay before you. A path from the pavilion stretches out to a large coliseum in the center of all the zones. Adventurers are already venturing out into the various zones to capture their monsters. Time to get catching!

The following sections detail how the Monster Capture Zones work and how to capture monsters. For easy reference, much of this information has been collected in *Appendix F. Monster Capture Zones*.

HOW MUCH SHOULD THE PLAYERS KNOW?

There are a number of details that affect how *Capture Orbs* and Capture Monsters interact with one another throughout the course of the game.

- Any capture orb can be used to capture any monster, but each *Capture Orb* color is more effective against a specific Capture Monster Type
- Each Monster Capture Zone is associated with a particular Capture Monster Type
- Some Capture Monster Types are more effective in battle against other specific Capture Monster Types

Optionally, a successful DC 10 Wisdom (Nature) check reveals the above information to characters examining their orb or observing other adventurers using the orbs.

It's up to you as the DM to tell your players as much or as little as you feel they need to know. Some players enjoy figuring out how the mechanics work. Other players might appreciate knowing more about how the *Capture Orbs* and the *Monster Capture Zones* work before making decisions.

SEARCHING FAR AND WIDE

There are a total of 5 different zones for the adventurers to visit (see *Appendix D. Monster Capture Zones Map* for reference): Grassland Zone, Marsh Zone, Sea Zone, Woodland Zone, and Grave Zone. They may all stay in the same zone or visit separate zones.

- Each character starts in the Woodland Zone and has 4 hours to capture a monster.

- An adventurer may spend 1 hour to move into an adjacent zone. When a character moves into a zone, they roll on that zone's Random Encounter table. The resulting monster is what the character encounters in that zone and has the opportunity to capture.
- An adventure may also spend 1 hour to remain in their current zone and roll on its Random Encounter table. The resulting monster is what the character encounters in that zone and has the opportunity to capture.
- Once a random encounter is determined, a player may attempt to capture the resulting monster, or avoid the monster to try to find another one. If they opt to try to capture the monster, combat begins for them (see *Capturing Monsters* below). If they opt to avoid the monster, they may choose to move into an adjacent zone, or stay in their current zone and roll again to encounter another monster.

CAPTURING MONSTERS

Capturing monsters functions similarly to combat. You may resolve each capture attempt one character at a time (one-on-one), or you may have everyone determine each of their encounters first and run the capture attempts as a group (with each character facing a single enemy), going around the table as each character faces off against their monster.

During a capture attempt, use the Capture Monster Cards provided in *Appendix G. Capture Monster Cards* rather than a monster's usual stat block. To capture a monster, a character has **5 rounds** to accomplish the following conditions:

- **Succeed in two checks against the monster OR successfully hit the monster twice** (see the *Capture Checks* and *Capture Attacks* sidebars below)
- **Successfully use their *Capture Orb*** to capture the monster (see the *Capture Orb* sidebar below)

In order to streamline the capture process, during a capture attempt, a character may take one action, after which the monster takes an action. If a character is unable to accomplish the conditions above within 5 rounds, the monster flees into its zone and the character must start the capture process again.

An adventurer who has already caught a monster may continue to explore the zones until they run out of time. They may also attempt to capture other monsters that they encounter, but an adventurer can

have only one Capture Monster in their *Capture Orb* at any given time. Each monster subsequently caught takes the place of the previously caught monster.

Once the 4 hours are up, any adventurer that hasn't yet succeeded in capturing a Capture Monster captures a **Giant Wolf Spider** for the coliseum battle.

CAPTURE CHECKS

In order to capture a monster, an adventurer must first gain its trust or weaken it physically. If a character attempts to gain its trust, ask them how they would like to do it and challenge them with an appropriate DC 12 skill check. Here are some examples of the kind of actions them may take and the suggested skill to associate with the action:

- Offering a monster some food (Animal Handling or Nature)
- Mimicking a monster's sound (Performance or Persuasion)
- Making soothing noises and gestures (Animal Handling or Persuasion)
- Making playful and inviting gestures (Animal Handling or Performance)
- Searching the area for things the monster likes and offering those things to it (Investigation or Nature)

Keep an open mind and encourage creativity as the characters make their capture attempts.

CAPTURE ATTACKS

Alternatively, an adventurer may opt to physically weaken a monster by attacking it. In order to speed things up in this case, Hit Points aren't tracked as in conventional combat. Instead, a monster must simply be hit twice during the course of the capture attempt.

During its turn, regardless of whether the character it's facing makes a check or an attack, a monster will generally attack the character it's facing. If a monster hits a character during a capture attempt, it deals no damage. Instead, the adventurer makes all checks and attacks at Disadvantage during its next turn.

CAPTURE ORBS

Once a character has succeeded in two checks or two attacks as above, a Capture Monster is ready to be taken into a *Capture Orb*. To do so, the adventurer must throw the *Capture Orb* at the Capture Monster and invoke the orb's magic by yelling out "Capture Orb, GO!" The character must make a basic ranged attack (adding their proficiency bonus and any other modifiers) against the Capture Monster's AC. If the *Capture Orb* they're using is effective against the Capture Monster's Type, they make that attack at Advantage.

If the *Capture Orb* throw is successful, a beam of light shoots out of the orb and sucks in the Capture Monster. The Capture Attempt is successful!

If the throw fails, the character may make another attempt during the next round if there are any more rounds remaining in the Capture Attempt.

THE CAPTURE MONSTER CARDS

Each Capture Monster in this adventure is represented by a Capture Monster card. The cards are composed of the following parts (see the image below for reference):

1. Name – The Capture Monster's name
2. Challenge Rating – How strong the monster generally is (the more stars, the stronger the monster)
3. Type – The Capture Monster's type, generally used to determine *Capture Orb* effectiveness and whether another Capture Monster is strong against it or not
4. Illustration – A picture of the Capture Monster
5. AC – The Capture Monster's Armor Class, which determines how easy or difficult it is to hit the monster
6. HP – The Capture Monster's Hit Points, expressed in a number (as it appears in the monster's stat block) and in the number of hits required to defeat the monster
7. Actions – The various attacks and effects a Capture Monster may take in combat
8. "Strong Against" – The type of monster the Capture Monster is strong against. Damage dealt to this type by the capture monster is doubled.
9. Description – A short description of the Capture Monster.



ABOVE: An example of a Capture Monster Card

INTO THE MONSTER CAPTURE ZONES!

The following areas describe the different Monster Capture Zones and present the Random Encounter tables found in each one. For ease of reference, this information has been collected in *Appendix F. Monster Capture Zones*.

When a character encounters a Capture Monster within each zone, you may read the description of the monster found in the various Capture Monster Cards.

GRASSLAND ZONE

A large field just outside of the school has been parceled out for the festival as the Grassland Zone. Already you can see adventurers walking into the tall grass to find Capture Monsters.

Roll on the table below to determine what monsters the characters encounter in the Grassland Zone.

GRASSLAND ZONE RANDOM ENCOUNTERS

1d8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Axe Beak</i>	<i>Beast</i>	1/4
3-4	<i>Darkling</i>	<i>Fey</i>	1/2
5-6	<i>Satyr</i>	<i>Fey</i>	1/2
7-8	<i>Meenlock</i>	<i>Fey</i>	2

MARSH ZONE

The Marsh Zone is a stretch of swampy land, brackish ponds, and drooping trees just outside the Border Forest. The trees grow tightly enough in some portions that the canopy overhead partially blocks the sunlight above, bathing the area in dim light.

Roll on the table below to determine what monsters the characters encounter in the Marsh Zone.

MARSH ZONE RANDOM ENCOUNTERS

1d8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Giant Frog</i>	<i>Beast</i>	1/4
3-4	<i>Grey Ooze</i>	<i>Ooze</i>	1/2
5-6	<i>Gelatinous Cube</i>	<i>Ooze</i>	2
7-8	<i>Ochre Jelly</i>	<i>Ooze</i>	2

SEA ZONE

The sunlight above glimmers on the rippling surface of the Sea Zone. The zone is actually a large lake that partially feeds into the Marsh Zone. Adventurers are wading into its waters and diving beneath its surface, trying to capture the monsters that have been released within.

