



ENCOUNTERS IN PORT NYANZARU



New encounters filled with danger, intrigue, and heroics
tailored for your *Tomb of Annihilation* campaign.

ENCOUNTERS IN PORT NYANZARU

*A collection of encounters set in the city of
Port Nyanzaru in the land of Chult.*

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A DUNGEON MASTER'S GUILD ADEPTS ADVENTURE FOR USE WITH
TOMB OF ANNIHILATION

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INTRODUCTION



elcome to Port Nyanzaru, a port city on the edge of Chult's jungle that promises untold adventure, fortune, and danger! This document contains several encounters that can be dropped into the city during any *Tomb of Annihilation* campaign.

The encounter descriptions assume you are familiar with at least the introduction and Chapter 1, "Port Nyanzaru," of *Tomb of Annihilation*. If you have not read these sections of the adventure yet, you may want to do so before you dive into this document.

We hope we make your time in Port Nyanzaru more enjoyable!

A LITTLE TOO FANCY

by Satine Phoenix

As the characters attempt to leave Kaya's House of Repose, they find the cost of an establishment this extravagant is more than they imagined. The only solution is to perform to clear their debt.

This encounter is meant to encourage roleplay within the group and as an alternative to combat.

HOOKS

The following hooks can be used to get the characters to Kaya's House of Repose:

- Characters who want to experience luxury in Port Nyanzaru are directed to Kaya's House of Repose in the Red Bazaar.
- Characters looking for an inn in the Old City, Merchant's Ward, Harbor Ward or Market Ward are directed by all locals in these locations to Kaya's House of Repose and told, "Ask for the Movian's Special! Tell them Movian sent you!"
- Characters looking for Harbormaster Zindar can find him at Kaya's House of Repose after he gets off work every day at 8 pm.

KAYA'S HOUSE OF REPOSE

Establish a level of extravagance the moment the characters enter Kaya's House of Repose. Footman and bouncers stand at the door (more for the safety of those inside than to prevent outsiders coming in). Make the place inviting instead of intimidating. Everyone is welcome (but the price to leave is more than expected). If the characters choose to dine, describe the clientele. Note a lovers' quarrel in the corner, how quickly a group of waiters and bouncers circle them, and how quickly they are dispersed. The couple then laughs and enjoys the rest of their evening.

FIRST FLOOR

The following features pertain to the first floor of Kaya's House of Repose:

- The entryway ends at a host desk.
- A half-spiral staircase after the host desk marks the entrance to dining area.

- The dining area has eight square tables that seat four people at its middle. Three private booths that seat six are on the sides of the room.
- The bar is at the far end of the dining area.
- The restrooms are behind the bar.
- A large two-story theater has its entrance between the restrooms and the bar. The stage is 20 feet by 15 feet and the backstage area is 15 feet by 15 feet. The audience area contains six round tables with three chairs each on first floor. The second floor balcony has three couches that seat four people each.

SECOND AND THIRD FLOORS

The following features pertain to the second and third floors of Kaya's House of Repose:

- There are ten rooms on each floor.
- Each room has a foyer, a canopy bed, a dining table and two chairs, a side dresser, a sofa, end tables, a closet, and a private bath.

THE BILL

As the party wraps up their business and heads out of the inn they are blocked by four well-dressed **minotaur** bouncers and the *maitre d'* with a long scroll that lists the details of various fees acquired during their time at the House of Repose.

Have fun with the list. Below are some questions to calculate the fees on the list:

- **Level of Filth.** How dirty is the group when they enter the location? Do they stink? Are they tracking filth on the floor? How soiled are the sheets?
- **Food.** Did the characters go basic or extravagant with meals? If food was delivered to their room, include a room service fee. Did the characters tip everyone they encounter? If not, include a gratuity fee.
- **Bath.** How much soap is needed? What is the level of disgust from the person cleaning the bath?
- **Amenities.** Did the characters take advantage of any special services like a spa?
- **Manners.** How did the characters treat everyone they interact with the host, housekeeper, waiter/waitress/bartender, and other patrons? A general bad attitude fee can be added.
- **Property Damage.** What is the level of destruction the characters inflicted to their room?

NEGOTIATION

If the characters hesitate to pay, the host offers an alternative solution: perform. The inn had scheduled Vartak in the back theater, but they haven't heard from him in days so there's a spot opened up right at this very moment for them to work off their debt.

Bouncers wall the outside of the conversation, which is slowly scooted to a corner away from the inn's main traffic area. The smallest of the party is escorted to a balcony in the upper part of the back theater. This character is held hostage until the rest of the group performs. The other characters are escorted to the back theater.

Threat. If the characters try running off or chickening out, the establishment threatens to sell the hostage character to Executioner's Run to pay the debt.

