



DRUMS OF THE DEAD: BOOK 2

A ritual to destroy Chult's undead has backfired and unleashed an undead plague! The components needed to concoct an antidote have been identified, but need to be scavenged from the jungle. Meanwhile, Valindra Shadowmantle and Szass Tam are rallying the infected to conduct a massive assault on Port Nyanzaru. If they succeed, the results will be catastrophic.

A 3-Hour D&D Epic™ Adventure for 1st-20th Level Characters



WILL DOYLE
Author

Adventure Code: DDEP07-02

Optimized For: APL 3 (tier 1), APL 8 (tier 2), APL 13 (tier 3), APL 18 (tier 4)

Version: 1.2

Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

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

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Not for resale. Permission granted to print or photocopy this document for personal use only.

DDEP7-02 *Drums of the Dead: Book 2 (Find the Antidote)*

INTRODUCTION

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

This is a special D&D Epic™ three-hour interactive adventure, designed for **four or more groups playing together**. Each table must seat **three to seven players** from one of the following tiers:

- 1st-4th level characters (tier 1, optimized for average party level 3).
- 5th-10th level characters (tier 2, optimized for average party level 8).
- 11th-16th level characters (tier 3, optimized for average party level 13).
- 17th-20th level characters (tier 4, optimized for average party level 18).

There must be at least one group from tier 1 or 2, and one group from tier 3 or 4. Guidelines for coordinating this event appear later in this booklet.

Drums of the Dead is set in the jungle peninsula of Chult. To win the day, the players must find a cure for the undead plague and repel the zombie horde closing on Port Nyanzaru. The adventure

takes place after the events of the *Tomb of Annihilation* hardcover adventure.

ADVENTURE BOOKLETS

Drums of the Dead is the first D&D Epics™ event to challenge all four tiers of play! As such, it is a large and complex event. To simplify things, the adventure material is separated into three booklets.

- **Book 1: Event Overview.** The event overview explains the rules of the adventure and provides guidance on how to administrate the event. All DMs should read this guide!
- **Book 2: Find the Antidote (tier 1 & 2).** This book provides everything you need to run the adventure for tier 1 or 2 characters. If you're not running these tiers, you don't need to read this.
- **Book 3: Destroy the Crawling Palace (tier 3 & 4).** This book provides everything you need to run the adventure for tier 3 or 4 characters. If you're not running these tiers, you don't need to read this.

To reduce prep time, each book shares the same quests between its tiers, with rules for scaling encounters per tier. Encounter locations are also shared between both tiers. If possible, event organizers should use online registration to let the DMs know which tier they are running ahead of time.

CONTENTS

Introduction	2
Adventure Booklets	2
Contents	2
Adventure Primer	3
Beginning Play	4
Quest 1: Hold the Line	6
Quest 2: Contain the Infection	9
Quest 3: Kill the Cursed King	11
Quest 4: Pose as Diplomats	13
Quest 5: Find the Sun Stone	15

Quest 6: Unravel the Past	18
Quest 7: Entertain the Merfolk Court	21
Rewards	23
Appendix 1. Monster / NPC Statistics	25
Appendix 2. Maps	33
Appendix 3. Victory Boons	36
Appendix 4. Handouts	40
Appendix 5. Story Awards	54
Appendix 6: Magic Items	55

ADVENTURE PRIMER

Before beginning play, read Book 1: Event Overview and familiarize yourself with the event rules.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. 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.

BEGINNING PLAY

When everyone is ready, the administrators announce the start of the event.

1. INTRO SPEECH (ADMINISTRATOR)

An administrator reads the following aloud. If your group misses the announcement, you can read it to them yourself:

The Soulmonger is no more, and Acererak's death curse has been lifted from Toril! Tonight, adventurers from far and wide gather in Port Nyanzaru to celebrate their victories. Alas, no sooner has one threat perished, another bubbles up to threaten the poor folk of Chult.

Earlier today, a messenger stumbled into town from a secret laboratory in the jungle. He revealed that alchemists from the Lords' Alliance had colluded with Order of the Gauntlet clerics to weave a powerful spell over the jungle. Their intention was to destroy Chult's undead, but the spell backfired to create a zombie plague that infects both the living and the undead. As we speak, an undead horde rushes toward Port Nyanzaru! These zombies are fast! They cannot be turned! One bite or scratch infects their victims with the zombie plague!

Worse, our seers have revealed that the archlich Szass Tam has found a way to command the zombies, and has raised the Crawling Palace of Ras Nsi – a castle carried on the backs of twelve skeletal tortoises. Led by the lich Valindra Shadowmantle, Tam's drummers beat out a rhythm that controls the infected and drives them towards our city!

Volo and the Merchant Princes have worked together to brew an antidote for the zombie plague, but the components are hidden deep in the jungle. We need volunteers to search for these components, while the greatest among you strike against the Crawling Palace to silence the drums of the dead! You're the best that this land can offer: heroes forged in the crucible of adventure!

Are you with me?

- Ask the players to introduce their characters to the group.

THE RED WIZARDS OF THAY

Thay is a land of slaves and tyrants ruled by the infamous power-hungry Red Wizards. A council of 'zulkirs' once governed the realm, but the lich Szass Tam, Zulkir of necromancy, orchestrated a coup to seize absolute power. In recent days, Szass Tam sought to harness the powers of the Soulmonger, and sent the lich Valindra Shadowmantle to Chult to hunt it down (see *Tomb of Annihilation*

hardcover). Unfortunately for Valindra, questing heroes found the Soulmonger and destroyed it. The zombie plague has given her new purpose, and a chance to redeem herself to her undying master. Using the drums of the dead, Valindra plans to decimate Port Nyanzaru with her zombie army and replace its merchant princes with vassals loyal to Thay.

2. INTRO SPEECH (DUNGEON MASTER)

When you're ready to begin, read the following aloud:

Your group must search the jungle for components to the antidote. Soldiers escort you to Goldenthrone, seat of power for the port's merchant princes. As the sun ebbs over the Shining Sea, the flamboyant explorer Volo briefs you on your quest.

"There are eight ingredients to my cure. We need a drop of blood from the first victim infected, some chalk from the backfired ritual, the eye of a giant ape, a white rose from the lost city of Mezro, a Halruuan sunstone, ground bone from a spellweaver's skull, and a scale from a mermaid. Simple, no?"

Volo hands you a map.

"I have pinpointed four locations across the jungle where these components reside. Your mission is to recover as many as possible. To speed your journey, you will travel by air on a tamed giant pterosaur. Magnificent, eh?"

Lastly, Volo gives you a stone etched with runes.

"Use this gewgaw to talk to me if you need help. Just shake and speak. It couldn't be easier!"

- Give your players the **jungle map** handout and explain the special restrictions in play for the event.
- Ask the players to pick any quest from the handout. Once they've decided, review their chosen quest and prepare the appropriate adventure location.
- Begin your first encounter!
- If the group succeeds, deliver the **victory boon** for their chosen quest to HQ (see Appendix 3) and ask the players to pick another quest from the handout.
- Continue playing quests until time is called.

THE PTEROSAUR

The group uses a gargantuan quetzalcoatlus to move between quest locations. This beast is larger than most of its species, and can carry up to ten Medium-sized or smaller creatures on its back. The quetzalcoatlus has a

gondola for carrying the characters' gear. It's not trained for combat and is liable to flee if it feels it's in danger.

3. FACTION ASSIGNMENTS

Characters can please their patrons by completing the following assignments during the event. Present these goals as they choose their first quest:

EMERALD ENCLAVE

The Emerald Enclave needs to study the cursed undead. Characters who belong to Emerald Enclave earn one point of renown if they capture a creature infected by the zombie plague and keep it above 0 hit points until the end of the event.

HARPERS

This mission is an opportunity to acquire valuable lore about this land. Characters who belong to the Harpers earn one point of renown if they recover any historical tomes during the adventure.

LORDS' ALLIANCE

The Lords' Alliance can't be marred by the taint of undeath! Characters who belong to the Lords' Alliance earn one point of renown if they survive the adventure without transforming into a plague zombie.

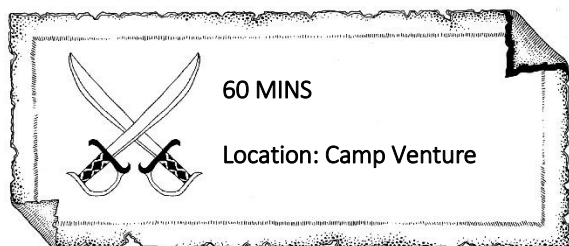
ORDER OF THE GAUNTLET

The undead must be vanquished! Characters who belong to the Order of the Gauntlet earn one point of renown if they land a killing blow on at least 3 undead monsters during the event.

ZHENTARIM

The Zhents need coin to carry out their operations worldwide. Characters who belong to the Zhentarim earn one point of renown if they find a cache of hidden gold during the adventure.

QUEST 1: HOLD THE LINE



QUEST SUMMARY

The characters must split the party: with some holding the line against waves of undead while the others escort an alchemist into the laboratory to recover a vital sample.

BEGINNING THE QUEST

If this is the first time the characters have visited this location, read the following aloud:

After gliding over miles of trackless jungle, you spot torchlight in the dark below. A military camp of bamboo huts sprawls across a jungle clearing, encircled by a stout palisade. Half the camp is overrun by groaning zombies. Makeshift barricades thread between the huts to stem the undead's incursion into the other half.

Volo's voice crackles through the magic stone.

"Camp Venture is the jungle laboratory where the outbreak began. Alas, there are still a few souls trapped down there. They may have the components we need."

You land inside the camp and meet with the survivors: a rag-tag band of alchemists, clerics and soldiers. The ground here is knee-deep in mud and sickness is spreading fast.

Read the following once the characters have landed, or if they've visited the camp before:

Volo briefs you further on your quest.

"See if you can find Helbryn West: he's the lead alchemist. He'll help you extract the blood sample I need."

West works in the field hospital. When you meet, his leather apron is splattered with fresh blood.

"So, the messenger got through. Perhaps there is some hope after all."

After the characters explain their mission, West imparts the following information:

- A warrior called Verro was the first human to be infected by the zombie plague. She's still chained up inside the laboratory.
- Unfortunately, the laboratory was overrun by zombies and now lies in the section of camp beyond the barricades.
- Breaking into the laboratory is impossible with so many undead present. Instead, West proposes a diversion. His men can open a hole in the barricade, drawing the zombies from the laboratory and into a killing ground. Meanwhile, he can rappel down from the guard tower and enter the laboratory via its roof.
- West proposes splitting the party: some of them should keep the zombies busy in the killing ground, while the others escort West through the laboratory. It's up to the players to decide who goes where.

QUEST ENCOUNTER

This encounter uses the camp venture map from Appendix 2 (reproduced below with notes). The encounter has two stages: preparing for the assault, and then holding out against the infected while West searches for the antidote.

STAGE 1: PREPARATIONS (10 MINUTES)

Reveal the map to the players and give them ten minutes to formulate a plan. The following defenses are available:

- **Barricades.** Characters can arrange the barricades in any configuration. In addition, there's enough spare materials to construct three more. Each new barricade requires two characters to work solidly for the whole preparations phase.
- **Explosive Barrels.** Characters can position the two explosive barrels wherever they choose. In addition, there's enough fire oil in the stores to fill three more barrels. Preparing a new barrel requires one character to work solidly for the whole preparations phase.
- **Pit Traps.** The pit trap on the map can't be moved, but it can be filled in (this requires one character to work solidly for the whole preparations phase). If two characters work together, they can dig a new pit during the preparations phase.

Also allow the players to come up with their own plans. West's only stipulation is that the diversion takes place here: it can't spill into any other area of the camp.

STAGE 2: BATTLE (50 MINUTES)

When the players are ready, read:

West's soldiers use ropes to pull back a section of the barricade. Moments later, a blood-curling roaring echoes across the camp as hundreds of undead figures notice the breach. They race forward, eager for flesh!

ENEMIES

A new wave of undead appears each round on initiative count 25 (winning ties). The undead move in from the reinforcement zone at the northeast side of the map.

- At tier 1, there are 10 plague **zombies** outside the barricade. Each following wave of undead comprises 5 plague **zombies**. The plague **zombies** inside the laboratory remain in the positions shown until they spot living creatures.
- At tier 2, there are 10 plague **zombies** outside the barricade. Each following wave comprises 3 plague **zombies** and 2 plague **ghasts**. The undead inside the laboratory are plague **ghasts**.

The undead won't enter the killing ground to the west unless living creatures are visible inside it. If

nobody is in sight, the undead move into the laboratory instead.