Roll on the table below to determine what monsters the characters encounter in the Sea Zone.

SEA ZONE RANDOM ENCOUNTERS

1d8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Giant Constrictor Snake</i>	<i>Beast</i>	2
3-4	<i>Indigo Faerie Dragon</i>	<i>Dragon</i>	2
5-6	<i>Bronze Dragon Wyrmling</i>	<i>Dragon</i>	2
7-8	<i>Guard Drake</i>	<i>Dragon</i>	2

WOODLAND ZONE

The edge of the Border Forest makes the perfect setting for the Woodland Zone. Trees rise dozens of feet overhead, the rooftop of leaves blocking out much of the sun. The light that does filter in descends from above in shafts, dimly lighting the forest floor below.

Roll on the table below to determine what monsters the characters encounter in the Woodland Zone.

WOODLAND ZONE RANDOM ENCOUNTERS

1d8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Dire Wolf</i>	<i>Beast</i>	1
3-4	<i>Mimic</i>	<i>Monstrosity</i>	2
5-6	<i>Grick</i>	<i>Monstrosity</i>	2
7-8	<i>Griffon</i>	<i>Monstrosity</i>	2

GRAVE ZONE

Gravestones, cold earth, and gnarled trees fill the Grave Zone. The bright sunny day above is obscured by a thick mist, leaving the zone with only dim light to cover it.

Roll on the table below to determine what monsters the characters encounter in the Woodland Zone.

GRAVE ZONE RANDOM ENCOUNTERS

1d8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Giant Centipede</i>	<i>Beast</i>	1/4
3-4	<i>Specter</i>	<i>Undead</i>	1
5-6	<i>Minotaur Skeleton</i>	<i>Undead</i>	2
7-8	<i>Will-o'-Wisp</i>	<i>Undead</i>	2

WHAT'S NEXT?

Once each character has captured a Capture Monster, it's time to move on. If the players successfully captured their monsters quickly and you have time remaining (or if time is not a constraint), you may run *Optional Encounter: The Wayseekers* to challenge your players.

Otherwise, the adventurers end the day with their Capture Monsters. Regardless of a monster's disposition, nature, or alignment, the magic of the *Capture Orbs* make the Capture Monsters friendly towards their respective characters. Each monster becomes a loyal companion for the duration of the Wild Monster Capture Festival.

As the day comes to an end, you and your Capture Monsters train together, bond, and get to know one another. The orphans of the school have been given free rein to wander among your ranks, and many of them gaze in awe and wonder at the monsters you've captured.

The excitement and anticipation for the following day's coliseum battles are palpable among the crowds. Night falls, but many of the adventurers and spectators are still celebrating in the camps and in the school. As you take your rest alongside your Capture Monster, dreams of honorable combat and winning the competition fill your heads.

Move on to *Act III. Prepare For Trouble!*

XP AWARD

For successfully ending the day with a Capture Monster, award each character 200 XP.

ROLEPLAYING THE CAPTURE MONSTERS

This adventure uses traditional D&D monsters in an atypical fashion. While some of the creatures here are commonly used as animal companions in other tables, some others used as Capture Monsters here don't usually interact with characters beyond being antagonists in combat encounters.

Since this adventure is a love letter to another series involving characters befriending monsters, feel free to roleplay the monsters accordingly. Perhaps each monster communicates by saying its name ("Griff griff, Griffon..." or "ooze ooooooze ooze" for example). Specters, satyrs, and dragons may actually speak, though that is largely up to you. Have fun playing up the relationships between the characters and their Capture Monsters!

OPTIONAL ENCOUNTER: THE WAYSEEKERS

The characters encounter an adventuring group that is acting contrary to the good-natured spirit of the festival.

As you leave the Monster Capture Zones and make your way back to the school grounds, a series of angry shouts fill the air, rising above the noise. Further down the path, several monks of Silvanus are dealing with a hostile adventuring group.

"What do you mean you can't lodge us?" barks a gruff wizard. "Don't you know who we are?"

"My friends and I only stay in the best of accommodations," a cleric coolly adds. "If you can't grant us that, we'll just have to make ourselves at home, whether you like it or not."

The antagonistic party (an adventuring group that call themselves the Wayseekers) are making unreasonable demands and threatening three monks over their disagreement. Their adventuring group is composed of the following party members.

- **Keyrah the Cleric**, female Chultan human **acolyte**
- **Azran the Wizard**, male Tethyrian human **apprentice wizard**
- **Marifelle the Rogue**, female moon (high) elf **scout**
- **Balerios the Fighter**, male Damaran human **thug**
- Balerios' 3 **mastiffs**

DEVELOPMENTS

The Wayseekers are on a hair trigger, feeling overwhelmed by the competition and a bit out of their element. If the characters intervene, they take that as an opportunity to prove their worth and instigate combat.

While antagonistic, the Wayseekers are not cold-blooded killers and only knock out characters during combat. If the characters are defeated by the Wayseekers, they awaken in the school infirmary having taken a short rest.

If the adventurers defeat the Wayseekers, a group of monks appear to drag the Wayseekers off the festival grounds. Despite their antagonistic behavior, Wayseekers that are outright killed by the characters are revived out charity by the Leaves of Silvanus. The Wayseekers are not heard from again until the end of the adventure.

TREASURE

For the trouble the Wayseekers have caused, the monks of Silvanus don't hesitate confiscating their valuables and awarding them to the characters. Keyrah and Azran carry a total of 75 gold pieces between the two of them. Azran possesses an electrum cloak clasp adorned with an ivory goat-head silhouette, altogether worth 25 gold pieces. Keyrah carries a *potion of healing* hanging from her belt. Also hanging from Keyrah's belt is a small tube that contains Shadowneedle, an *unbreakable arrow*. See **Player Handout 3. Magic Items** for more information regarding this magic item.

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

Combat Encounters. Azran stays away from the fight and slings spells from a distance.

Balerios shouts out orders to his dogs, and the mastiffs have fought along the fighter's side long enough to understand and obey his commands. Balerios orders the mastiffs to either split up to individually support each Wayseeker, or focus on attacking one character and knocking them out before moving onto the next.

The Wayseekers try to keep the adventurers alive and, whenever possible, opt to knock adventurers out when reducing them to 0 hit points. The mastiffs are trained in combat and also knock out characters per Balerios' commands, rather than killing them.

When running a Strong encounter (as per *Adjusting the Encounter* below), the Wayseekers are joined by Herks the Ranger (male shield (mountain) dwarf **scout**) and Amaree the Barbarian (female Bedine human **thug**).

When running a Very Strong encounter (as per *Adjusting the Encounter* below), Marifelle the Rogue uses the **spy** stat block (rather than the **scout** stat block) and Balerios the Fighter is replaced by Amaree the Barbarian, who uses the **berserker** stat block. In this case, the mastiff takes orders from Amaree.

Interaction Encounters. The Wayseekers are confident that they can take the characters down, so attempts to intimidate or parley with them are made at Disadvantage.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **scout** and the 3 **mastiffs**.
- **Weak:** Remove 2 **mastiffs**.
- **Strong:** Replace 2 **mastiffs** with 1 **scout** and 1 **thug**.
- **Very Strong:** Replace the **scout** with a **spy**, replace the **thug** with a **berserker**, and remove 2 **mastiffs**.

ACT III. PREPARE FOR TROUBLE!

I now see the circumstances of one's birth is irrelevant. It is what you do with the gift of life that determines who you are.

— Mewtwo, “Pokémon: The First Movie”

OUR COURAGE WILL PULL US THROUGH

Estimated Duration: 60 minutes

The dawn breaks on Monster Battle day! Greenhorn and grizzled veteran alike are all bright-eyed hopefuls today, as everyone gathers by the Monster Battle Coliseum to hear the first team pairings. With your *Capture Orbs* in hand, you eagerly await for your turn to battle.

The day of the main event has arrived! For the competition, the adventurers are part of the same team and may name their team as they see fit. Alternatively, they may choose a name from or roll on the table found in *Appendix C. Monster Battle Team Names*.

MONSTER BATTLES

For the sake of a 2-hour game, the party must battle as many opponents as there are characters (ex. 3 characters battle through 3 opponents, 5 characters battle through 5 opponents, etc.). Each battle occurs in the center of the Monster Battle Coliseum, where the two crescent shapes come together to form a circle. Conduct the Monster Battles using the steps below.

- Before each battle, roll on the *Monster Battle Competitors* table below to see what opponent the party faces. You may also choose a name from or roll on the table found in *Appendix C. Monster Battle Team Names* to determine a team name for the opponent.
- Once an opponent is determined, the party chooses which character faces that opponent.
- The character and their opponent then roll initiative (simply roll 1d20 with no bonuses, re-rolling ties) and have their Capture Monsters face off in combat.
- The active character and their opponent take turns having their Capture Monsters trade blows. Have the player use the corresponding Capture

Monster card when running the Monster Battles. Remember that a hit deals 1 hit point of damage unless otherwise indicated on the monster's card. Remember, too, to use the hit point boxes on the Capture Monster Cards, rather than their hit point total.

- The first Capture Monster to have their hit points reduced to 0 is eliminated from the Monster Battles.
- Once a character and their Capture Monster finish combat, roll for the next opponent. An adventurer that has participated in a Monster Battle can't participate in another one until all of their fellow party members have participated in a battle. This allows everyone to get a turn to battle.
- Tally up the party's wins and losses. The more wins they get, the better their rank!

MONSTER BATTLE COMPETITORS

1d12	COMPETITOR	CAPTURE MONSTER	TYPE
1	Beauty	Indigo Faerie Dragon	Dragon
2	Bird Keeper	Axe Beak	Beast
3	Bug Catcher	Meenlock	Fey
4	Burglar	Darkling	Fey
5	Channeler	Specter	Undead
6	Gambler	Gelatinous Cube	Ooze
7	Gentleman	Griffon	Monstrosity
8	Hiker	Giant Constrictor Snake	Beast
9	Lass	Will-o'-Wisp	Undead
10	Sailor	Grick	Monstrosity
11	Tamer	Ochre Jelly	Ooze
12	Youngster	Bronze Dragon Wyrmiling	Dragon

CAPTURE MONSTER TYPES

Some Capture Monsters are strong against other Capture Monster Types. When a Capture Monster deals damage against a Type it is strong against, the damage dealt is doubled.

- **Dragon Type Capture Monsters** are strong vs. Ooze Type Capture Monsters
- **Fey Type Capture Monsters** are strong vs. Dragon Type Capture Monsters
- **Monstrosity Type Capture Monsters** are strong vs. Fey Type Capture Monsters
- **Ooze Type Capture Monsters** are strong vs. Undead Type Capture Monsters
- **Undead Type Capture Monsters** are strong vs. Monstrosity Type Capture Monsters

OPTION: RUNNING CAPTURE MONSTER BATTLES CONCURRENTLY

The method outlined above assumes that the party is battling one opponent at a time, with each player fully resolving their Capture Monster Battle before moving onto the next battle. While this more evokes the spirit of the monster capturing game this adventure pays homage to, it may be more fun for the entire table to participate in the battles concurrently, so players don't have to wait so long to take their turns.

If you choose to have everyone battle all at once, have each player roll on the Monster Battle Competitors table above at the start of the round. In this case, the party does not get to choose who battles who (forgoing the strategy of gaining advantage by pitting monsters against those weak to their type). Rather, each party member risks fighting a monster to which their own Capture Monster is weak!

Go around the table and have each player and their respective opponent take one full turn of combat (who goes first is based on the initiative they initially rolled at the top of the battle). Then move onto the next player and their opponent. Continue in this fashion—recording wins and losses—until all Capture Monster Battles have been resolved.

If a character's Capture Monster is unfortunately knocked out early, they may still participate in the round by cheering their friends on when their turn comes! Ask the player what their character says to cheer their friends on, then have them make a DC 12 Charisma (Performance) check. If their cheer was particularly good, they may make this check at Advantage. If they succeed in the check, the player after them receives a +2 to the next attack roll made by their Capture Monster during battle.

OPTION: MORE TIME, MORE BATTLES

As mentioned above, for the sake of a two-hour game, the party must battle as many opponents as there are characters. This gives each player a chance to participate in one battle. However, if everyone is enjoying the Monster Battle mechanic and you find yourself with enough time (or if time isn't a constraint), feel free to have everyone participate in another round of monster battles. If playing with specific time constraints, just let your players know that if you start another round, not everyone may get to complete their battle before moving onto the next part of the story.

ENTER TEAM SHADE!

After all of the characters have had a turn at battling, the festival is interrupted.

As you finish your battle, a loud boom and a thick burst of smoke fill the coliseum. Voices ring throughout the coliseum: a male voice, a female voice, and a... feline voice? ...All making a bombastic announcement:

"Prepare for trouble!

Make that double!

To protect the land from immolation...

To unify the Realms under one nation...

To forego all love for our fellow man...

To expand our grasp on everything we can...

Jakki!

Jones!

Team Shade, flying high, 'cause we're wicked and tough

Surrender now, or show us your stuff!

Meowok, sho 'nuff!"

When the smoke clears, several figures stand in front of you: two humans dressed in dark clothing with large "S" symbols emblazoned on their chests and a motley collection of monsters by their side.

The two humans are Jakki, a female Damaran human **spy**, and Jones, a male Tethyrian human **acolyte**. Tagging along with the duo is an awakened **cat** named Meowok. Jakki is accompanied by Repiv, her **giant poisonous snake**; while Jones is accompanied by Rowlie, his **death dog**.

Jakki and Jones are Shade Fanatics, agents of the fallen empire of Netheril. They have interrupted the festival in order to steal everyone's *Capture Orbs*, intending to harness the orbs' magic for various Netherese rituals.

After they make their introduction, Team Shade gets to work:

With a flourish, Jakki throws a large leather sack up into the air. Arcane glyphs stitched throughout the sack glow a bright blue light and the sack stops mid-air, suspended overhead by magic. A wave of energy bursts out of the sack, washing through the area. Suddenly, *Capture Orbs* start launching themselves from their owners, flying into the sack—yours included. Team Shade is stealing everyone's Capture Monsters!

DEVELOPMENTS

The adventurers must act quickly to subdue Team Shade. Whether or not the characters instigate combat, Jakki and Jones go on the offensive, attacking the adventurers. In this case, the adventurers must face Team Shade without their Capture Monsters and combat runs normally. Unfortunately, Team Shade is working for more sinister forces and has no interest in parleying with the adventurers.

If the adventurers defeat Team Shade, a beam of light shoots out of the sky, illuminating Jakki, Jones, and their cohort. Their figures begin to float off the ground and the beam starts to teleport them away. To prevent any of Team Shade from being teleported, a figure must be pulled out of the beam of light. However, the adventurers only have one round to respond before Team Shade teleports away.

An adventurer must take an action and succeed in a DC 16 Strength or Dexterity check to pull one of Team Shade out of the beam. If an adventurer fails this check by 5 or less, they fail in pulling their target out of the beam, but manage to pull off an armband, pendant, collar, or some other article of clothing with the Team Shade “S” prominently displayed on it.

Successfully pulling a member of Team Shade or an article of their clothing out of the beam counts as a success towards the Harpers faction assignment.

TRICKS OF THE TRADE

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

Combat Encounters. Jakki wades into melee combat, attacking aggressively. If she is in combat with a strong frontline opponent, Repiv supports her, attacking her target. Otherwise, she sends Repiv out to attack targets in the adventurers’ back line.

Jones keeps his distance, casting *sacred flame* offensively, or using *cure wounds* to heal Jakki or their monsters. Rowlie rushes out to attack the adventurers’ front line.

Meowok uses his actions to assist his allies in combat. See *Appendix C. Monster Battle Team names & Other Details* for a list of quips Meowok can unleash during combat as he assists Team Shade.