FEATURES OF THE AREA

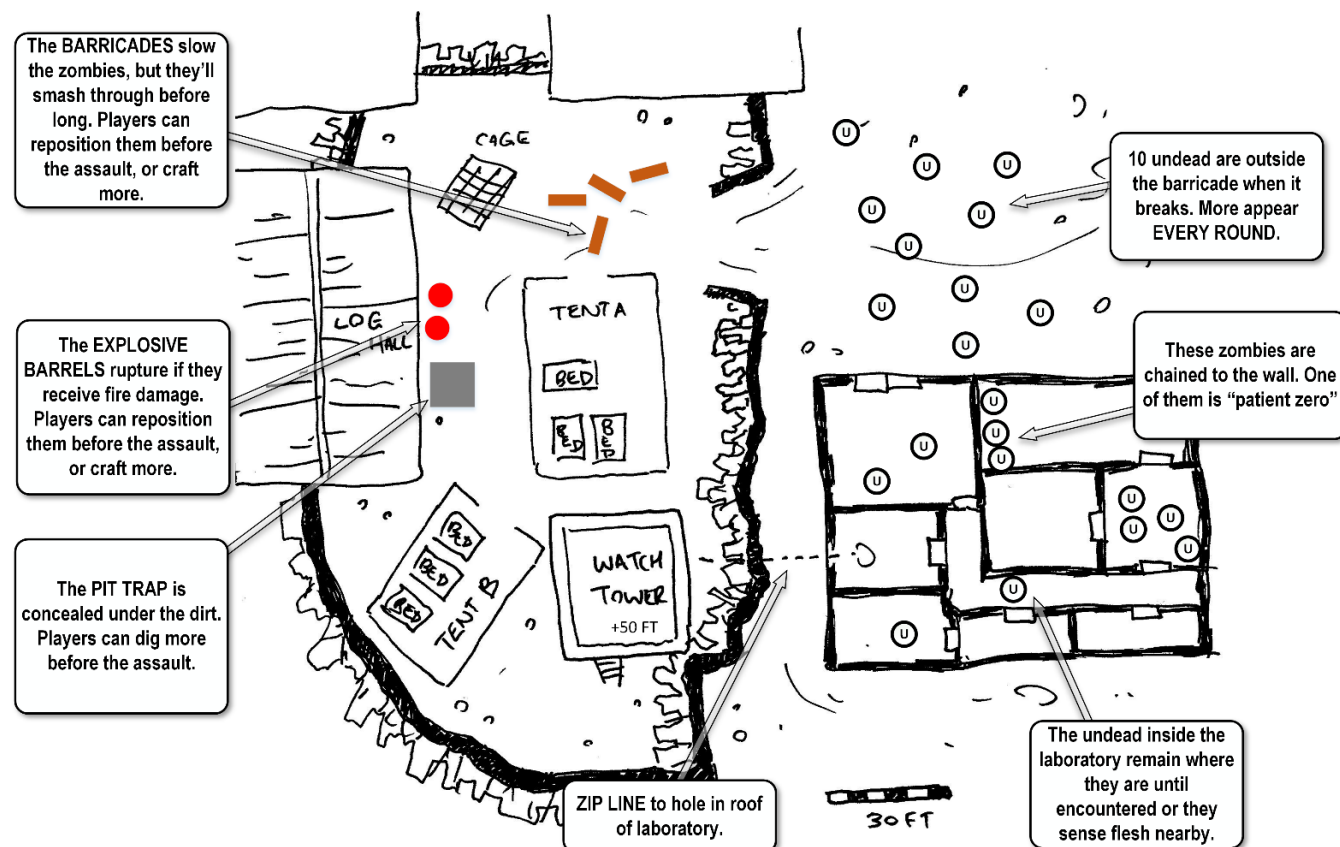
Barricade: Each barricade is a Large object (AC 8, Damage Threshold 5, HP 15). Climbing a barricade requires a successful DC 16 Strength (Athletics) check.

Explosive Barrel: If a barrel takes fire damage, it explodes. All creatures within 10 feet of the barrel must succeed on DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, and half as much damage on a successful one.

Pit Trap: These earthen pits are 15 ft. deep, and covered by wicker lids hidden under reeds and dirt. If more than 10 pounds of pressure is applied to a lid, it collapses. Creatures falling into the pit take 7 (2d6) bludgeoning damage and fall prone. Climbing out of the pit requires success on a DC 16 Strength (Athletics) check.

Gate: Each gate inside the laboratory can only be lifted by creatures with a combined Strength score of 20. Lifting the gate requires an action from each creature participating.

HOLD THE LINE



FINDING THE SAMPLE

When a character enters the holding pen in the laboratory, read:

The air in this dank chamber is heavy and thick with flies. Three undead women are chained to the far wall, their skin rotten and eviscerated. A table stands before them, bearing an array of sample jars. As you enter, the women strain futilely against their chains.

To complete their quest, the characters must return to the compound with a blood sample from “patient zero”. West can identify Verro immediately. If West is dead, a character must succeed on a DC 12 Intelligence (Investigation or Medicine) check to identify which zombie has been dead the longest.

LOST LORE

The laboratory contains a few books on Chultan history and fauna. Gathering them together takes 1d6 rounds for a single character, but completes the faction assignment for any Harper characters present.

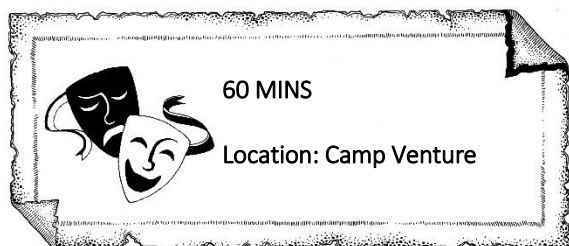
CONCLUSION

Ask a player to deliver the victory boon for this quest to the administrators (see Appendix 3.)

TREASURE

For completing this quest, characters receive a magic item and one treasure award from their faction. These treasures are awarded at the end of the adventure.

QUEST 2: CONTAIN THE INFECTION



QUEST SUMMARY

To earn the component, the characters must supervise a field hospital at ground zero of the zombie outbreak.

BEGINNING THE QUEST

If this is the first time the characters have visited this location, read the following aloud:

After gliding over miles of trackless jungle, you spot torchlight in the dark below. A military camp of bamboo huts sprawls across a jungle clearing, encircled by a stout palisade. Half the camp is overrun by groaning zombies. Makeshift barricades thread between the huts to stem the undead's incursion into the other half.

Volo's voice crackles through the magic stone.

"Camp Venture is the jungle laboratory where the outbreak began. Alas, there are still a few souls trapped down there. They have the components we need."

You land inside the camp and meet with the survivors: a rag-tag band of alchemists, clerics and soldiers. The ground here is knee-deep in mud and sickness is spreading fast.

Read the following once the characters have landed, or if they've visited the camp before:

Volo briefs you further on your quest.

"You need to speak to Lady Galadrianne Micha. She was one of the clerics who performed the ritual. I'm sure she'll have the chalk they used to mark their circle."

Lady Micha works in the field hospital, where she tends to injured soldiers brought in from the barricades. When you meet, she'll be in no mood for bargaining.

"We need your help. We're going to be up to our necks in casualties and we'll need all the assistance we can get."

Lady Micha explains the following:

- The undead recently mounted another surge on the barricade. Dozens of survivors were injured

before the soldiers managed to push the dead back.

- The casualties are on route to the field hospital. Lady Micha wants the characters to triage the casualties as they come in, providing help with treatment where possible.
- If they aid her, she'll give them the ritual chalk they're hunting for.

Lady Micha is not in the mood for negotiation. Assuming the characters agree to her demands, read:

Two bedraggled hospital tents sag under the rain. Lady Micha marches inside the nearest, where a handful of beds rest in the mud. A gnome surgeon cleanses his tools over a brazier, and two nurses scurry back and forth fetching clean sheets and water.

"The surgeon and the nurses are at your disposal. Save your own magic if you can: we don't know how many casualties are coming through."

She nods to a bamboo cage in the corner.

"Check for blackening on their wounds. If they look like they've got the plague, quarantine them from the others. Now, who's with me and who's staying here?"

The players must split the party between the two tents. Once the casualties start flowing in, they can't change positions.

Each tent is staffed by two nurses and a surgeon (Lady Micha accounts for one of these, and the other is a blustering gnome called Rudi Beanrock).

QUEST ENCOUNTER

This encounter uses the camp venture map from Appendix 2. The players must triage the wounded as they come in: deciding who receives surgery, who'll be treated by the nurses, and who gets quarantined. These decisions are played out as a series of roleplay encounters.

MAGICAL HEALING

Players are free to use their own healing spells, healing kits, or potions to treat the injured as they come through. Don't sweat it if your players burn their resources: to succeed in this encounter, they need to do more than just heal the injured! Even so, Lady Micha advises them to save their resources only for the most serious cases.

The rest of the encounter is played out in six phases lasting up to ten minutes each. **Alternates play between each tent until six phases are complete.**

1. ASSIGN CASUALTIES TO PLAYERS

In each phase, two casualties arrive at the active group's tent. Players from the *currently inactive* group are now challenged to roleplay these wounded characters! As each casualty arrives, give the appropriate **Casualty** Handout to the player who'll be taking on its role. The player can't share this information with anyone else.

2. ROLEPLAY THE INTRODUCTIONS

Players should roleplay their casualty characters' arrival in the tent, describing their appearance and any notable injuries. If they roleplay particularly well, award them inspiration.

3. TRIAGE THE CASUALTIES

The other players must decide how to triage each casualty.

Surgery. Only one casualty can receive surgery at a time in each tent.

Nurses. The nurses can treat two casualties per tent.

Quarantine. The quarantine pen holds infected characters. If the players suspect a casualty of harboring the zombie plague, they should send them to quarantine.

The casualty handout reveals how long each method takes to heal the casualty's wounds. At the start of each phase, resolve treatment in this order:

1. Nurse Treatment
2. Surgery
3. Death
4. Turning into Zombies

Aborting treatment midway through means the casualty receives no benefit from it.

4. BEGIN NEW PHASE

After ten minutes (or whenever seems appropriate) switch groups and repeat the process. Players retain control of their casualties until the end of the quest. As time progresses, players control multiple casualties simultaneously.

5. WINNING THE QUEST

Each casualty has a **secret objective** listed on their sheet. **If the players complete at least four secret objectives, they succeed in the quest!**

OUTBREAKS

Infected casualties transform into plague **zombies** (tier 1) or plagues **ghasts** (tier 2). If they're outside the quarantine pen when they transform, they attack the characters with surprise. Resolve the incident as a combat. Undead inside the pen attack any other casualties imprisoned alongside them.

AFTER THE STORM

Once all the casualties have been treated, Lady Micha gives the players their component. She wishes them luck, saying "this world could use all the luck it can get".

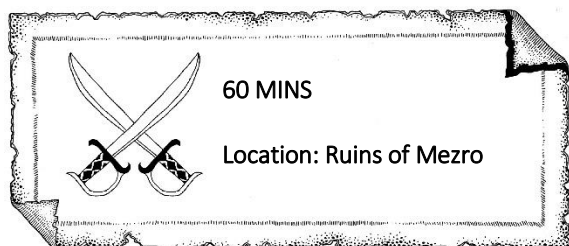
CONCLUSION

Ask a player to deliver the victory boon for this quest to the administrators (see Appendix 3.)

TREASURE

For completing this quest, characters receive a magic item and one treasure award from their faction. These treasures are awarded at the end of the adventure.

QUEST 3: KILL THE CURSED KING



QUEST SUMMARY

The characters must slay a giant undead ape that is terrorizing explorers to the lost city.

BEGINNING THE QUEST

If this is the first time the characters have visited this location, read the following aloud:

The Olung River widens into a shimmering delta as it flows into the sea. Deep within these wetlands, a city rises from the waters. Crumbling walls form a circle divided into four quarters, with a gargantuan vine-covered temple at its center. A maze of ruins lies beneath. The buildings are half-flooded and draped in thick jungle foliage. To the northwest, smoke rises from a small shantytown slumped on stilts just outside the city walls.

Volo's voice crackles through the magic stone.

"Ah, the lost city of Mezro! Once capital of this fair land, now long fallen into ruin. Were this any other day, I could regale you with stories of this place. Alas, we have more pressing business at hand."

Gliding over the ruins, you spot a group of figures clustered around the summit of a stepped pyramid. They are clearly warriors, and wear tattered red cloaks.

"The Flaming Fist mercenaries have declared this city their property, and are scouring it for riches. Be careful! They may not take kindly to trespassers."

Read the following once the characters are ready to proceed, or if they've visited the camp before:

Volo briefs you further on your quest.

"In recent days, the mercenaries stationed here have been terrorized by a giant, undead ape they call the 'Cursed King'. The eye of that monster is one of the components we need for the antidote. I suggest you offer your services to slay the beast. I'm sure they'll be happy for the assistance."

QUEST ENCOUNTER

This encounter uses the ruins of Mezro map from Appendix 2. The mercenaries on the pyramid are preparing to sacrifice some grungs to appease the cursed king. When the characters get closer, read:

The soldiers are bullying a group of froglike humanoids bound in shackles. One-by-one, they lash their captives to wooden stakes driven into the pyramid's summit. Dried blood stains the flagstones beneath. One mercenary stands next to a large, bronze gong.

- At tier 1, there are five Flaming Fist **thugs** and four bound **grungs**.
- At tier 2, there are five Flaming Fist **veterans** and four bound **grungs**.

The mercenaries have orders to capture or kill trespassers in the city, not negotiate terms. Play them as angry thugs itching for a fight. They demand that the characters surrender or pay the price.

HIDDEN TREASURE CACHE

One of the mercenaries carries a sack of gold purloined from the ruins. This counts as a hidden treasure cache (see the Rewards section). Stealing the cache completes the faction assignment for any Zhentarim characters present.

HAIL TO THE KING

If the characters choose to fight, play one or two rounds of combat. Regardless of whether they fight or surrender, the **cursed king** soon turns up.

One of the grungs makes a break for it. As it hops away, it accidentally barges the gong off the top of the pyramid. Clang! Clang! Clang! The gong tumbles down the steps. The noise echoes through the city... and is answered by a thundering roar!

"Tymora's teeth", gasps one of the mercenaries. "He's here already!"

- At tier 1, the **cursed king** has four plague **zombies** with him.
- At tier 2, the **cursed king** has four plague **ghasts** with him.

During combat, the cursed king uses his Leap legendary power to bound between pillars, and his Hurl Zombies power to throw zombies at the

characters. At tier 2, the mercenaries try to flee the scene rather than fight the beast. At tier 1, they fight alongside the characters. If the characters kill the king, they can extract its rotten eye to complete their quest.

GRUNG HUNTING PARTY

One round after the cursed king arrives, a small patrol of grungs moves into the area to rescue their companions.

- At tier 1, there are four **grungs** in the patrol.
- At tier 2, there are eight **grungs** in the patrol.

The grungs try to free their companions, avoid the king, and battle the mercenaries.

ADJUSTING THIS ENCOUNTER

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

Very Weak: At Tier 1, there are no zombies and the cursed king doesn't use multiattack or legendary actions. At Tier 2, replace the ghasts with six plague zombies.

Weak: At Tier 1, remove two zombies and the cursed king doesn't use multiattack or legendary actions. At Tier 2, remove two plague ghasts.

Strong: At Tier 1, add four zombies. At Tier 2, add four plague ghasts.