If the Team Shade thugs are present, they team up 2-to-1 against a single target, defeating one opponent before moving onto another.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **Death Dog**. Jakki uses the **Scout** stat block instead of the **spy** stat block.
- **Weak:** Replace the **death dog** with a **wolf**. Jakki uses the **Scout** stat block instead of the **spy** stat block.
- **Strong:** Add 2 **thugs**.
- **Very Strong:** Add 4 **thugs**.

CONCLUSION

If the adventurers defeat Team Shade, read or paraphrase the following text.

The magical sack glows brightly for a moment before exploding with a flash of light. All of the Capture Orbs are released, falling to the ground unharmed.

Headmaster Vorisch comes running gratefully onto the scene. “Adventurers! Thank you for defeating those troublemakers. The festival may have been interrupted, but thanks to you, we can continue the contest!”

At this point, the adventurers are done with their battles, though the festival continues until the end of the day, allowing the other participants to compete. At the end of the day, the adventurers receive their reward and ranking as per *Treasure* below.

TREASURE

Tally up the party’s Monster Battle wins and losses. Their reward is based on the results of the tally, with the possible results below.

If the adventurers won every Monster Battle and suffered no losses, the party is the champion of the festival! Each character receives a prize of 100 gold pieces. All of the adventurers also receive the **Top of the Coliseum** story award.

If the adventurers have more wins than losses, the party wins second place. Each character receives 80 gold pieces.

If the adventurers have more losses than wins, they still manage to win third place. Each character receives 60 gold pieces.

If the adventurers lost every Monster Battle and won no matches, they unfortunately do not place. However, in gratitude for defeating Team Shade, the Moonsea School for Homeless Children awards each adventurer 50 gold pieces.

Regardless of how much gold the adventurers receive, they are also rewarded a *potion of hill giant strength*.

Additionally, the Leaves of Silvanus bestow another reward to the adventurers, either as a prize for their ranking or as a gesture of gratitude if they did not place. The monks give one of the adventurers a set of *Wild Monster Capture Cards*. See **Player Handout 3. Magic Items** for more information regarding this magic item.

The adventurers may also retain their *Capture Orb*, however the Capture Monster within must first be released. Releasing a Capture Monster within removes an orb's magic powers, rendering it a simple trinket valued at 1 silver piece.

WRAPPING UP THE ADVENTURE

After the Monster Battle winners are announced, there is one last matter to take care of.

The Leaves of Silvanus approach each of the Monster Battle competitors. The monks lay their hands on the various *Capture Orbs*, utter a magic phrase, and the Capture Monster contained within is magically sent back to its place of origin.

Your turn comes eventually, and you are given a moment to say goodbye to your capture monster.

If you have time, feel free to have the players roleplay their farewells to their Capture Monsters. After everyone has had a chance to do so, have each character make a DC 14 Wisdom (Perception) check. Characters who are specifically overseeing the release of the Capture Monsters make this check at Advantage.

If any of the adventurers succeed in the check, the adventurers notice Azran, wizard of the Wayfinders, attempting to sneak away with his *Capture Orb*. If attention is drawn to Azran, there are enough monks around to apprehend him and relieve him of his *Capture Orb*. This counts as a success towards the Emerald Enclave faction assignment.

If none of the adventurers succeed in the check, the adventurers notice nothing out of the ordinary. Azran and the other Wayfinders are unfortunately able to sneak away with his *Capture Orb*.

However this matter is resolved, read or paraphrase the following text to end the adventure.

Night falls on the final few moments of the Wild Monster Capture Festival. The adventurers and spectators are already beginning to migrate out of the area. The ad hoc camps tear down, vendors stow their goods for the journey home, and the school staff and monks begin their work restoring everything back to normal working order.

Even as you reflect on the events of the past couple of days, your mind looks to the future. The festival was a unique experience. But surely, greater adventures lie ahead of you.

As your adventuring days unfold, you will surely have more opportunities to be the very best!

XP AWARD

For competing in the Wild Monster Capture Festival, award each character 200 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

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
Acolyte	50
Apprentice Wizard	50
Berserker	450
Cat	10
Death Dog	200
Giant Poisonous Snake	50
Mastiff	25
Scout	100
Spy	200
Thug	100
Wolf	50

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Act II: Capture a capture monster	200
Act III: Complete the festival	200

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Act II: Wayfinders' valuables	100
Act III: Prize money	150-700

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*.

WILD MONSTER CAPTURE CARDS

(DECK OF ILLUSIONS)

Wondrous item, uncommon

This small deck of playing cards comes wrapped in a shiny envelope. One never knows which card they will receive! The cards inside are brightly colored, featuring a variety of creatures in dynamic poses. A small Kozakuran signature on the lower left-hand corner of the card reads "Sugimori K." One rare foil card guaranteed in each pack! This item can be found in **Player Handout 3. Magic Items**.

SHADOWNEEDLE (UNBREAKABLE ARROW)

Weapon (arrow), common

One of twenty unbreakable arrows crafted with Shadowson, when this arrow is nocked onto the Oathbow and leveled at an opponent, a gentle hum fills the wielder's mind, steadying their hand and steeling their focus (this feature bears no mechanical effect). When fired from Shadowson, the wielder may say the words, "Needles, return to your thread" to make this arrow (and any other in its set loosed from the wielder's hand) reappear in the wielder's quiver. This item can be found in **Player Handout 3. Magic Items**.

POTION OF HILL GIANT STRENGTH

Potion, uncommon

When drinking this potion, the character feels a surge of power coursing through their veins, compelling them to shout out a loud "HAHHHHHH!" Their hair turns blond and spiky for the duration of the potion's effect.

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

POTION OF HEALING

Potion, common

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

SCROLL OF ABSORB ELEMENTS

Scroll, common

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

STORY AWARDS

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

Caught Them All! If the adventurers successfully capture all the creatures of a single Capture Monster type found in this adventure (beast, dragon, fey, monstrosity, ooze, or undead), each character that survives receives this story award.

Top of the Coliseum. If the adventurers successfully battle their way through the arena without suffering any losses, each character that survives receives this story award.

More information can be found in **Player Handout 2. Story Awards**.

RENOWN

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

Members of the Emerald Enclave that apprehend Azran in Act III earn **one additional renown point**.

Members of the Harpers that successfully capture Jakki and Jones or retrieve one of their Team Shade emblems 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 A. MONSTER/NPC STATISTICS

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)
Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

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

APPRENTICE WIZARD

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Arcana +4, History +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)
Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

ACTIONS

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

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1 d4)

Speed 40ft., climb 30ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two *bite* attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing 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.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

APPENDIX B. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Porin Vorisch (POH-rin VOH-rish). Male Damaran human. Headmaster of the Moonsea School for Homeless Children.

Kumori Yew (KOO-moh-ree YOO). Female Kozakuran human. Scholar and leader of the Leaves of Silvanus.

TEAM SHADE

Jakki (JAH-kee). Female Damaran human.

Jones (JOWNZ). Male Tethyrian human.

Meowok (mee-OW-awk). Male calico cat.

THE WAYSEEKERS

Keyrah the Cleric (KAY-ruh). Female Chultan human.

Azran the Wizard (AZZ-ran). Male Tethyrian human.

Marifelle the Rogue (mah-ruh-FELL). Female moon (high) elf.

Balerios the Fighter (buh-LEH-ree-OHs). Male Damaran human.

Herks the Ranger (HURKS). Male shield (mountain) dwarf.

Amaree the Barbarian (uh-MAH-ree). Female Bedine human.

APPENDIX C. MONSTER BATTLE TEAM NAMES & OTHER DETAILS

MONSTER BATTLE TEAM NAMES

Roll for or choose from the table below to determine opposing team names. Players may also choose a name for their team from the list below.