Very Strong: At Tier 1, add eight zombies. At Tier 2, add eight plague ghasts.

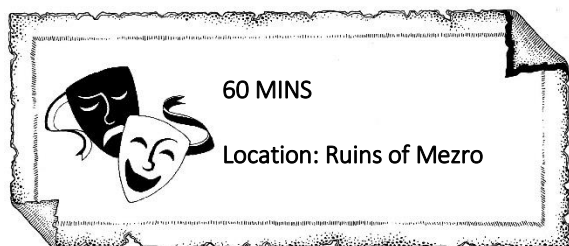
CONCLUSION

Ask a player to deliver the victory boon for this quest to the administrators (see Appendix 3.)

TREASURE

For completing this quest, characters receive a magic item and one treasure award from their faction. These treasures are awarded at the end of the adventure.

QUEST 4: POSE AS DIPLOMATS



BEGINNING THE QUEST

If this is the first time the characters have visited this location, read the following aloud:

The Olung River widens into a shimmering delta as it flows into the sea. Deep within these wetlands, a city rises from the waters. Crumbling walls form a circle divided into four quarters, with a gargantuan vine-covered temple at its center. A maze of ruins lies beneath. The buildings are half-flooded and draped in thick jungle foliage. To the northwest, smoke rises from a small shantytown slumped on stilts just outside the city walls.

Volo's voice crackles through the magic stone.

"Ah, the lost city of Mezro! Once capital of this fair land, now long fallen into ruin. Were this any other day, I could regale you with stories of this place. Alas, we have more pressing business at hand."

Gliding over the ruins, you spot a group of figures clustered around the summit of a stepped pyramid. They are clearly warriors, and wear tattered red cloaks.

"The Flaming Fist mercenaries have declared this city their property, and are scouring it for riches. Be careful! They may not take kindly to trespassers."

Read the following once the characters are ready to proceed, or if they've visited the camp before:

Volo briefs you further on your quest.

"Lieutenant Brokenbarrel hoards her riches in a treasure chest that's never far from her side. Inside that chest is the last white rose to blossom in this city. I need you to steal it."

Volo then explains the following:

- Volo stresses that Brokenbarrel is a cruel leader who treats her soldiers badly and betrays anyone who stands between her and her riches.

- Volo has arranged for the characters to pose as diplomats sent by the druids of the Emerald Enclave. They're going to represent a local grung tribe that Brokenbarrel is warring with.
- The grung envoy is waiting for them at the summit. The characters need to pose as his translators and help broker a peace deal. Brokenbarrel won't allow any magic during the peace summit so Volo can't help with translation.
- It doesn't matter if they characters don't know what the envoy is saying – just make it look convincing and present reasonable terms!
- While they're talking, the nimblest character in the group needs to sneak over to Brokenbarrel's wagon and steal the rose.

QUEST ENCOUNTER

This encounter uses the ruins of Mezro map from Appendix 2. Lieutenant Brokenbarrel and the grung envoy await the characters at the summit of the pyramid.

A grim-faced goliath relaxes on a wicker chair at the summit of the pyramid, fanning herself with a palm frond. Just over her shoulder, a red bird with glowing eyes hops about inside a cage. Opposite them stands a tiny, yellow frog-like humanoid wearing a headdress of peacock feathers.

A wagon is parked on the far side of the pyramid, guarded by a thuggish pair of mercenaries. You can just make out the treasure chest on the back of the wagon.

"About time you turned up", says Brokenbarrel. "Let's hear this thing's terms."

The following enemies are gathered here with the grung envoy:

- At tier 1, a **goliath warrior** (Brokenbarrel) and three **veterans** wait atop the pyramid, with four **thugs** patrolling or guarding the wagon.
- At tier 2, a **warlord** (Brokenbarrel) and three **assassins** wait atop the pyramid, with four **veterans** patrolling or guarding the wagon.

A **sorcery crow** also watches over the area for unauthorized spellcasting. If combat ensues here, this won't be an easy fight to win!

SORCERY CROWS

These scarlet songbirds have glowing eyes that can peer into the Weave. **Sorcery crows** automatically detect magic within 50 feet of themselves and are trained to squawk if they discern unauthorized spell-effects within that range.

For the purposes of detection, spell effects include Wild Shape abilities, polymorphed or awakened creatures, and familiars. If a character spots a sorcery crow, they can recognize its powers with a successful DC 12 Intelligence (Nature or Arcana) check. If they fail this check, it's just a weird bird.

STEALING THE ROSE

Before the encounter begins, the players must choose a character to perform the robbery.

This character sneaks through the ruins and tries to lure the guards away from the wagon so he or she can steal the rose.

Much of this action plays out "off-camera" while the rest of the group roleplay the peace summit. During this period, the thief player takes on the role of the grung envoy!

ROLEPLAYING THE SUMMIT

Give the envoy the **grung demands** handout.

- **During the summit, the envoy player must act out each line on the sheet in their own made-up grung language.**
- **The other players must convincingly translate each line without making it obvious that they don't understand a word.**

Brokenbarrel is only interested in hearing the grung's terms: she has no demands of her own. A character with the Linguist feat or fluency in the Grung language can grasp the rough meaning of each line with a DC 17 Intelligence check (the envoy belongs to a tribe that speaks a unique dialect of the grung language). Unfortunately, much of what the envoy says is too aggressive to translate.

- **Whenever the players "translate" a line with confidence, mark down one success on a hidden piece of paper.**
- **If they seem confused or hesitate, mark down one failure.**
- **Every time a new failure exceeds the successes, add a complication to the theft (see below).**

Brokenbarrel is paranoid, and often signals to her guards to watch out for a grung ambush. If the translators seem suspicious, she issues these signals with increasing frequency (see below). Players who make a convincing show of translating the envoy's terms find that the peace summit is resolved without incident. If so, the grung envoy is invited to dine with Brokenbarrel – giving the thief ample time to steal the component.

ROLEPLAYING THE ENVOY

The envoy occasionally demands a response from the commander or the translators. Mark down a failure if you deem it wouldn't be satisfied with the response given.

THEFT COMPLICATIONS

Cut back to the thief character whenever the conversation stalls or goes awry. Perhaps Brokenbarrel summons more guards to the area, or orders her existing guards to shift patrols. To move on, the thief must successfully evade a passing patrol. If the thief is spotted, Brokenbarrel tries to retreat to the wagon with her guards.

BREAKING INTO THE CHEST

The thief player must devise their own method of luring the guards away from the wagon. The treasure chest is locked, but can be picked with a successful DC 12 Dexterity (Thieves' Tools) check. The white rose lies inside alongside some Mezroan relics (none of them particularly valuable).

HIDDEN TREASURE CACHE

A false bottom to the chest contains a secret treasure cache (see the Rewards section). Stealing the cache completes the faction assignment for any Zhentarim characters present.

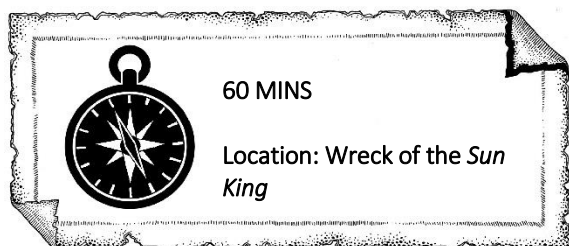
CONCLUSION

Ask a player to deliver the victory boon for this quest to the administrators (see Appendix 3.)

TREASURE

For completing this quest, characters receive a magic item and one treasure award from their faction. These treasures are awarded at the end of the adventure.

QUEST 5: FIND THE SUN STONE



QUEST SUMMARY

The characters explore the haunted wreck of a Halruuan skyship to recover the magical sun stone.

BEGINNING THE QUEST

If this is the first time the characters have visited this location, read the following aloud:

The mighty jungle sprawls below you, lit by a tapestry of stars. Fog eddies between the trees and strange beasts cry to the moon as you fly past. Up ahead, the wreckage of a wooden galleon is caught in a cradle of tree branches.

Volo's voice crackles through the magic stone.

"A pair of Halruaan skyships crashed over Chult a couple tendays back: the *Star Goddess* and her sister ship, the *Sun King*. Marvelous machines; such a crying shame they ended their journeys so ignominiously. We don't know how the vessels crashed, but it seems they went down with all hands. This one here is the *Sun King*. If we're lucky, she's got the components we need onboard."

You land your steed in a nearby clearing and advance through the undergrowth on foot until you're roughly below the sky ship. The vessel's hull has shattered into six sections, which dangle at different heights in a web of vines, rope, and torn balloon skin.

Read the following once the characters are ready to proceed, or if they've visited the wreck before:

Volo briefs you further on your quest.

"The skyship was powered by a rare Halruuan sunstone. Its magic should provide just what we need for the antidote. Have a look around. That stone is bound to be *somewhere* onboard!"

QUEST ENCOUNTER

This encounter uses the wreck of the sun king map from Appendix 2. The characters must explore the wreckage to find the sunstone.

AREA 1: PROW

The ship's prow looks easiest to reach. It's suspended just 25 feet above the jungle floor, caught in a mess of vines that droop all the way down to the ground. The ship's mahogany figurehead depicts a Halruuan mage casting a spell.

Whenever a character climbs onto the deck for the first time, the figurehead creaks to life (see below). Climbable vines and wreckage dangle from this section of the ship to the anchor winch (area 3) and the navigation chamber (area 4).

HAZARD: ENCHANTED FIGUREHEAD

The ship's enchanted figurehead only grants access to visitors listed on the captain's logbook in area 2.

Detection. The figurehead radiates an aura of abjuration and evocation magic when targeted by a *detect magic* spell or similar magic.

Trigger. Whenever a trespasser moves onto the deck for the first time, the figurehead declares "Your name's not in the logbook! Begone, or die!"

Effect. If the trespasser fails to give the correct name, the figurehead blasts them with a *thunderwave* (tier 1) or *lightning bolt* spell immediately followed by a *thunderwave* (tier 2). The spell save DC for these effects is 16. The figurehead attacks again each round on initiative count 25 until the character is out of sight or a new trespasser presents themselves.

Disabling. A character can pass safely by stating one of the names listed in the captain's log in area 2. Alternatively, destroying the figurehead renders it unable to cast spells. It is a Large object with AC 12; a damage threshold of 5; 30 HP; immunity to poison damage, psychic damage, and piercing, bludgeoning or slashing damage from nonmagical weapons. If it takes damage, the figurehead casts a *lightning bolt* spell against its attackers each round on initiative count 25.

AREA 2: CAPTAIN'S QUARTERS

The ship's stern dangles 60 feet above the jungle floor. To reach it, you'd need to climb an adjoining tree and clamber out over its branches. Peering into the wreckage, you see what looks like a captain's cabin within.

To reach the cabin, a character must ascend the trunk of the nearby tree (Athletics DC 8 to climb) and then crawl across the weak branches (Acrobatics DC 14). When they get inside, read:

The cabin rests on a slanted angle. The rotted corpse of the captain sprawls behind a moss-covered writing desk, with a large book laid open before him. A large, feathered quill hovers in the air above the page. Behind the captain, a small treasure chest rests against a toppled bookshelf.

The whole cabin is precariously balanced in the branches. Sudden moves could send it crashing down (see the hazard below).

Captain's Log. The open page is entitled 'Visitor Log', but its entries are too rotten to read. If a character uses the quill to write their name in the log, they can pass the figurehead in Area 1 unmolested.

Treasure Chest. The chest contains the operating key for the navigation chamber (area 4). If the chest is disturbed, a **wraith** (tier 1) or a **banshee** (tier 2) rises from the captain's bones.

HAZARD: FALLING CABIN

The captain's cabin is liable to crash to the ground if there's too much movement inside.

Detection. Any character entering the cabin knows at once that it's highly unstable.

Trigger. Roll 1d6 whenever a character inside the cabin makes an attack or moves more than 10 feet in a single turn. On a roll of 5-6, the cabin wobbles and slips one step closer to collapsing.

Effect. Each wobble has its own special effect:

1st time: The cabin jerks 10 feet closer to the ground. All creatures inside the cabin must succeed on a DC 14 Dex save or fall prone.

2nd time: The cabin pitches to a 45-degree angle and falls another 10ft closer to the ground. All creatures inside the cabin must succeed on a DC 14 Dex save or fall prone and slide 1d4x5 feet closer to the lip.

3rd time: The cabin pitches to 60-degree angle. Same effect as above, but now the cabin counts as difficult terrain for movement.

4th time: The cabin falls 40 ft. to the ground. All creatures inside take falling damage, plus 11 (2d10) bludgeoning damage from flying wreckage.

Disabling. There is no way to disable this hazard.

AREA 3: ANCHOR WINCH

A strange device is mounted on this section of deck: a large metal harpoon set into bronze tube. A heavy chain on the end of the harpoon attaches it to a winch on a rotating platform. Entangled vines, rope and wreckage connect this section of the vessel to the ship's prow 40 feet below.

This harpoon gun can be fired by pulling a lever next to the winch. Once fired, the harpoon can be hauled back by turning a handle on the winch. If used to target a creature or object, the harpoon gun attacks with a +8 bonus and deals 21 (3d10 + 5) damage on a hit. Players can use the harpoon to puncture the zoological enclosure (area 5) and pull it closer.

AREA 4: NAVIGATION CHAMBER

The forecabin is wedged between heavy boughs, caught in a tangle of balloon skin and snapped timbers. Inside, you glimpse an exotic chamber crafted from lacquered wood and bronze filigree. Strange fluted pipes protrude from the chamber's roof like the pipes of an organ. Vines dangle from here to the ship's prow 60 feet below.

A domed map of Faerûn spreads over the floor of this chamber. Part of the map has fallen to pieces, and shards of terrain are scattered about the chamber. Tangled vines stretch from here to the library at area 6.

The Map Shards. Reassembling the shards requires success on a DC 12 History check, and reveals an oddly-shaped keyhole set into Halruua's Mount Talath. If the key from area 2 is turned in this hole, read:

The whole chamber shakes as howling wind billows from the pipes mounted on the forecabin roof. The branches opposite toss around in the gale, dislodging the ugly nests hanging underneath them. Dozens of bat-like creatures are blown away into the jungle. After a few moments, the pipes shudder and the gale ends.

Once the wind pipes have blasted out their air, the **stirges** outside area 6 are no longer present.

AREA 5: ZOOLOGICAL ENCLOSURE

This section of hull dangles precariously in a tangle of vines. It looks almost impossible to reach, as the creepers supporting it hang from fragile branches near the top of the canopy. The chamber is open to the sky, and appears to be some form of menagerie. Many strange beasts are preserved inside crystal spheres set onto bronze floor mounts.

Without flight, the easiest way to reach this section is to haul it over to area 3 using the anchor winch. Doing so takes care and effort, but doesn't require any checks.

Crystal Spheres. These six spheres contain five monsters held in magical torpor (use *Volo's Guide to Monsters* or the *Monster Manual* to select your own CR5 or lower monsters). Each sphere is mounted on a bronze holder shaped like a dial, with 360 separate numerals carved around a central pointer. One crystal sphere is cracked open. On this sphere, the dial points to 99. If any other sphere is rotated to setting 99, it hisses open and releases its captive monster. Moving it to any other setting unleashes a burst of lightning that deals 11 (2d10) lightning damage per tier to everyone within 5 feet of the sphere. The spheres are impervious to damage.

Unfortunately for the characters, the monster held inside the open sphere is still present here.

- At tier 1, it is an invisible **imp**.
- At tier 2, it is an **invisible stalker**.

The monster attacks any characters that enter this area.

AREA 6: LIBRARY

This section of hull hangs head-down in a tangle of branches. Hundreds of mottled nests hang from the branches, with ugly bat-like creatures flitting back and forth between them. Vines dangle from here to the forecastle nearby.

Dozens of **stirges** swarm around the library. If any characters move near, 1d10 of the bloodsucking monsters attack them per round. The swarms can be dismissed by blowing them away with the wind pipes in area 4. When the characters get to the wreckage, read:

This must have once been a library, but most of the books have fallen from the upturned shelves. A glowing golden stone hovers inside a crystal sphere set in the floor (or what is now the wall).

The sphere functions exactly as the spheres found in area 5. If it is opened, the characters can claim the sunstone for themselves and complete their quest.

HIDDEN LORE

The library contains a few rare books of Chultan lore. To reach them, a character must climb down a teetering bookshelf. This requires success on a DC 12 Strength (Athletics) check. Finding the books completes the faction assignment for any Harper characters present.

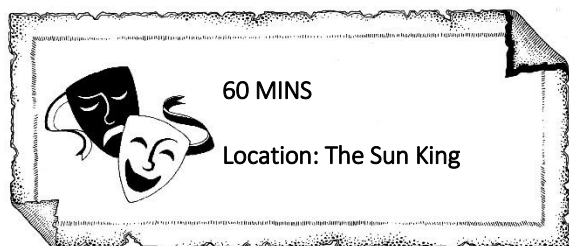
CONCLUSION

Ask a player to deliver the victory boon for this quest to the administrators (see Appendix 3.)

TREASURE

For completing this quest, characters receive a magic item and one treasure award from their faction. These treasures are awarded at the end of the adventure.

QUEST 6: UNRAVEL THE PAST



QUEST SUMMARY

The characters travel into the past to unearth the mystery behind the crash of the Sun King.

BEGINNING THE QUEST

If this is the first time the characters have visited this location, read the following aloud:

The mighty jungle sprawls below you, lit by a tapestry of stars. Fog eddies between the trees and strange beasts cry to the moon as you fly past. Up ahead, the wreckage of a wooden galleon is caught in a cradle of tree branches.

Volo's voice crackles through the magic stone.

"A pair of Halruaan skyships crashed over Chult a few weeks back: the *Star Goddess* and her sister ship, the *Sun King*. Marvelous machines; such a crying shame they ended their journeys so ignominiously. We don't know how the vessels crashed, but it seems they went down with all hands. This one here is the *Sun King*. If we're lucky, she's got the components we need onboard."

You land your steed in a nearby clearing and advance through the undergrowth on foot until you're roughly below the sky ship. The vessel's hull has shattered into six sections, which dangle at different heights in a web of vines, rope, and torn balloon skin.

Read the following once the characters are ready to proceed, or if they've visited the wreck before:

Volo briefs you further on your quest.

"The *Sun King* was known to be carrying a very important cargo: the jeweled skull of an extraplanar being called a spellweaver. The spellweavers were masters of magic, and their bones will surely prove invaluable in concocting the antidote. Search the area. It's there somewhere!"

QUEST ENCOUNTER

Shortly after the characters begin their search, one of them spots a twinkle in the bushes nearby. This turns out to be a platinum wedding ring (value 100gp). When the character touches the ring, they have a strange vision...

STAGE 1: SETUP (10 MINS)

When a character touches the ring, read:

As you touch the ring, your vision swims and the noises of the jungle distort as though underwater. Suddenly, you find yourself somewhere else.

You are wearing a silvered party dress, and your red hair tumbles over your shoulders in immaculately-curled tresses. A young man in noble attire holds one of your gloved hands. Four of your closest friends and allies stand on the deck nearby. The captain of the skyship, who you know as Tethos Starmaraster, spreads his hands and beams.

"Welcome, friends. Tonight, Lady Averanne will join the House of Darants in wedded matrimony. Let us celebrate!"

Your smile is dazzling. You've been awaiting this moment for what seems like a lifetime...

This encounter does not use a map. Adlib the interior of the sky ship as best fits the story. In this encounter, the players assume the roles of nobles onboard the *Sun King*.

Tonight, Lady Emrys Averanne is due to marry Lord Aldym Darants onboard the *Sun King*. Each character present has their own background and a secret motivation. As Dungeon Master, you'll play the role of Captain Starmaster: but for the most part, you'll just sit back and watch the chaos play out!

The characters all share the statistics of **nobles**. When making a check, players use **their own character's ability scores and proficiencies if they would be better for the check!** Try to avoid making checks where possible, relying instead on pure roleplaying.

Give each player a **Halruaan noble** handout from Appendix 4 (if there are any left over, run them as NPCs yourself). **Warn the players not reveal any secret information about their character to the other players!** Give each player a moment to familiarize themselves with their new role before proceeding to the next phase. For your benefit, the roles are summarized in the sidebar below.

THE HALRUUAN NOBLES

The seven nobles present each have conflicting motives for attending the ceremony. They are:

Lady Emrys Averanne. The bride plans to marry Lord Aldym and then poison his father as revenge for his persecution of her people. Stealing the skull will help fund her escape

Baron Kastor Milfinger. Lady Emrys's uncle is part of her conspiracy and carries the poison she needs for her task.

Lord Aldym Darants. This young noble has secretly bankrupted his House through gambling debts. Stealing the skull will go some way towards repaying his creditors.

Duke Manchester Darants. Duke Manchester is Lord Aldym's father: a cruel warlord who enjoys seeing his enemies humbled.

Lady Godfrey Winnet. Lady Godfrey is Lady Emrys's chaperone. It's her duty to ensure she behaves herself during the ball.

Guildmaster Halston Aubrex. The guildmaster serves Lady Emrys, but has been spying on her for Lord Aldym. He'll gladly help his new master with whatever he's plotting.

Sir Jaime Maurmeril. Sir Jaime knows about the Guildmaster's spywork for House Darants, and is blackmailing him for the skull.

STAGE 2: CANAPES (10 MINS)

Captain Staramaster leads you into the skyship's ballroom: a small space, yet opulently furnished. A strange, insectoid skull sits on a silver platter before a spread of wines and canapes. Captain Staramaster raises a glass.

"We shall make merry before the ceremony! But first, let's each propose a toast to the fair couple!"

As he says this, a rumble of thunder echoes from the approaching storm.

In this phase, the nobles assemble in the ballroom for wine and canapes. Go around the table, and ask each player to introduce their character and propose a toast to the engaged couple. Once they're done, let the players adlib for a few minutes before moving onto the next phase.

Advise players to exchange secret notes or move away from the table to resolve any interaction they'd prefer were kept hidden.

STEALING THE SKULL

More than one of the nobles can hide the spellweaver's skull inside a demiplane. To do so, they must touch the skull and whisper a command word. Once hidden, the skull can only be retrieved by repeating the command word or killing the person who hid it.

STAGE 3: CEREMONY (10 MINS)

Captain Staramaster holds up the strange skull and calls for your attention. He asks you to take seats, and then summons the couple before him.

"Lady Emrys Averanne and Lord Aldym Darants, by this arcane skull I do wed thee in holy matrimony. You have of course prepared your vows?"

In this phase, Captain Staramaster leads the marriage ceremony. Ask the players to recite the vows they've prepared for each other. After they're married, give the players a few minutes to adlib before moving onto the next phase.

STAGE 4: BALL (10 MINS)

Music drifts from the balcony. Captain Staramaster spreads his arms.

"Let us all dance and make merry! Worry not about the storm. It shall pass us by in short time!"

Lightning flashes outside, and the windows rattle in the portholes.

In this phase, the nobles dance and make merry in the ballroom. The players should use this time to resolve any hidden agendas.

STAGE 5: STORM (5 MINS)

Suddenly the skyship lurches sideways, toppling tables and hurling you from your feet. With an awful shudder, it begins to fall from the sky. Face pale, Captain Staramaster scrambles from the room to attend to the engines.

In this phase, the freak storm cripples the skyship, destroying the wind engines. The ship starts to lose altitude, ultimately plunging into the jungle and killing everyone onboard. It's time for the characters to check out in style! When you're ready, read:

The *Sun King* crashes into the jungle canopy. Its hull is torn asunder by the impact, and you experience the horror of dying. It is far from pleasant.

With a gasp, you awaken from the vision and find yourself back below the wreck.

FINDING THE SKULL

The character who experienced the vision remembers everything that happened (even

things that Lady Averanne didn't see). If the spellweaver's skull was hidden in a demiplane when the ship crashed, the character heard the command word to retrieve it and complete their quest. If nobody hid the skull, it was lost forever in the crash.

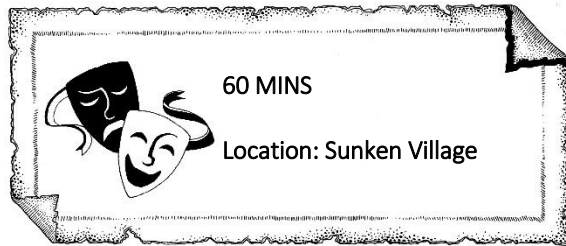
CONCLUSION

Ask a player to deliver the victory boon for this quest to the administrators (see Appendix 3.)

TREASURE

For completing this quest, characters receive a magic item and one treasure award from their faction. These treasures are awarded at the end of the adventure.

QUEST 7: ENTERTAIN THE MERFOLK COURT



BEGINNING THE QUEST

Read the following aloud:

Your winged steed banks away from the jungle and glides over the sparkling ocean. By the light of a full moon, you spot a small raft floating on the surface below. A stout figure standing onboard casts a net into the sea.

Volo's voice crackles through the magic stone.

"There's a village under the surface here that was drowned during the Spellplague. It's now home to small colony of merfolk who remain wary of newcomers. Last time I was here, a turtle fisherman introduced me to their queen. His name was Odranoel, and he lived on a reef nearby. See if he can help you. Tell him Volo sent you!"

Sure enough, the figure turns out to be a turtle. You land your pterosaur on his reef, and he paddles over to you in his raft. As you rest on the reef, Volo briefs you further on your quest.

"Odranoel can introduce you to the merfolk. We need to acquire a black pearl from them. They're bound to have one, but they may demand a favor in return. Good luck!"

SPEAKING TO THE TORTLE

Odranoel is friendly, but has a crude sense of humor. He remembers Volo and is more than happy to help. Odranoel can give each character a *potion of water breathing*. He offers to swim down with the characters and introduce them to the merfolk princesses.

QUEST ENCOUNTER

This encounter does not need a map. The players meet the merfolk in an underwater amphitheater, and must entertain them with stories to win the black pearl.

The turtle dives down into the inky waters. As he descends, he rubs a magic stone to make it flare with flickering red light.

Below you, the murky shapes of the sunken village emerge from the gloom. In the center of the village, two dozen merfolk gather inside a natural amphitheater made from coral.

Odranoel reveals the following information:

- The merfolk princesses like stories. If the characters can weave a decent tale, the princesses are sure to hand over the pearl.
- However, each princess likes different themes: tragedy, comedy, romance, and adventure. To appease them, the characters must weave a story that appeals to all the princesses.

ENTERTAINING THE MERFOLK PRINCESSES

Odranoel introduces you to the gathered merfolk. Four princesses lounge before you, surrounded by their people. The turtle introduces them in turn. Between each introduction, he whispers the stories that the princess prefers.

Seeha has the tail of puffer fish and prefers stories of adventure. When she's angry, her body swells up.

Mella has the tentacles of an octopus and likes romance. You can tell she's unhappy when her tentacles wriggle.

Reena has the tail of shark and likes tales of tragedy. She picks her teeth when she's unhappy.

Keera has the tail of rainbow trout and likes comedy. She polishes her scales when she's bored.

Before the encounter begins, cut up the **merfolk stories** handout and place the handouts in a cup in the middle of the table.

- The players take turns to weave a single tale, using their handouts to guide their story. Players can take their turns in any order.
- Each character speaks for no longer than a minute, then play moves to another character. The new storyteller must try to continue the same tale. Consider using a sand timer to meter play.
- If the player accurately fulfills the story on their handout, they can draw another one from the bag (players don't need to stick to the handouts if they don't want to!).

Use a piece of paper to secretly track the princesses' interest:

- Whenever a princess is pleased, add a tick next to their name.
- If a player fails to tie their story to the others or delivers it poorly, mark a failure next to each princess.
- After each player is done, describe which princesses appear bored (i.e. which ones didn't receive a tick or have fewer ticks than the others).
- Whenever a princess falls three or more points behind her companions, mark down one failure.