MONSTER BATTLE TEAM NAMES & QUALITIES

3d12	TEAM NAME	Quality
3	<i>A Thousand Tiny Deaths</i>	<i>Playful</i>
4	<i>Aumar's Army</i>	<i>Serious</i>
5	<i>The Cloaks and Shadows</i>	<i>Devious</i>
6	<i>Curses of Strahd</i>	<i>Intimidating</i>
7	<i>Fire, Ash, and Ruination</i>	<i>Savage</i>
8	<i>Gout of the Abyss</i>	<i>Crazy</i>
9	<i>Horde of the Dragon Queen</i>	<i>Ambitious</i>
10	<i>Moonsea Marauders</i>	<i>Bestial</i>
11	<i>Murderhole!</i>	<i>Jovial</i>
12	<i>Never Split the Party</i>	<i>Skillful</i>
13	<i>No Foolish Matters</i>	<i>Eccentric</i>
14	<i>The Outlaws of the Iron Route</i>	<i>Calculating</i>
15	<i>Princes of the Apocalypse</i>	<i>Aloof</i>
16	<i>Shadowdale's Best</i>	<i>Competitive</i>
17	<i>Skyhold</i>	<i>Enthusiastic</i>
18	<i>Storm King's Thunderers</i>	<i>Bombastic</i>
19	<i>Team Darkwing</i>	<i>Determined</i>
20	<i>Team Edgedancer</i>	<i>Confident</i>
21	<i>Team Far-Fetched</i>	<i>Mysterious</i>
22	<i>Team Marblehead</i>	<i>Noble</i>
23	<i>Team of Annihilation</i>	<i>Cold</i>
24	<i>Team Slay</i>	<i>Wicked</i>
25	<i>Team Spellfire</i>	<i>Nervous</i>
26	<i>Team Waterdeep</i>	<i>Classy</i>
27	<i>The Baldur's Gate Brawlers</i>	<i>Aggressive</i>
28	<i>The Chill Table</i>	<i>Relaxed</i>
29	<i>The Chultan Crusaders</i>	<i>Whimsical</i>
30	<i>The Executioners</i>	<i>Cutthroat</i>
31	<i>The Magic Missiles</i>	<i>Spunky</i>
32	<i>The Orbslingers</i>	<i>Worried</i>
33	<i>The Power Bottoms</i>	<i>Raucous</i>
34	<i>The Sly & Avaricious</i>	<i>Greedy</i>
35	<i>The Uninvited Guests</i>	<i>Brutish</i>
36	<i>Ylraphon's Elite</i>	<i>Intense</i>

MONSTER BATTLE COMPETITORS

For convenience, the *Monster Battle Competitors* table is provided below as well.

MONSTER BATTLE COMPETITORS

1d12	COMPETITOR	CAPTURE MONSTER	TYPE
1	<i>Beauty</i>	<i>Indigo Faerie Dragon</i>	<i>Dragon</i>
2	<i>Bird Keeper</i>	<i>Axe Beak</i>	<i>Beast</i>
3	<i>Bug Catcher</i>	<i>Meenlock</i>	<i>Fey</i>
4	<i>Burglar</i>	<i>Darkling</i>	<i>Fey</i>
5	<i>Channeler</i>	<i>Specter</i>	<i>Undead</i>
6	<i>Gambler</i>	<i>Gelatinous Cube</i>	<i>Ooze</i>
7	<i>Gentleman</i>	<i>Griffon</i>	<i>Monstrosity</i>
8	<i>Hiker</i>	<i>Giant Constrictor Snake</i>	<i>Beast</i>
9	<i>Lass</i>	<i>Will-o'-Wisp</i>	<i>Undead</i>
10	<i>Sailor</i>	<i>Grick</i>	<i>Monstrosity</i>
11	<i>Tamer</i>	<i>Ochre Jelly</i>	<i>Ooze</i>
12	<i>Youngster</i>	<i>Bronze Dragon</i>	<i>Dragon</i>
		<i>Wyrmiling</i>	

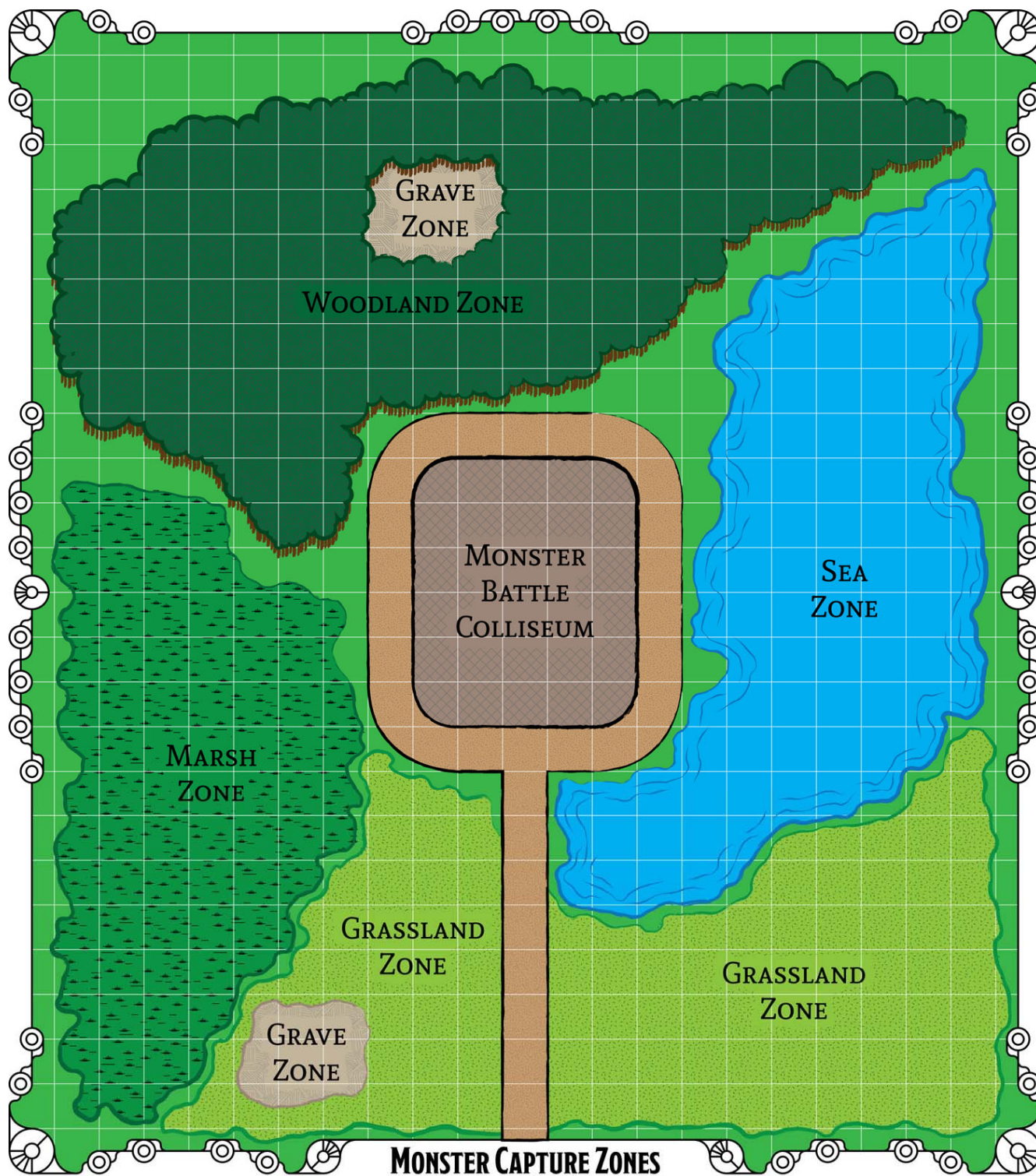
MEOWOK QUOTES

Finally, a below is a list of quips for Team Shade's Awakened Cat, Meowok.

QUIPS FOR MEOWOK, THE AWAKENED CAT

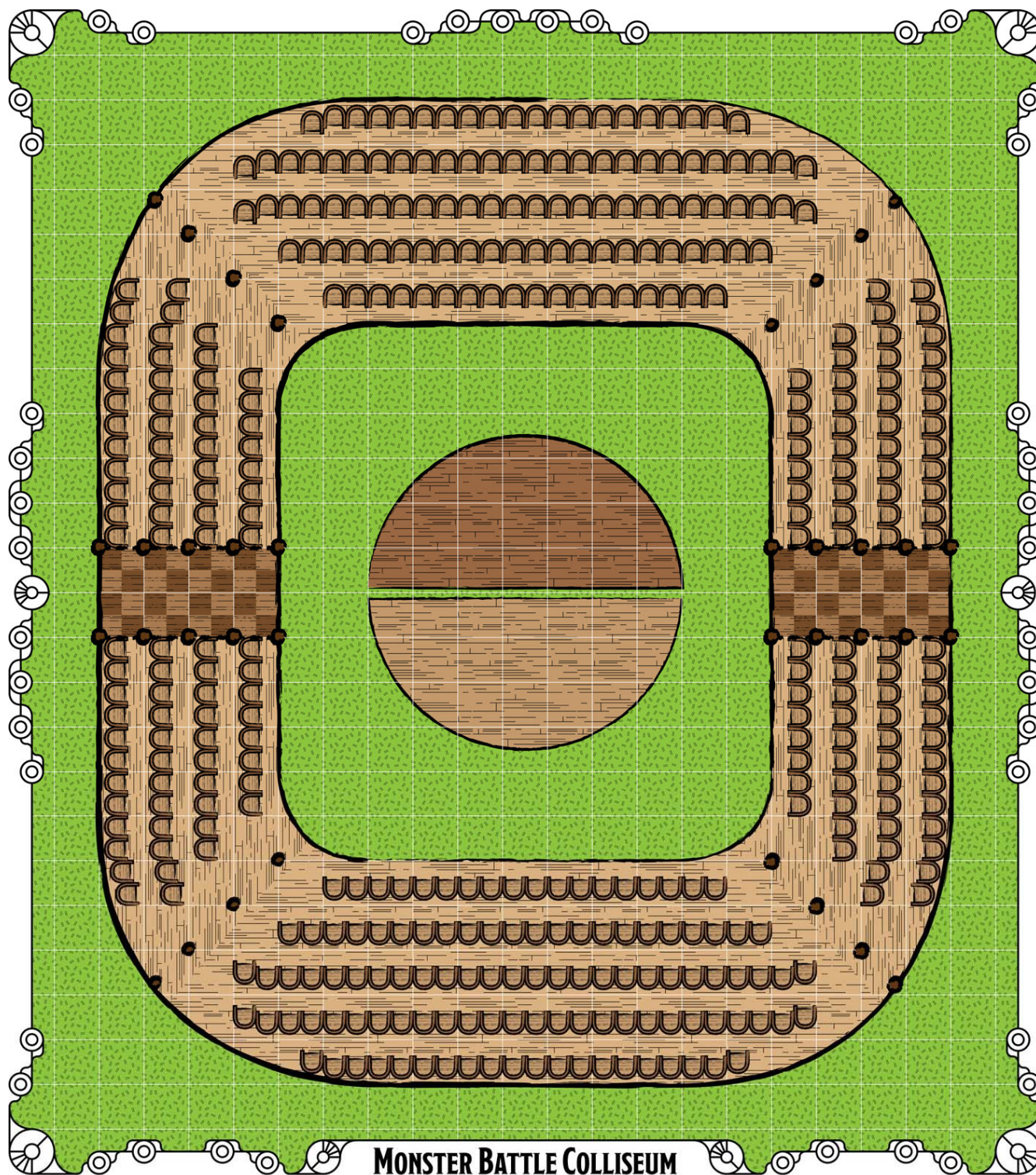
1d12	QUOTE
1	"You little twerps will never get the best of us!"
2	"We'll get that promotion for sure one the boss sees us take care of the likes of you."
3	"I'm not even breaking a sweat here."
4	"You'll never stop us from getting our hands on all of these Capture Monsters."
5	"Behold the power of my Furry Swipes!"
6	"You look like you've never seen a talking cat before."
7	"What are you staring at, ya little punk?"
8	"Quit wasting our time! Just stand back and let us snag these Capture Orbs."
9	"Attack cities one after another!! Devastate them!! We are the fangs of evil!!"
10	"Ya know, maybe if we started looking at what's the same instead of always looking at what's different... Nahhhh?"
11	"Never give up. Never surrender!"
12	"MEOWOK!"

APPENDIX D. MONSTER CAPTURE ZONES MAP



(This map is designed to fit in one D&D Adventure Grid)

APPENDIX E. MONSTER BATTLE COLISEUM MAP



(This map is designed to fit in one D&D Adventure Grid)

APPENDIX F. MONSTER CAPTURE ZONES

For ease of reference, details about the Monster Capture mechanics and Monster Capture Zones appear below. The information here is the same as those found throughout this adventure.

CAPTURE ORBS

There are six different colored orbs, each color being more effective in catching one of the six monster types found in the Monster Capture Zones. You may either have each player choose what color they'd like to pick out or have them roll on the table below to see what color they draw.

- Any capture orb can be used to capture any monster, but each *Capture Orb* color is more effective against a specific Capture Monster Type
- Each Monster Capture Zone is associated with a particular Capture Monster Type
- Some Capture Monster Types are more effective in battle against other specific Capture Monster Types

CAPTURE ORB COLORS, MATERIALS, AND PROPERTIES

1D6	COLOR	MATERIAL	EFFECTIVE VS.
1	Red	Cinnabar	Monstrosity Type
2	Orange	Carnelian	Ooze Type
3	Yellow	Tiger's Eye	Undead Type
4	Green	Aventurine	Beast Type
5	Blue	Azurite	Dragon Type
6	Indigo	Tanzanite	Fey Type

CAPTURE MONSTER TYPES

Some Capture Monsters are strong against other Capture Monster Types. When a Capture Monster deals damage against a Type it is strong against, the damage dealt is doubled.

- **Dragon Type Capture Monsters** are strong vs. Ooze Type Capture Monsters
- **Fey Type Capture Monsters** are strong vs. Dragon Type Capture Monsters
- **Monstrosity Type Capture Monsters** are strong vs. Fey Type Capture Monsters
- **Ooze Type Capture Monsters** are strong vs. Undead Type Capture Monsters
- **Undead Type Capture Monsters** are strong vs. Monstrosity Type Capture Monsters

MONSTER CAPTURE ZONES

GRASSLAND ZONE

GRASSLAND ZONE RANDOM ENCOUNTERS

1D8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Axe Beak</i>	<i>Beast</i>	1/4
3-4	<i>Darkling</i>	<i>Fey</i>	1/2
5-6	<i>Satyr</i>	<i>Fey</i>	1/2
7-8	<i>Meenlock</i>	<i>Fey</i>	2

MARSH ZONE

MARSH ZONE RANDOM ENCOUNTERS

1D8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Giant Frog</i>	<i>Beast</i>	1/4
3-4	<i>Grey Ooze</i>	<i>Ooze</i>	1/2
5-6	<i>Gelatinous Cube</i>	<i>Ooze</i>	2
7-8	<i>Ochre Jelly</i>	<i>Ooze</i>	2

SEA ZONE

SEA ZONE RANDOM ENCOUNTERS

1D8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Giant Constrictor Snake</i>	<i>Beast</i>	2
3-4	<i>Indigo Faerie Dragon</i>	<i>Dragon</i>	2
5-6	<i>Bronze Dragon Wyrmling</i>	<i>Dragon</i>	2
7-8	<i>Guard Drake</i>	<i>Dragon</i>	2

WOODLAND ZONE

WOODLAND ZONE RANDOM ENCOUNTERS

1D8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Dire Wolf</i>	<i>Beast</i>	1
3-4	<i>Mimic</i>	<i>Monstrosity</i>	2
5-6	<i>Grick</i>	<i>Monstrosity</i>	2
7-8	<i>Griffon</i>	<i>Monstrosity</i>	2

GRAVE ZONE

GRAVE ZONE RANDOM ENCOUNTERS

1D8	CAPTURE MONSTER	TYPE	CR
1-2	<i>Giant Centipede</i>	<i>Beast</i>	1/4
3-4	<i>Specter</i>	<i>Undead</i>	1
5-6	<i>Minotaur Skeleton</i>	<i>Undead</i>	2
7-8	<i>Will-o'-Wisp</i>	<i>Undead</i>	2

APPENDIX G. CAPTURE MONSTER CARDS

☆
BEAST TYPE

AXE BEAK



AC 11 ♦ HP (19) ■ ■ ■ ■

ACTIONS

- ♦ Beak +4 to hit, 2 damage
- ♦ Fleeing Kick +4 to hit, 1 damage and your AC becomes 16 until the beginning of your next turn.