The story ends after 45 minutes or whenever the cup runs out of handouts. At that point, count the successes and failures. **To win the black pearl, the group's successes must number more than twice their number of failures.**

CONCLUSION

Ask a player to deliver the victory boon for this quest to the administrators (see Appendix 3.)

TREASURE

For completing this quest, characters receive a magic item and one treasure award from their faction. These treasures are awarded at the end of the adventure.

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

TIER 1 MIN/MAX XP: 675/1,125 XP EA.

TIER 2 MIN/MAX XP: 3,375/5,635 XP EA.

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Assassin	3,900
Banshee	1,100
Berserker	450
Commoner	10
Cursed king (zombie giant ape)	3,900
Ghast, plague	450
Grung	50
Imp	200
Invisible Stalker	2,300
Noble	25
Stirge	25
Thug	100
Veteran	700
Warlord	8,400
Wraith	1,800
Zombie, plague	50

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character (Tier 1 / Tier 2)
Complete a social quest	350 / 1,400
Recover the sun stone in quest 5	350 / 1,400

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 (Tier 1 / Tier 2)
Quest Reward	250gp/1,000gp

Secret Treasure

125gp/500gp

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*.

TIER 1 MAGIC ITEM AWARDS

RING OF JUMPING (1ST SUCCESSFUL QUEST)

Ring, uncommon (requires attunement)

This ring is fashioned of a dozen grasshopper wings meticulously stitched together with fine, silver wire. When used, the wearer emits a chirping noise that is audible within 30 feet. This item is described in **Player Handout 1**.

HEADBAND OF INTELLECT (2ND SUCCESSFUL QUEST)

Wondrous item, uncommon (requires attunement)

This broad circlet is set with a single, lusterless grey stone—into which has been engraved a sigil of unknown meaning. When worn, you gain the flaw “*I know everything, and nothing makes me happier than letting people know.*” This item is described in **Player Handout 2**.

WAND OF LIGHTNING BOLTS (3RD SUCCESSFUL QUEST)

Wand, rare (requires attunement by a spellcaster)

This slender glass wand is wrapped in a tight coil of thin copper wire. When used, the wielder's hair stands up on end. This item is described in **Player Handout 3**.

TIER 2 MAGIC ITEM AWARDS

WAND OF LIGHTNING BOLTS (1ST SUCCESSFUL QUEST)

Wand, rare (requires attunement by a spellcaster)

This slender glass wand is wrapped in a tight coil of thin copper wire. When used, the wielder's hair stands up on end. This item is described in **Player Handout 4**.

RING OF EVASION (2ND SUCCESSFUL QUEST)

Ring, rare (requires attunement)

This ring of dark wood drips thick, viscous oil that soaks through even the thickest gloves. This item is described in **Player Handout 5**.

MANTLE OF SPELL RESISTANCE (3RD SUCCESSFUL QUEST)

Wondrous item, rare (requires attunement).

Small, palm-sized mirrors have been sewn into the outside of this heavy woolen cloak. Occasionally, the mirrors reflect the image of a strange, bedraggled man in a black cloak looking back at those who view it. This item is described in **Player Handout 6**.

PLAYER REWARDS

For completing this mission, the characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG). In addition, characters have the opportunity to earn additional renown as follows:

Members of the Emerald Enclave (rank 2 or higher) who keep one of the infected “alive” during the event earn **one additional renown**.

Members of the Harpers (rank 2 or higher) who recover the historical tomes during the event earn **one additional renown**.

Members of the Lords' Alliance (rank 2 or higher) who survive the event without transforming into a plague zombie earn **one additional renown**.

Members of the Order of the Gauntlet (rank 2 or higher) who land a killing blow on at least 3 undead monsters during the event earn **one additional renown**.

Members of the Zhentarim (rank 2 or higher) who find the cache of hidden gold during the event earn **one additional renown**.

STORY AWARDS

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

Plague Buster. Awarded to all characters if this section of the event was a success overall. This story award is described in **Appendix 5**.

DM REWARDS

In exchange for running this adventure, you earn DM Rewards as described for a **level 18** adventure in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX 1. MONSTER / NPC STATISTICS

ASSASSIN

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +5

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

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison

damage on a failed save, or half as much damage on a successful one.

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Turn Immunity. While she is within her manor house or on the grounds of her estate, Lady Fidatov is immune to effects that turn undead. Any other undead within 60 feet of Lady Fidatov while her Turn Immunity is active has advantage on saving throws against effects that turn or destroy undead.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrific Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it,

the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic 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.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

CURSED KING (ZOMBIE GIANT APE)

Huge undead, neutral evil

Armor Class 8

Hit Points 207 (18d12 + 90)

Speed 40 ft., Climb 40 ft.

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

Senses passive Perception 8

Languages –

Challenge 8 (3,900 XP)

Legendary Resistance (3/Day). If the cursed king fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The cursed king makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Melee Weapon Attack:* +9 to hit, range 50/100ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

LEGENDARY ACTIONS

The cursed king can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The death god regains spent legendary actions at the start of its turn.

Fist. The cursed king makes a fist attack.

Hurl zombies. The cursed king makes a rock attack, but uses an adjacent zombie instead. If it hits, roll damage as normal, but the zombie gets to make a melee attack against the target. Divide the damage for the Rock attack evenly between the creature and the target.

Leap (2 Actions). The cursed king leaps up to 40 ft. and can land on a climbable surface.

ZOMBIE PLAGUE

Undead infected by the zombie plague have the following adjustments:

- If the undead creature's Speed is more than 0 and less than 30 ft., it increases to 30 ft.
- The undead creature can't be turned or harmed using Turn Undead or Destroy Undead.
- When the undead creature deals damage with a melee weapon attack, its target must succeed on a DC 15 Constitution saving throw or catch the zombie plague.

GHOST, PLAGUE

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ZOMBIE PLAGUE

Undead infected by the zombie plague have the following adjustments:

- If the undead creature's Speed is more than 0 and less than 30 ft., it increases to 30 ft.
- The undead creature can't be turned or harmed using Turn Undead or Destroy Undead.
- When the undead creature deals damage with a melee weapon attack, its target must succeed on a DC 15 Constitution saving throw or catch the zombie plague.

GOLIATH WARRIOR (TRIBAL WARRIOR)

Medium humanoid (goliath), lawful neutral

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Skills Athletics +7

Languages Common and Giant

Challenge 1/8 (25 XP)

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

Stones Endurance. You can focus yourself to shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled and reduce the damage by that total. After you use this trait you can't use it again until you finish a short or long rest.

ACTIONS

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

GRUNG

Small humanoid (grung), lawful evil

Armor Class 12

Hit Points 11 (2d6+4)

Speed 25 ft., climb 25 ft.

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

Saving Throws Dex +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 12

Languages Grung

Challenge 1/4 (50 XP)

Amphibious. The grung can breathe air and water.

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

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

ACTIONS

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

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

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

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WARLORD

Medium humanoid (human), lawful evil

Armor Class 20 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	12 (+1)	19 (+4)

Saving Throws Str +9, Dex +8, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses darkvision 120 ft., passive Perception 15

Languages Common, Giant

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

WRAITH, PLAGUE

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

ZOMBIE, PLAGUE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

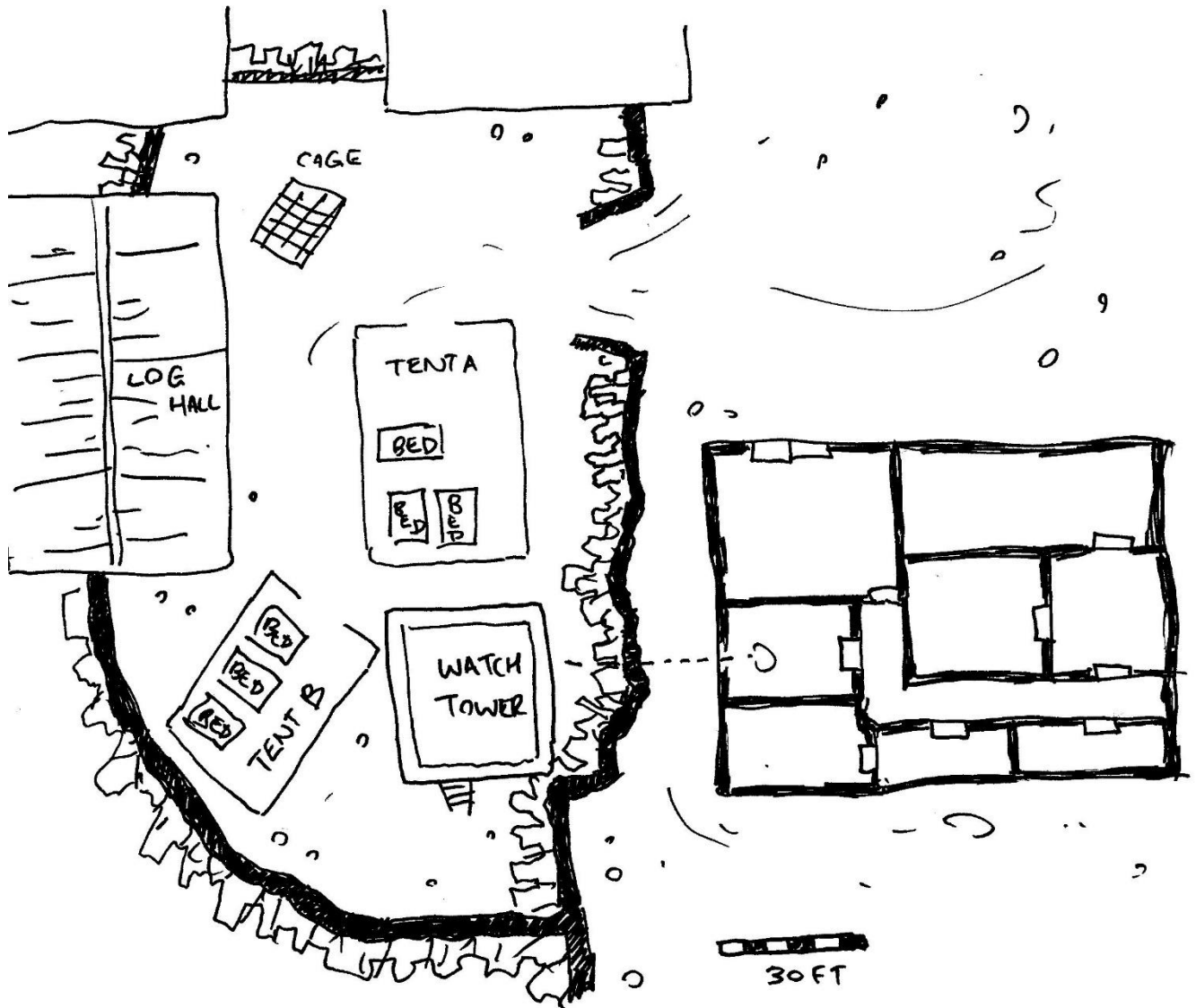
Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

ZOMBIE PLAGUE

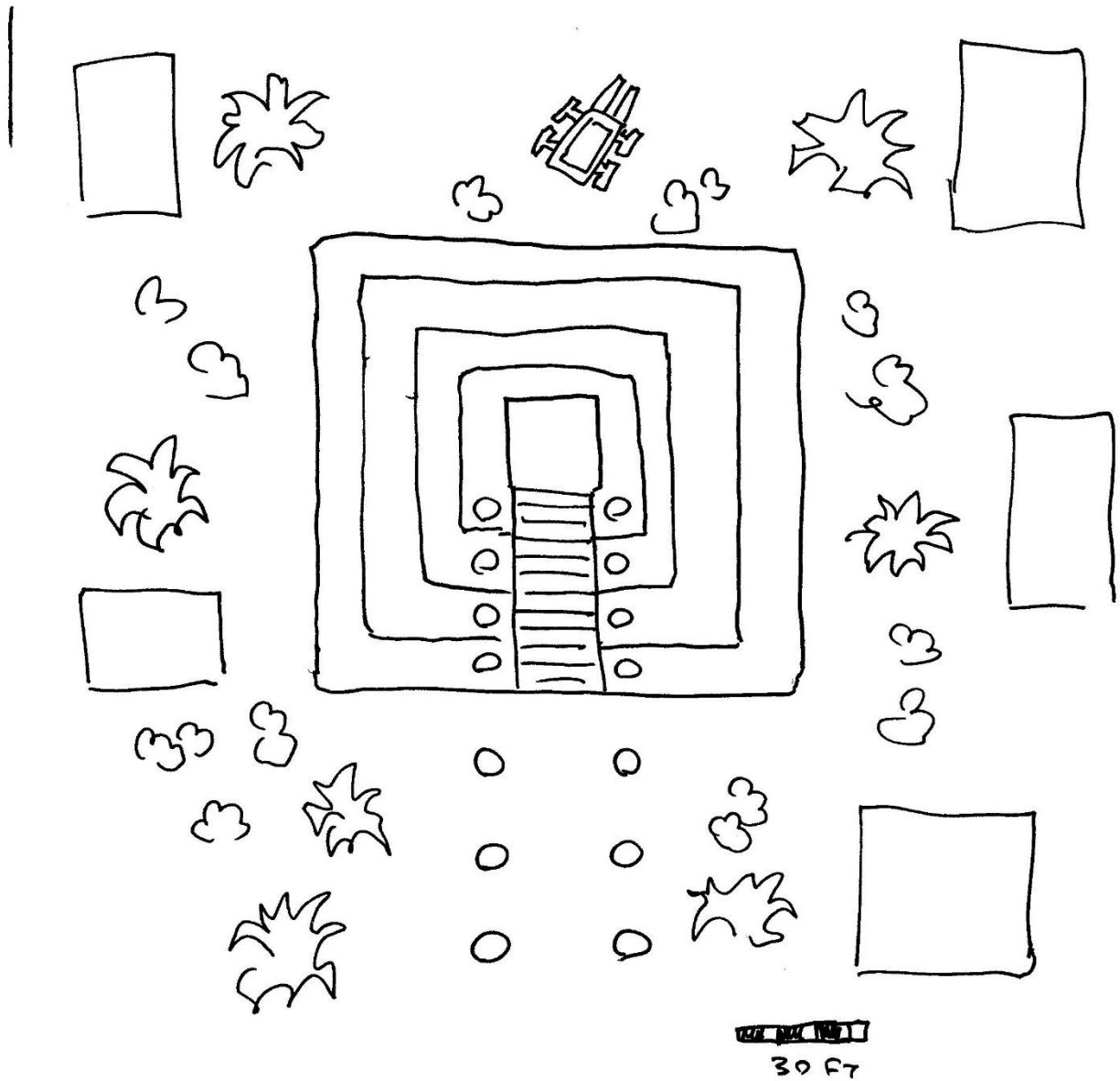
Undead infected by the zombie plague have the following adjustments:

- If the undead creature's Speed is more than 0 and less than 30 ft., it increases to 30 ft.
- The undead creature can't be turned or harmed using Turn Undead or Destroy Undead.
- When the undead creature deals damage with a melee weapon attack, its target must succeed on a DC 15 Constitution saving throw or catch the zombie plague.

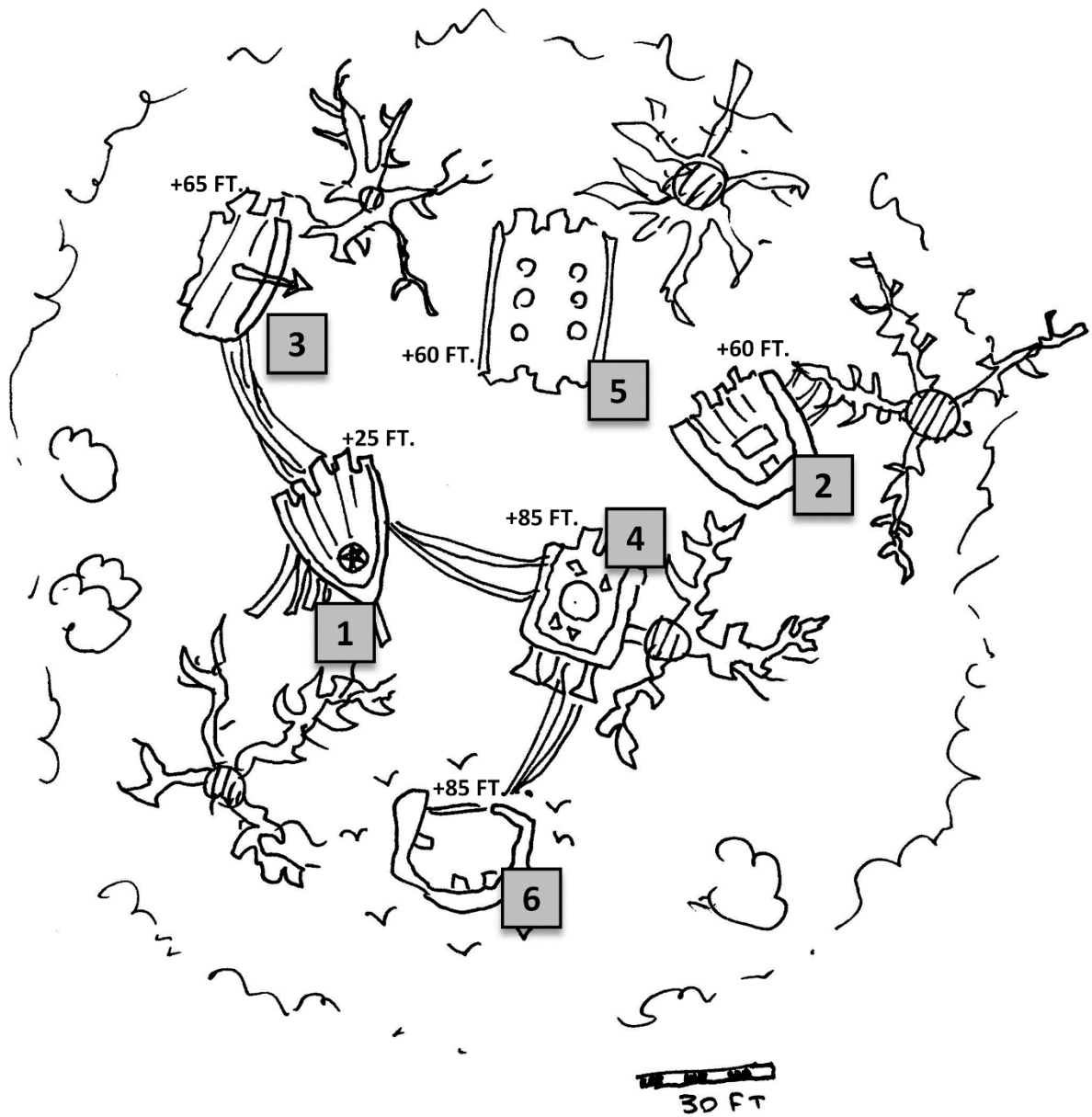
APPENDIX. CAMP VENTURE MAP



APPENDIX. RUINS OF MEZRO MAP



APPENDIX. WRECK OF THE SUN KING MAP



APPENDIX 3. VICTORY BOONS

VICTORY BOON 1: HOLD THE LINE

ACHIEVEMENT

We held the line against the undead and allowed our allies to recover a vital sample from the laboratory.

EFFECT

Antiseptic Salve: You can spend this boon when a character fails a saving throw to resist the zombie plague. The saving throw becomes an automatic success.

THIS BOON IS FROM TIER 1 & 2: QUEST 1

VICTORY BOON 2: CONTAIN THE INFECTION

ACHIEVEMENT

We supervised a field hospital at ground zero of the outbreak, and saved the lives of many wounded.

EFFECT

Healing Draught: You can spend this boon to heal one character of 11 (2d10) hit points at tier 1, or 28 (5d10) hit points at tier 2.

THIS BOON IS FROM TIER 1 & 2: QUEST 2

VICTORY BOON 3: KILL THE CURSED KING

ACHIEVEMENT

We defeated a titanic undead monster.

EFFECT

Glorious Inspiration: You can spend this boon when a character hits an enemy with a weapon or spell attack. The attack becomes a critical hit that knocks the enemy prone.

THIS BOON IS FROM TIER 1 & 2: QUEST 3

VICTORY BOON 4: POSE AS DIPLOMATS

ACHIEVEMENT

We posed as diplomats to buy time for one of us to steal a component for the antidote.

EFFECT

Waxing Lyrical: You can spend this boon to double each character's proficiency bonus for all Charisma-based skills. This effect lasts for the duration of the group's current quest.

THIS BOON IS FROM TIER 1 & 2: QUEST 4

VICTORY BOON 5: FIND THE SUN STONE

ACHIEVEMENT

We navigated through a crashed skyship to find a component for the antidote.

EFFECT

Dexterous Inspiration: You can spend this boon to double each character's proficiency bonus for all Dexterity-based ability checks. This effect lasts for the duration of the group's current quest.

THIS BOON IS FROM TIER 1 & 2: QUEST 5

VICTORY BOON 6: UNRAVEL THE PAST

ACHIEVEMENT

We used a vision of the past to help us find a component for the antidote.

EFFECT

Lessons of the Past: You can spend this boon when a character fails an attack, saving throw or ability check. Once during this event, each character can choose to use the failed die result in place of rolling their own attack, saving throw or ability check.

THIS BOON IS FROM TIER 1 & 2: QUEST 6

VICTORY BOON 7: ENTERTAIN THE MERFOLK COURT

ACHIEVEMENT

We entertained the merfolk with stories of wonder.

EFFECT

Distraction: You can spend this boon to distract one enemy inside or outside combat. The enemy loses their train of thought and is stunned for one round.

THIS BOON IS FROM TIER 1 & 2: QUEST 7

APPENDIX 4. HANDOUTS

JUNGLE MAP



Quest 1: Hold the Line

Hold the line against waves of undead while your allies recover a vital sample from the laboratory.



Quest 2: Contain the Infection

Supervise a field hospital at ground zero of the zombie outbreak.



Quest 3: Kill the Cursed King

Slay the giant undead ape terrorizing explorers to the lost city.



Quest 4: Pose as Diplomats

Pose as a grung translation team whilst one of you steals the rare Mezroan rose.



Quest 5: Find the Sun Stone

Search the haunted wreck of a Halruuan skyship for the magical sun stone.



Quest 6: Unravel the Past

Travel into the past to unearth the mystery behind the crash of the Sun King.



Quest 7: Entertain the Merfolk Court.

Win the scale of a mermaid by entertaining the merfolk court with a tale of love, tragedy and humor.

EVENT RULES

- You can only take 1 short rest and no long rests.
- You can't cast spells with a casting time longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 5 minutes require a short rest to cast.
- Spells with a casting time of longer than 1 hour can't be cast at all.
- You can call on Volo once between encounters to purchase spell services and potions.



= Combat



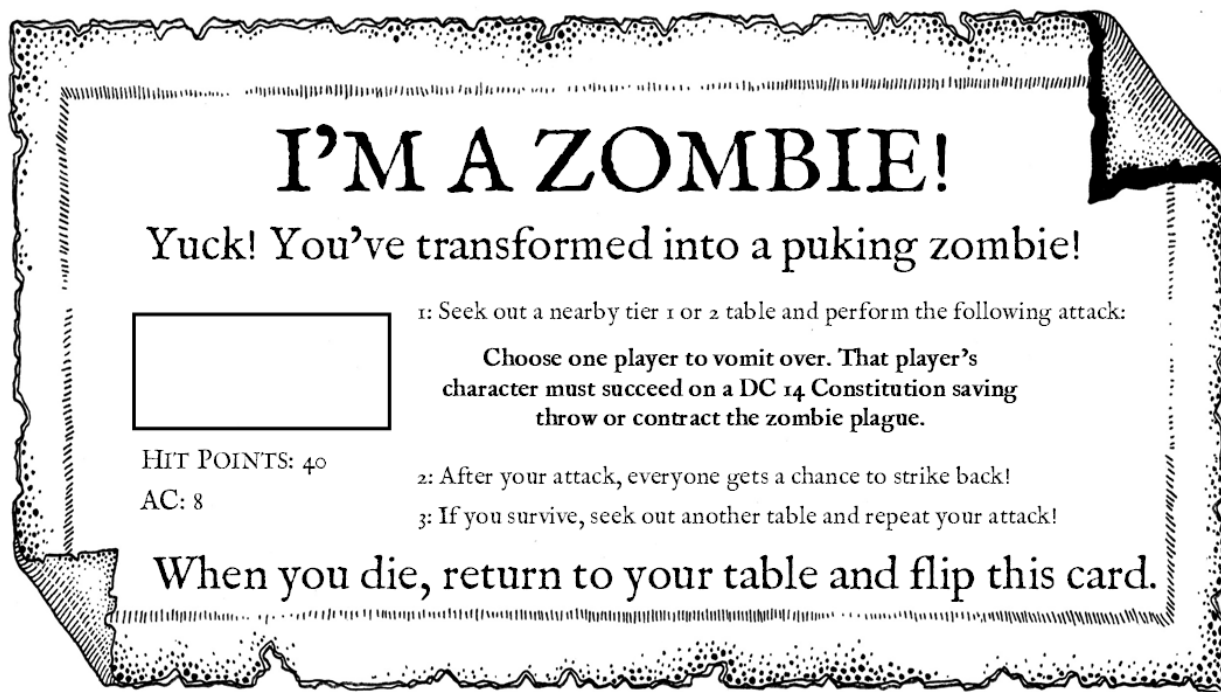
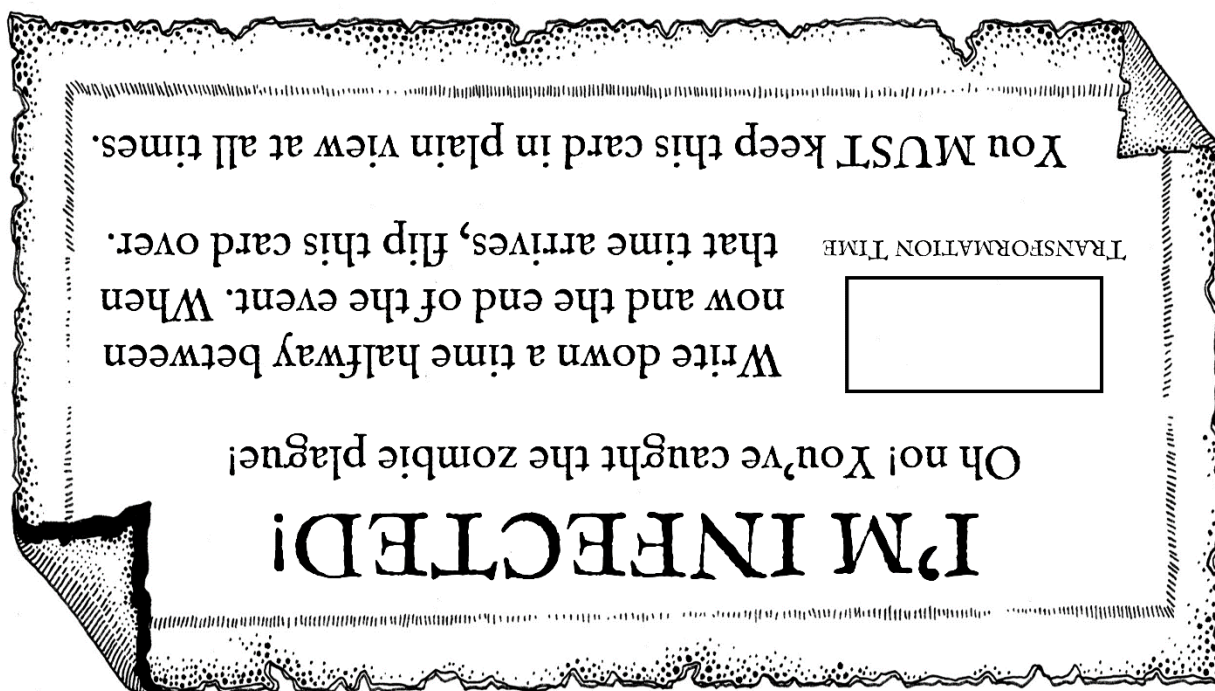
= Social Interaction