STRONG AGAINST

NONE

Axe Beaks are sharp-beaked, flightless birds that stand upright on two powerful legs.

☆☆
BEAST TYPE

DIRE WOLF



AC 14 ♦ HP (37) ■ ■ ■ ■ ■ ■

ACTIONS

- ♦ Bite +5 to hit, 2 damage
- ♦ Hunter Tactics +5 to hit, 1 damage and you may make 2 Bite attacks on your next turn (instead of just 1).

STRONG AGAINST

NONE

Dire Wolves hunt in packs, charging wildly and aggressively through woods and mountains.

☆
BEAST TYPE

GIANT CENTIPEDE



AC 13 ♦ HP (4) ■ ■ ■ ■

ACTIONS

- ♦ Bite +4 to hit, 1 damage
- ♦ Poison Roll 1d20. On a roll of 11 or more, your target takes 2 damage. On a roll of 10 or less, your target takes 0 damage.

STRONG AGAINST

NONE

Giant Centipedes are larger, more poisonous versions of their regular arthropod kin.

☆☆☆☆
BEAST TYPE

GIANT CONSTRICTOR SNAKE



AC 12 ♦ HP (60) ■ ■ ■ ■ ■ ■ ■ ■

ACTIONS

- ♦ Constrict +6 to hit, 2 damage and roll 1d20. On a roll of 11 or more, your target makes their next attack at Disadvantage.

STRONG AGAINST

NONE

Giant Constrictor Snakes wrap themselves around their prey and squeeze the life out of them.

☆
BEAST TYPE

GIANT FROG



AC 11 ♦ HP (18) ■ ■ ■ ■ ■ ■

ACTIONS

- ♦ Bite +3 to hit, 1 damage
- ♦ Hidden Leap Roll 1d20. On a roll of 11 or more, your next Bite attack does 3 damage (instead of 1).

STRONG AGAINST

NONE

Giant Frogs lie in the mud, waiting for prey to pass by, before leaping out to strike.

☆
BEAST TYPE

GIANT WOLF SPIDER



AC 13 ♦ HP (11) ■ ■ ■ ■ ■ ■

ACTIONS

- ♦ Poison Bite +3 to hit, 1 damage. Roll 1d20. On a roll of 11 or more, you do an additional 1 damage.

STRONG AGAINST

NONE

Giant Wolf Spiders hide in their lairs, lying in wait to pounce and poison creatures that walk by.

(Page 1 of 4: Beast Types)

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CCC-KUMORI-02-04 To Be the Very Best

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APPENDIX G. CAPTURE MONSTER CARDS

BRONZE DRAGON WYRMING

★★★★★
DRAGON TYPE



AC 17 ♦ HP (32) ■ ■ ■ ■ ■

ACTIONS

- ♦ Bite +5 to hit, 2 damage.
- ♦ Lightning Breath Roll 1d20. On a roll of 11 or more, your target takes 3 damage. On a roll of 10 or less, your target takes 0 damage.

STRONG AGAINST

OOZE

Bronze Dragon Wyrmlings are lively, regal creatures fascinated by warfare and justice.

GUARD DRAKE

★★★★★
DRAGON TYPE



AC 14 ♦ HP (14) ■ ■ ■ ■ ■

ACTIONS

- ♦ Bite +5 to hit, 2 damage. If your attack hits, you may make a Tail attack.
- ♦ Tail +5 to hit, 1 damage.

STRONG AGAINST

OOZE

Guard Drakes are savage, aggressive, highly loyal beasts that make excellent companions.

INDIGO FAERIE DRAGON

★★★★★
DRAGON TYPE



AC 15 ♦ HP (14) ■ ■ ■ ■ ■

ACTIONS

- ♦ Bite +7 to hit, 2 damage
- ♦ Invisibility You gain Advantage on your next attack roll, and the next attack against you rolls at Disadvantage.

STRONG AGAINST

OOZE

Faerie dragons are playful, mischievous, cat-sized dragons with butterfly-like wings.

DARKLING

★
FEY TYPE



AC 14 ♦ HP (13) ■ ■ ■ ■ ■

ACTIONS

- ♦ Dagger +5 to hit, 1 damage (2 damage if the attack was made at Advantage).
- ♦ Dark Stab +5 to hit, 1 damage and you make your next Dagger attack at Advantage.

STRONG AGAINST

DRAGON

Darklings are dark-spirited, solitary Fey creatures that often act as spies and assassins.

MEENLOCK

★★★★★
FEY TYPE



AC 15 ♦ HP (31) ■ ■ ■ ■ ■

ACTIONS

- ♦ Frightful Claw +4 to hit, 2 damage. If your attack hits, your target makes their next attack at Disadvantage.

STRONG AGAINST

DRAGON

Meenlocks are deformed Fey beings with wicked souls and an aura that instills fear.

SATYR

★
FEY TYPE



AC 14 ♦ HP (31) ■ ■ ■ ■ ■

ACTIONS

- ♦ Shortsword +3 to hit, 1 damage (2 damage if the attack was made at Advantage).
- ♦ Shortbow +5 to hit, 1 damage
- ♦ Ram Make your next attack at Advantage.

STRONG AGAINST

DRAGON

Satyrs are free-spirited Fey that roam through forests getting into mischief and having raucous fun.

(Page 2 of 4: Dragon & Fey Types)

APPENDIX G. CAPTURE MONSTER CARDS

MONSTROSITY TYPE



GRICK

AC 14 ♦ HP (27) ■ ■ ■ ■ ■

ACTIONS

- ♦ Tentacles +4 to hit, 1 damage. If your attack hits, you may make a **Beak** attack.
- ♦ Beak +4 to hit, 3 damage.

STRONG AGAINST

FEY

Gricks are predators that blend into cave walls, striking out at prey with vicious tentacles.

OOZE TYPE



GELATINOUS CUBE

AC 6 ♦ HP (84) ■ ■ ■ ■ ■

ACTIONS

- ♦ Engulf Roll 1d20. On a roll of 11 or more, your target takes 3 damage and you make your next **Engulf** roll at Advantage. Your target makes their next attack at Advantage.

STRONG AGAINST

UNDEAD

Gelatinous Cubes are near-transparent masses of predatory slime that swallow up their prey.

MONSTROSITY TYPE



GRIFFON

AC 12 ♦ HP (59) ■ ■ ■ ■ ■

ACTIONS

- ♦ Claws +6 to hit, 1 damage (4 damage if the attack was made at Advantage).
- ♦ Keen Sight Make your next attack at Advantage.

STRONG AGAINST

FEY

Griffons are fierce hunters with the body of a lion and the head, forelegs, and wings of an eagle.

★
OOZE TYPE



GREY OOZE

AC 8 ♦ HP (22) ■ ■ ■ ■ ■

ACTIONS

- ♦ Pseudopod +3 to hit, 2 damage
- ♦ Corrode +3 to hit, 1 damage and you make your next **Pseudopod** attack at Advantage.

STRONG AGAINST

UNDEAD

Grey Oozes camouflage themselves against stone, lying in wait to consume their victims.

MONSTROSITY TYPE



MIMIC

AC 12 ♦ HP (58) ■ ■ ■ ■ ■

ACTIONS

- ♦ Bite +5 to hit, 2 damage (3 damage if the attack was made at Advantage).
- ♦ Sticky Pseudopod +5 to hit, 1 damage and you make your next **Bite** attack at Advantage.

STRONG AGAINST

FEY

Mimics can disguise themselves as ordinary, everyday objects in order to surprise their prey.