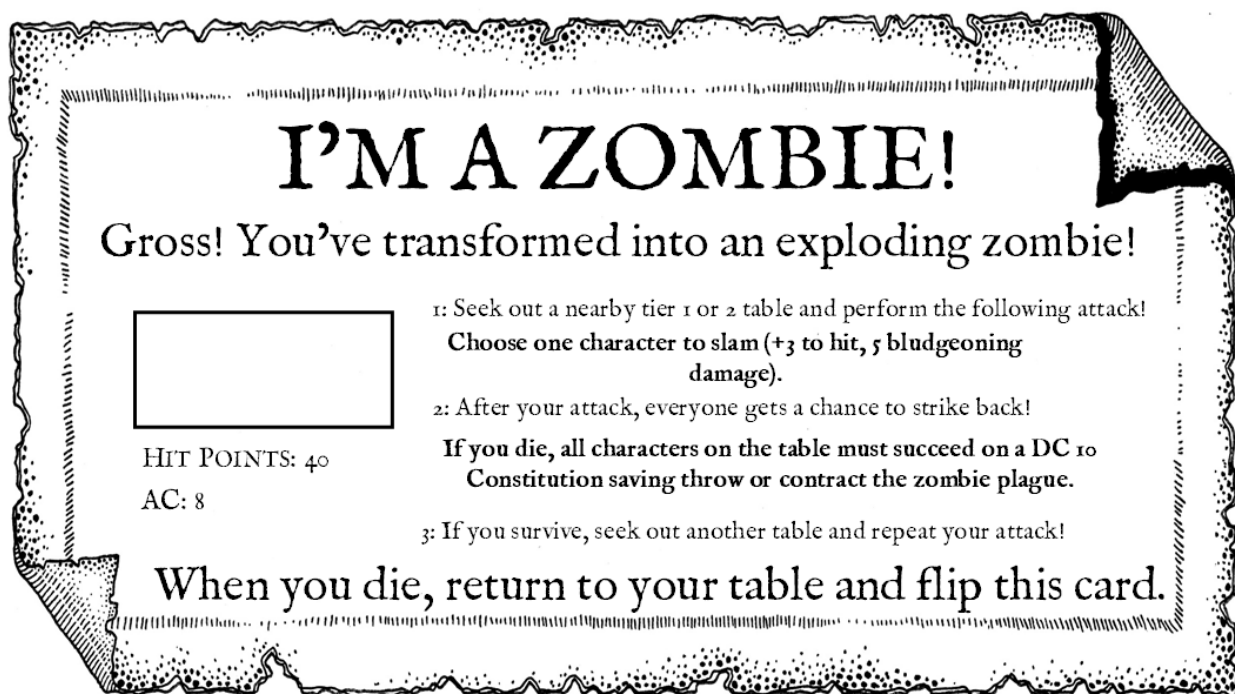
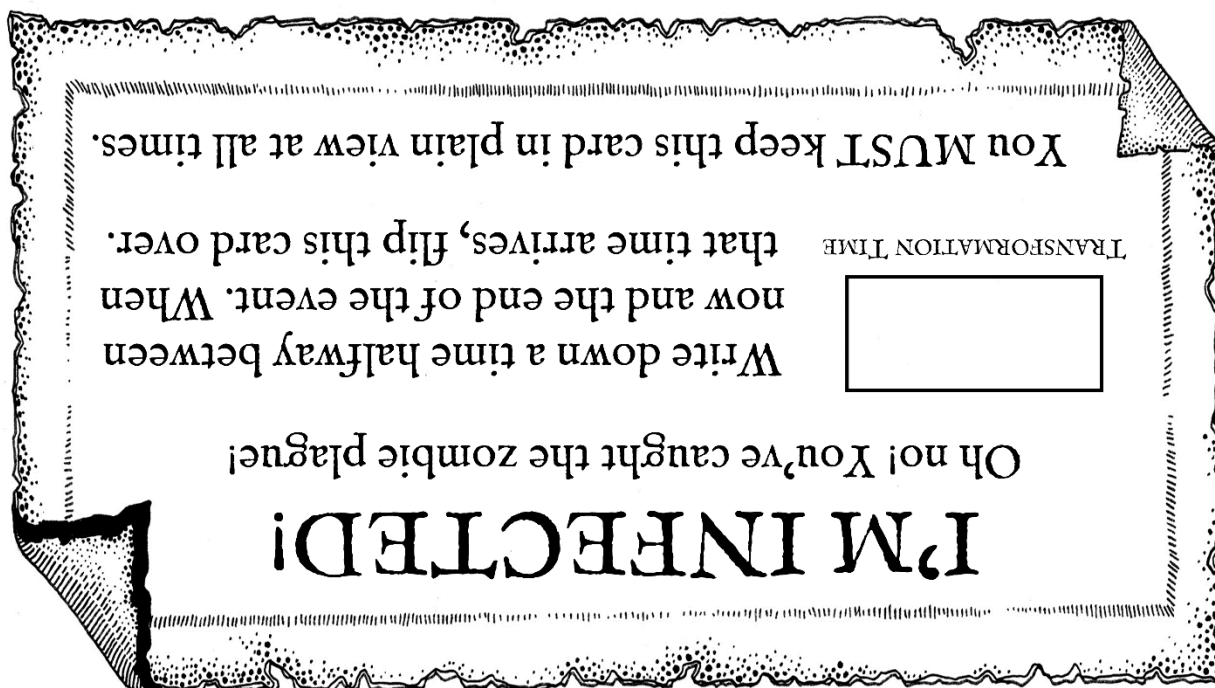


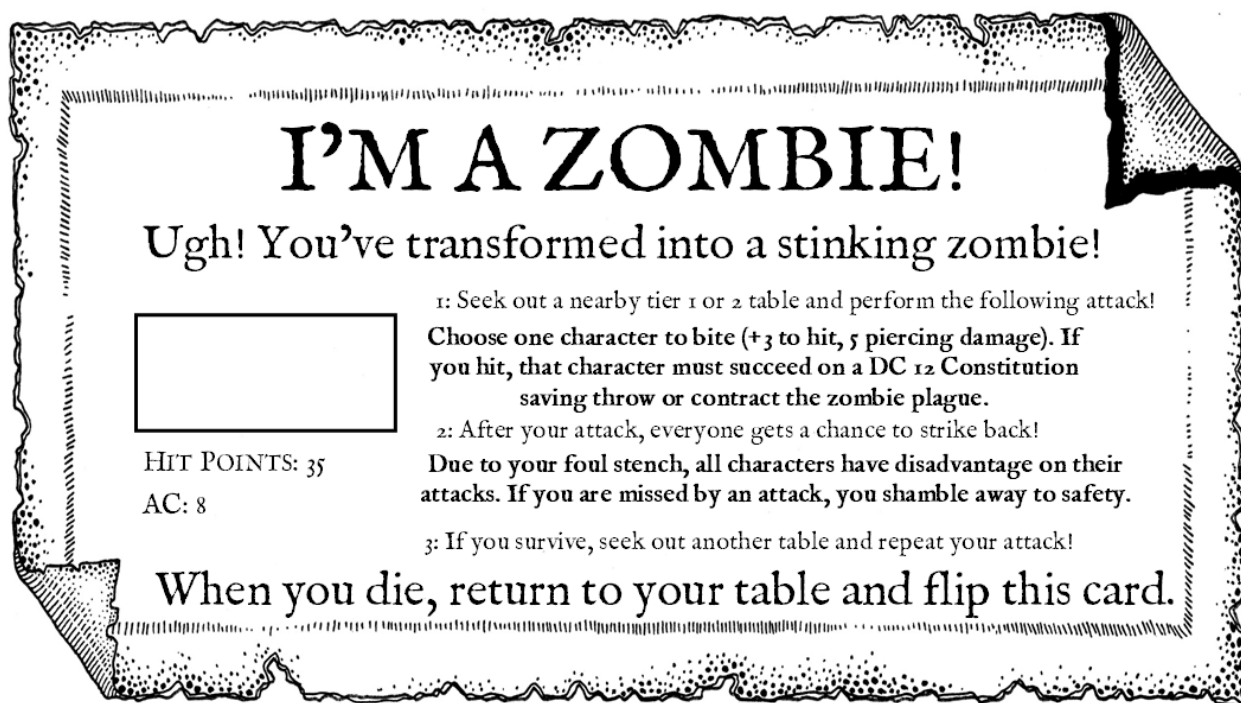
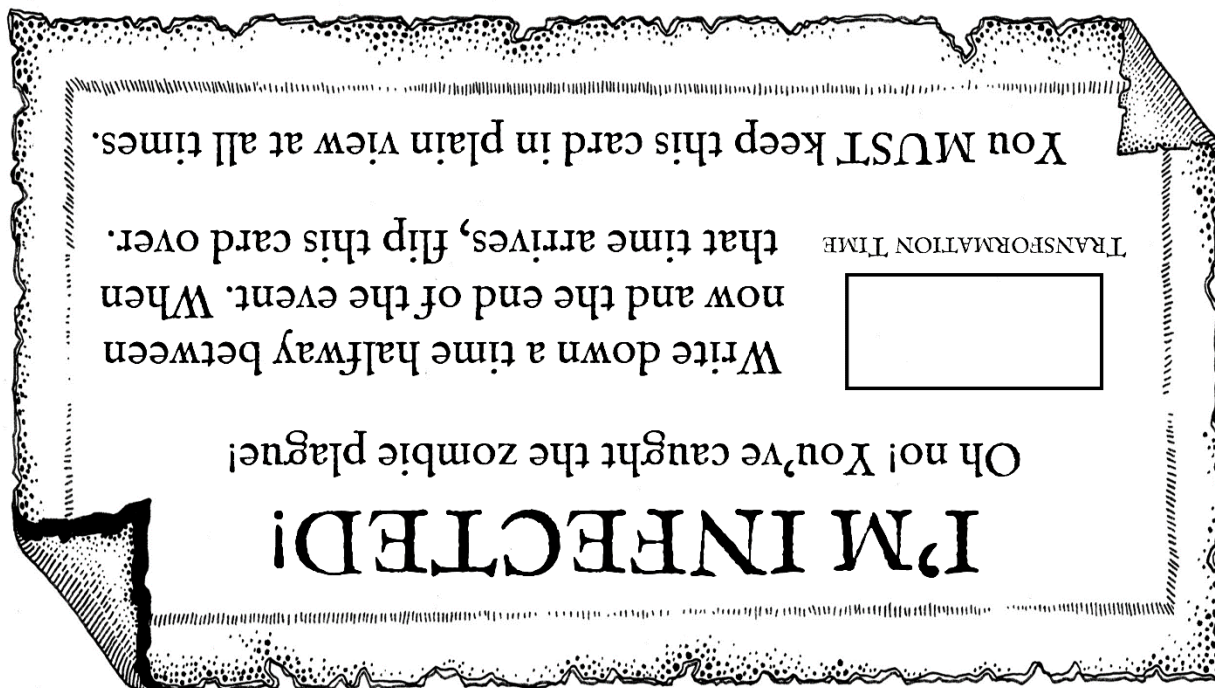
= Exploration

INFECTION CARDS

PUKING ZOMBIE







1

SEABEN SHIPSAIL
Scribe for the Order of the Gauntlet

Arrival Phase

INJURY
Punctured lung from being accidentally shot with crossbow by Gort Smilingbeard. Scratch on upper thigh that is blackening from plague infection (you are unaware of this).

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
5	3	N	5

SECRET OBJECTIVE
Get Gort Smilingbeard to apologize for shooting you.

1

YENROS SANDTRACKER
Dung Sweeper

Arrival Phase

INJURY
Excessive bleeding from massive laceration to stomach caused by chariot blade. Keeps passing in and out of consciousness, and suffers from hallucinations.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
N	3	5	N

SECRET OBJECTIVE
Accuse another casualty of being infected: the information came to you in a fever vision so it doesn't matter who you choose.

2

RAVAKAHN TRANNITH
Mercenary Guard

Arrival Phase

INJURY
Broken wrist, lacerated palm and missing fingers. A complex injury to treat.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
6	4	N	N

SECRET OBJECTIVE
Try to seduce one of the nurses, or another character.

2

IARNY BATTLEHEART
Halfling Cook

Arrival Phase

INJURY

Black eye and broken tooth from melee. Festering bite on stomach that you're keeping concealed. You hope that denying your fate will make it go away.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
N	N	N	4

SECRET OBJECTIVE

Turn into a zombie and kill at least one other character.

3

NORROS WILBEN
Baker

Arrival Phase

INJURY

Crushed foot from collapsed wall. Unable to walk: must hop. You were knocked out by your injury, and think a zombie may have gnawed on your toe while you were unconscious.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
4	5	N	N

SECRET OBJECTIVE

You resent the clerics for bringing the plague to this world. You must force an admission of guilt from Sharil Catsblood.

3

GORT SMILINGBEARD
Dwarf mercenary

Arrival Phase

INJURY

Apparently superficial cut on brow. You don't even know why they sent you here! In fact, if you aren't becalmed you're going to have a massive heart attack.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
4	N	5	N

SECRET OBJECTIVE

Refuse treatment. There's nothing wrong with you!

4

EILLOVE FALCOS
Half-elf alchemist

Arrival Phase

INJURY

Huge shard of wood in your thigh makes it impossible for you to move. You received the injury when rushing to warn your master of a plot against him. You're hiding a festering zombie bite on your upper arm.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
N	5	N	6

SECRET OBJECTIVE
Once you can walk, warn Lord Stalkingwolf in private that his valet, Lorasaadi Silverkin, plots his murder.