OOZE TYPE



OCBRE JELLY

AC 8 ♦ HP (45) ■ ■ ■ ■ ■

ACTIONS

- ♦ Pseudopod +4 to hit, 2 damage.
- ♦ Oozing Pseudopod +4 to hit, 1 damage. If your attack hits, any damage you receive until your next turn is reduced to 1 damage.

STRONG AGAINST

UNDEAD

Ochre Jellies ooze through caves and dungeons, eating through anything that gets in its way.

(Page 3 of 4: Monstrosity & Ooze Types)

APPENDIX G. CAPTURE MONSTER CARDS

MINOTAUR SKELETON

★★★★★
UNDEAD TYPE



AC 12 ♦ HP (67) ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

ACTIONS

- ♦ Gore +6 to hit, 2 damage.
- ♦ Charge +6 to hit, 1 damage. If your attack hits, your next Gore attack does 3 damage (instead of 2).

STRONG AGAINST

MONSTROSITY

Minotaur Skeletons charge around the battlefield, goring victims with their undead horns.

SPECTER

★★★
UNDEAD TYPE



AC 12 ♦ HP (22) ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

ACTIONS

- ♦ Life Drain +4 to hit, 2 damage.
- ♦ Incorporeal +4 to hit, 1 damage and your target makes their next attack at Disadvantage.

STRONG AGAINST

MONSTROSITY

Specters haunt dark places, unable to move on to the afterlife due to unfinished business.

WILL-O'-WISP

★★★
UNDEAD TYPE



AC 19 ♦ HP (22) ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

ACTIONS

- ♦ Shock +4 to hit, 2 damage.
- ♦ Consume Life +4 to hit, 1 damage and you regain 1 HP (you cannot regain more HP than your maximum this way).

STRONG AGAINST

MONSTROSITY

Will-o'-Wisps are evil spirits that lure travellers away from safe pathways and into danger.

(Page 4 of 4: Undead Types)

PLAYER HANDOUT 1. WILD MONSTER CAPTURE FESTIVAL GUIDE

Hand this sheet out to players if they need to reference how Capture Orbs work.

CAPTURE ORBS, CAPTURE MONSTERS, & YOU!

The Leaves of Silvanus field guide
to Capturing Monsters

There are six different colored capture orbs, each color being more effective in catching one of the six monster types found in the Monster Capture Zones.

- Any capture orb can be used to capture any monster, but each Capture Orb color is more effective against a specific Capture Monster Type
- Each Monster Capture Zone is associated with a particular Capture Monster Type
- Some Capture Monster Types are more effective in battle against other specific Capture Monster Types

ORB COLOR	EFFECTIVE AGAINST...	STRONG VS...
Red	_____ TYPE	_____ TYPE
Orange	_____ TYPE	_____ TYPE
Yellow	_____ TYPE	_____ TYPE
Green	_____ TYPE	_____ TYPE
Blue	_____ TYPE	_____ TYPE
Indigo	_____ TYPE	_____ TYPE

PLAYER HANDOUT 2. MONSTER BATTLE TRACKER

Use this sheet to track your progress through the Monster Battle Arena! Print out multiple sheets to track more battles!

BATTLE #	ADVENTURER OPPONENT	OPPONENT'S CAPTURE MONSTER TYPE	WIN ☐	LOSS ☐
BATTLE #	ADVENTURER OPPONENT	OPPONENT'S CAPTURE MONSTER TYPE	WIN ☐	LOSS ☐
BATTLE #	ADVENTURER OPPONENT	OPPONENT'S CAPTURE MONSTER TYPE	WIN ☐	LOSS ☐
BATTLE #	ADVENTURER OPPONENT	OPPONENT'S CAPTURE MONSTER TYPE	WIN ☐	LOSS ☐
BATTLE #	ADVENTURER OPPONENT	OPPONENT'S CAPTURE MONSTER TYPE	WIN ☐	LOSS ☐
BATTLE #	ADVENTURER OPPONENT	OPPONENT'S CAPTURE MONSTER TYPE	WIN ☐	LOSS ☐
BATTLE #	ADVENTURER OPPONENT	OPPONENT'S CAPTURE MONSTER TYPE	WIN ☐	LOSS ☐

PLAYER HANDOUT 2. STORY AWARDS

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

CAUGHT THEM ALL!

You have all worked together as a team, successfully capturing all of one type of Capture Monster throughout the course of the festival (circle that type in the list below). You may have even captured all of two types!

The students at the Moonsea School for Homeless Children look at you in awe. Even the faculty regard you highly.

CAPTURE MONSTER TYPE/S:

Beast

Dragon

Fey

Ooze

Monstrosity

Undead

TOP OF THE COLISEUM

You successfully battled your way up the ranks in the Monster Capture Battle Coliseum, winning every match and suffering no losses. Adventurers speak of you as they spread out through the Moonsea, and you are recognized at the various inns and taverns you visit there.

You've become something of a celebrity! People talk about you, buy you drinks, and ask for you to tell stories of your Capture Monster battles when you stay at town with an inn, tavern, or other form of lodging.

PLAYER HANDOUT 3. MAGIC ITEMS

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

WILD MONSTER CAPTURE CARDS (DECK OF ILLUSIONS)

Wondrous item, uncommon

This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20 - 1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature (as presented in the Monster Manual), except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.

The version of the deck that appears in this adventure contains the cards and forms the illusions listed in the table to the right.

This small deck of illustrated playing cards comes wrapped in a shiny envelope. One never knows which card they will receive! The cards inside are brightly colored, featuring a variety of creatures in dynamic poses. A small Kozakuran signature on the lower left-hand corner of the card reads "Sugimori K." One rare foil card guaranteed in each pack!

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

PLAYING CARD

Ace of hearts
King of hearts
Queen of hearts
Jack of hearts
Ten of hearts
Ace of diamonds
King of diamonds
Queen of diamonds
Jack of diamonds
Ten of diamonds
Ace of spades
King of spades
Queen of spades
Jack of spades
Ten of spades
Ace of clubs
King of clubs
Queen of clubs
Jack of clubs
Ten of clubs

ILLUSION

Darkling
Satyr
Meenlock
Axe Beak
Dire Wolf
Grey Ooze
Gelatinous Cube
Ochre Jelly
Giant Frog
Mimic
Indigo Faerie Dragon
Bronze Dragon Wyrmling
Guard Drake
Giant Constrictor Snake
Grick
Specter
Minotaur Skeleton
Will-o'-Wisp
Giant Centipede
Griffon

SHADOWNEEDLE (UNBREAKABLE ARROW)

Weapon (arrow), common

This arrow can't be broken, except when it is within an *antjmagic field*.

One of twenty unbreakable arrows crafted with Shadowsong, when this arrow is nocked onto the Oathbow and leveled at an opponent, a gentle hum fills the wielder's mind, steadying their hand and steeling their focus (this feature bears no mechanical effect). When fired from Shadowsong, the wielder may say the words, "Needles, return to your thread" to make this arrow (and any other in its set loosed from the wielder's hand) reappear in the wielder's quiver.

This item can be found in *Xanathar's Guide to Everything*.

ABOUT THE AUTHOR

Jay Africa is a freelance game designer, graphic designer, theatre designer, and occasional actor and musician. He lives in Los Angeles CA, United States, and is the father of two cool kids.

Jay was a Local & Regional Coordinator for the D&D Adventurers League and has designed several published adventures for the organized play program. He continues to run games and design adventures for the Adventurers League, taking great joy in playing D&D nationwide and meeting players from all walks of life.

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ABOUT KUMORICON

Kumoricon is Portland's annual celebration of Anime and Japanese pop culture.



Gaining its namesake (kumori) from the Japanese word "cloudy", Kumoricon embodies everything it means to live in the Pacific Northwest and love this fandom. Stretching across generations, anime fans have gathered together for an amazing annual event, rain or shine. Returning to Portland, Oregon, Kumoricon is excited to bring another wonderful anime convention designed and operated with the fans and their devotion in mind.

Founded and first held in 2003, Kumoricon is a production of Altonimbus Entertainment, an Oregon nonprofit mutual benefit corporation. The convention is a 100% volunteer-run event, including its executive staff and board.

Learn more at www.kumoricon.org.