4

LORASAADI SILVERKIN
Elf valet

Arrival Phase

INJURY

Broken arm from escaping squeeze of zombies. When they attacked, you were on your way to poison Lord Leokas Stalkingwolf for authorizing this atrocity.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
6	5	N	N

SECRET OBJECTIVE
Use the poison hidden in your boot to poison Lord Leokas Stalkingwolf.

5

DARLYNN MILLSTONE
Animal handler

Arrival Phase

INJURY

Severe bruising and numerous superficial cuts from being run over by a stampeding horse.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
6	6	N	N

SECRET OBJECTIVE
You'll do anything for Sharil Catslove (even jump in the way of a stampeding horse to save her!)

5

SHARIL CATSLOVE
Initiate with the Order of the Gauntlet

Arrival Phase

INJURY

Broken jaw from being headbutted by a wight, and a scratch on arm that so far hasn't shown signs of the plague. As you arrive, it suddenly flares up with infection.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
N	N	N	6

SECRET OBJECTIVE
Demand to see the surgeon. They must be able to save you!

6

LORD LEOKAS STALKINGWOLF
Noble

Arrival Phase

INJURY

Black eye and broken nose from combat with zombies. You're not here for treatment: you're here to clear the beds for the next load of casualties (who happen to be your servants).

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
N	N	N	N

SECRET OBJECTIVE
Clear the nurses' beds at once. Accept no excuses.

6

COREMITA GELLANTARA
Scout

Arrival Phase

INJURY

Superficial cuts and bruises. You're not here for treatment: you're here to dissuade Lorasadi Silverkin from murdering his master.

RECOVERY PHASE

Nurses	Surgeon	Death	Turn
N	N	N	N

SECRET OBJECTIVE
Persuade Losasaadi Silverkin to stand down.

GRUNG DEMANDS

- 1: "Who are you people? (*points at player character*) And why is that one looking at me funny?"
- 2: "Oh, you're translators! About time you showed up."
- 3: "This ape-thing (*points at female goliath*) is staring at me like it wants to hurt me. Tell it I don't take kindly to threats."
- 4: "I am the strongest of my tribe. I was sent by my chieftain to speak with the ape people."
- 5: "Our terms are so simple even *you* could understand them."
- 6: "We demand the complete surrender of the ape-people."
- 7: "If they refuse, we'll tie them to the rocks and let the pterodactyls eat them!"
- 8: "Do the ape-people understand what I'm telling them?"
- 9: "Do *you* understand what I'm telling you? You look confused."
- 10: "We also demand three-quarters of the ape-people's supplies."
- 11: "We have hungry grung tadpoles to feed, don't we?"
- 12: "Tell the ape-thing those are our terms."
- 13: "Do you know I am descended from the god Kubazan himself?"
- 14: "I came down from the sky on a chariot made from fire!"
- 15: "Oh, the ape-thing doubts me, eh? Tell it I will wrestle it now to show my strength."
- 16: "Or do *you* want to wrestle?"
- 17: "I'll wrestle you if you want? Ah (*laughs*) I see fear in your eyes."
- 18: "From *here* (*points*) to *there* (*points*) is where my king will build his palace."
- 19: "We'll need most of the ape-people to help build it."
- 20: "If they die during the construction, they'll be used as food."
- 21: "Actually, if they survive the construction, they'll be used as food too."
- 22: (*points at player character*) "This one looks like good meat."
- 23: "Anyway, where is my tribute?"
- 24: "You do have tribute, right?"
- 25: "I don't know why I'm waiting. Why aren't you bringing me my tribute?"
- 26: "Is it because I'm gold?"
- 27: "Is it dinnertime yet? If you don't feed me I'll kill and eat that one (*points at NPC*)."
- 28: "So, what are we waiting for?"

LADY EMRYS AVERANNE

The bride plans to marry Lord Aldym and then poison his father as revenge for his persecution of her people. Stealing the skull will help fund her escape.

BACKGROUND

You were born into a powerful noble family, but everything changed when Duke Manchester Darants killed your father on the field of battle. He divided your lands between his sons, leaving only a small parcel for you. Since then he's ruled with an iron fist.

By marrying his son, you've given up the last of your ancestral holdings – but it's worth it to get close to Duke Manchester! Once he's dead, you plan to steal the spellweaver's skull and auction it to fund your escape.

GOALS

- Be charming during the canapes and ceremony, and act like the besotted bride.
- During the ball, meet with your uncle, Baron Kastor Milfinger, and get the poison he's prepared for you. Use it to poison Duke Manchester.
- In the confusion, steal the spellweaver's skull and hide it in your private demiplane with the command word: "Diavolo". Once hidden, the only way anyone can return it is to kill you or repeat the password.

BARON KASTOR MILFINGER

Lady Emrys's uncle is part of her conspiracy and carries the poison she needs for her task.

BACKGROUND

You own a bankrupt barony in the back end of nowhere. All hopes of rekindling your wealth now rest with your niece, Emrys, who plots to murder her father-in-law and escape with the spellweaver's skull. You've gambled all your wealth on a trade deal designed to exploit the power vacuum that will surely follow. You carry the poison that Lady Emrys plans to use on Duke Manchester Durants.

GOALS

- After the wedding ceremony, try to hand the poison to your niece without anyone noticing.
- If Emrys fails in her mission, try to steal the spellweaver's skull for yourself and hide it in your private demiplane with the command word: "Octavio". Once hidden, the only way anyone can return it is to kill you or repeat the password.

LORD ALDYM DARANTS

This young noble has secretly bankrupted his House through gambling debts. Stealing the skull will go some way towards repaying his creditors.

BACKGROUND

As the scion to House Darants, you've led a scandalous life full of extravagance, indulgence, and greed. Your unsustainable gambling debts could bring down your whole family, so you've arranged to marry some minor noble to get close to the spellweaver's skull: a priceless relic that's been in your family for generations. Father always breaks it out for weddings. If stolen and hawked at private auction, that skull could get you out of the pit you've dug for yourself.

GOALS

- Marry this fool girl, Emrys, but don't let on that it's all for the skull.
- During the ball, try to distract everyone so you can get your hands on the skull. Your own father, Duke Manchester, will be watching it like a hawk.
- Guildmaster Halston is your spy in House Averanne. He's loyal to you, so use him!
- Once you have the skull, hide it in your private demiplane with the command word: "Interio". Once hidden, the only way anyone can return it is to kill you or repeat the password.

DUKE MANCHESTER DARANTS

Duke Manchester is Lord Aldym's father: a cruel warlord who enjoys seeing his enemies humbled.

BACKGROUND

You rule a large duchy in Halruaa which you won by right of conquest. You're a cruel warlord who keeps the common folk oppressed. Part of your duchy was won from the Averanne family, whose sole surviving member is now marrying your feckless son Aldym. You think you may have killed her father; you can't really remember.

You've brought a priceless family heirloom here called the spellweaver's skull, so Aldym can swear his marriage vows over it just like you and your father did. Don't let the skull fall into the wrong hands.

GOALS

- Before the wedding, find out if you did indeed kill Lady Emrys's father. It would amuse you if so.
- Ensure nobody steals the spellweaver's skull. If you think it's in danger, hide it in your private demiplane with the command word: "Rubio". Once hidden, the only way anyone can return it is to kill you or repeat the password.

LADY GODFREY WINNET

Lady Godfrey is Lady Emrys's chaperone. It's her duty to ensure she behaves herself during the ball.

BACKGROUND

When your noble husband died, Duke Manchester granted you the honor of being governess and chaperone to Lady Emrys Averanne: the bride-to-be of his son Aldym. You're to ensure she remains chaste and behaves herself as befits a lady. You owe everything to Duke Manchester, and will serve House Darant loyally until death.

GOALS

- Attend to the lady and ensure she doesn't get into trouble or make a fool of herself.
- Report any suspicious behavior to Duke Manchester.

GUILDMASTER HALSTON AUBREX

The guildmaster serves Lady Emrys, but has been spying on her for Lord Aldym. He'll gladly help his new master with whatever he's plotting.

BACKGROUND

You're guildmaster of the trade guild in a minor Halruann city. You've served House Averonne loyally all your life, but since their lands were conquered by Duke Manchester you've been making plans to defect. For months now, you've been working with Manchester's son, Lord Aldym; providing him with treasury details for House Averonne.

GOALS

- Before or after the wedding ceremony, speak to Baron Kastor Milfinger about his trade portfolio. You notice he's been making some odd investments recently, and you'd like to know why. Never a bad time for business!
- Serve Lord Aldym dutifully if he approaches you for help.
- Ensure your spying never comes out in the open. If it does, you're finished!

SIR JAIME MAURMERIL

Sir Jaime knows about the Guildmaster's spywork for House Darants, and plans to blackmail him for the skull.

BACKGROUND

You're a dashing knight in the service of House Averonne. You've pledged your life to Lady Emrys, and you're shocked she's marrying into the family that conquered her own family's lands. Worse, you've found out that Guildmaster Aubrex – supposedly a vassal of House Averonne – has been spying on your lady on behalf of her husband-to-be. You hope to blackmail him into stealing the spellweaver's skull, a priceless heirloom of House Darants. Sold at auction, it could buy back some of your lady's lands.

GOALS

- Speak to Guildmaster Aubrex at once and blackmail him into stealing the skull.
- Protect Lady Emrys from harm. Only confide in her if no other option remains.
- If you get your hands on the skull, hide it in your private demiplane with the command word: "Activio". Once hidden, the only way anyone can return it is to kill you or repeat the password.

MERFOLK STORIES

<i>Someone close to the protagonist dies.</i>	<i>A spell makes two characters swap bodies for the night.</i>	<i>Two unlikely characters reveal their secret love for each other.</i>
<i>A character avenges the death of a loved one.</i>	<i>A character makes a great sacrifice to help another.</i>	<i>A character falls hopelessly in love with someone they shouldn't.</i>
<i>A character writes a love letter to another character.</i>	<i>A duel occurs between two rivals!</i>	<i>The protagonist accidentally hurts a loved one.</i>
<i>A fight breaks out in a dramatic location.</i>	<i>Two opposites attract in unlikely circumstances.</i>	<i>One of the main characters is kidnapped by villains.</i>
<i>The protagonist makes a mistake that will come back to haunt them.</i>	<i>A rich person falls madly in love with a poor person.</i>	<i>A jilted lover discovers romance in an unlikely person.</i>
<i>A character who nobody expects to triumph does so against all odds.</i>	<i>A character's greed leads to their destruction.</i>	<i>The protagonist must dress up in an awkward costume.</i>
<i>A character swears to do anything for love.</i>	<i>A poor person suddenly inherits a fortune.</i>	<i>One of the characters is revealed to be a ghost.</i>
<i>A character has to make a speech they're unprepared for.</i>	<i>A character accepts their loved one for who (or what) they are.</i>	<i>The characters hatch a crazy plan that might just work.</i>
<i>A character's self-destructive urges lead to disaster.</i>	<i>A crime of passion takes place.</i>	<i>A spell makes a character fall madly in love with another.</i>
<i>The protagonist is trapped and must escape!</i>	<i>The protagonist is tricked by someone close to them.</i>	<i>Two characters make a bet together.</i>
<i>Two lovers go through hard times.</i>	<i>A fierce rivalry develops between two friends.</i>	<i>Jealousy creates a rift between two friends.</i>
<i>One character is made the servant of another to settle a debt.</i>	<i>Love tames a beast.</i>	<i>The protagonist proves that he or she is a hero.</i>
<i>A curse makes a character slowly transform into something horrible.</i>	<i>A matchmaker unites two lovers.</i>	<i>Love triumphs over fear.</i>
<i>The protagonist is chased by his or her enemies!</i>	<i>A natural disaster occurs: a flood, forest fire, or something similar.</i>	<i>The protagonist talks about another character while they're standing behind them.</i>

APPENDIX 5. STORY AWARDS

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

PLAGUE BUSTER

You helped an alliance of heroes concoct an antidote for the zombie plague ravaging Chult. Your exposure to the antidote has hardened your immune system against disease. You have advantage on saving throws made to resist disease.

PLAYER HANDOUT 1. RING OF JUMPING

RING OF JUMPING

Ring, uncommon (requires attunement)

While wearing this ring, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so. This item is found in the *Dungeon Master's Guide*.

This ring is fashioned of a dozen grasshopper wings meticulously stitched together with fine, silver wire. When used, the wearer emits a chirping noise that is audible within 30 feet.

PLAYER HANDOUT 2. HEADBAND OF INTELLECT

HEADBAND OF INTELLECT

Wondrous item, uncommon (requires attunement)

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it. This item is found in the *Dungeon Master's Guide*.

This broad circlet is set with a single, lusterless grey stone—into which has been engraved a sigil of unknown meaning. When worn, you gain the flaw *“I know everything, and nothing makes me happier than letting people know.”*

PLAYER HANDOUT 3. WAND OF LIGHTNING BOLTS

WAND OF LIGHTNING BOLTS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. This item is found in the *Dungeon Master's Guide*.

This slender glass wand is wrapped in a tight coil of thin copper wire. When used, the wielder's hair stands up on end.

PLAYER HANDOUT 4. WAND OF LIGHTNING BOLTS

WAND OF LIGHTNING BOLTS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. This item is found in the *Dungeon Master's Guide*.

This slender glass wand is wrapped in a tight coil of thin copper wire. When used, the wielder's hair stands up on end.

PLAYER HANDOUT 5. RING OF EVASION

RING OF EVASION

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead. This item is found in the *Dungeon Master's Guide*.

This ring of dark wood drips thick, viscous oil that soaks through even the thickest gloves. This item is described in Player Handout 5.

PLAYER HANDOUT 6. MANTLE OF SPELL RESISTANCE

MANTLE OF SPELL RESISTANCE

Wondrous item, rare (requires attunement).

You have advantage on saving throws against spells while you wear this cloak. This item is found in the *Dungeon Master's Guide*.

Small, palm-sized mirrors have been sewn into the outside of this heavy woolen cloak.

Occasionally, the mirrors reflect the image of a strange, bedraggled man in a black cloak looking back at those who view it. This item is described in Player Handout 6.