SPOTLIGHT

Behind the stage is an assortment of instruments for the party to choose from. If any of the players want to practice before going on stage, allow them 30 seconds to test the instrument giving them advantage on their first performance roll.

Have the bouncers shuffle the group onto the stage by creating a moving wall.

In order for the performance to count as payment, every character on stage must perform.

When you're ready to run the performance use the following rules:

- Each player describes what their character is doing then acts it out.
- The characters should build on each other's actions. If they cannot decide an order to act in, roll initiative.
- Each character should make a DC 13 Charisma (Performance) check at the end of their turn. A successful check appeases the pompous crowd that judges the performance and gives the next character to act advantage on their Charisma (Performance) check. Characters can make a Dexterity (Acrobatics) or (Sleight of Hand) or Intelligence (Arcana) check as well as the Charisma check with the DM's discretion.
- Keep track of each success and failure.
- Give advantage or disadvantage to player characters based on how well they describe their performance.

Run the performance for three rounds.

Round 1. The group makes an entrance, introduces themselves, and begins the performance.

Round 2. The performance builds up!

Round 3. This is the finale. Encourage the group to awe the crowd with a big stage show.

A LITTLE HELP

The character in the balcony acts on initiative count 0 and can aid in influencing the audience. A successful DC 15 Charisma (Persuasion) or (Performance) check made by this character in conjunction with describing their action gives each character a +2 bonus on ability checks until initiative count 0 of the next round. This check does not count again

FINALE

At the end of the performance, the maitre d', the bouncers, and the hostage character meet with the group backstage to reveal the final decision.

If the characters achieved more failures than successes, they get booed off the stage. The maitre d' throws all the characters and their belongings out of the building via the back alley entrance into a pile of garbage and they are never welcome into the establishment again.

If characters achieved as many or more successes than failures, they only have to pay 2d10 gp and they are allowed to leave through the front entrance.

If the characters achieved twice as many or more successes than failures, they receive a standing ovation, pay no fee and are welcomed back to perform again as their names become rumored in town as musical legends.



BrinLee

CITY CHASE

by James Introcaso

The characters chase others or get chased through Port Nyanzaru. This encounter uses the chase rules found in “Chases” in chapter 8, “Running the Game,” of the *Dungeon Master’s Guide*. Use the Port Nyanzaru Chase Complications table.

HOOKS

Use the following encounter hooks to start a chase:

- **Berserk Behemoth.** A **triceratops** carting goods is whipped too hard and goes crazy, causing mayhem in the streets. The characters can chase after to stop it, or the beast chases after them. They start the chase 120 feet away from the dinosaur.
- **Pickpocket.** A pickpocket (**spy**) snatches something valuable from a character and dashes off. The thief starts the chase 90 feet away from the characters.
- **Racer Unleashed.** During a dinosaur race, an **allosaurus** bucks its rider, tearing through the streets causing violence and destruction. The characters can chase after to stop it, or the beast chases after them. They start the chase 120 feet away from the dinosaur.

- **Weretiger Hunt.** Two **weretigers** in humanoid form fire bows at the characters and chase them through the streets. The weretigers are competing to see who can kill the most adventurers. They start the chase 150 feet away from the characters.

PORT NYANZARU CHASE COMPLICATIONS

d20	Complication
1	You run by a pickpocket (spy). Make a DC 15 Wisdom (Perception) check to notice the thief. On a failed check, you lose 5 (2d4) gp.
2	A box of gardening tools is in your path. Use 5 feet of movement to go around it or make a DC 10 Strength (Athletics) check to jump over it. On a failed check, you fall prone and take 5 (2d4) piercing damage.
3	A startled merchant drops a bag of gold coins all over the street. You can use your action this turn to stop and pick up 3d10 gp.
4	A large crowd is in your path. Make a DC 10 Charisma (Intimidation) or Strength (Athletics) check to push your way through. On a failed check, the crowd counts as 10 feet of difficult terrain.
5	You run into a surly thug. Make a DC 15 Charisma (Persuasion) check to apologize. On a failed check, the veteran chases after you.
6	A rain basin tips over as you run by it. Make a DC 10 Dexterity saving throw to avoid the spill. On a failed save, you fall prone.
7	A merchant stall is in your path. You can use 5 feet of movement to go around it or make a DC 10 Dexterity (Acrobatics) check to tumble through it. On a failed check, you fall prone.
8	A dimetrodon is in your path. Make a DC 10 Wisdom (Animal Handling) check to get by without startling it. On a failed check, it attacks you as you run by (+4 to hit, 9 (2d6 + 2) piercing damage).
9	A cloud of biting insects is in your path. Use 10 feet of movement to go around them, or go through them and take 5 (2d4) piercing damage.
10	You startle a deinonychus who chases after you.
11–20	No complication.

CRATE NUMBER SEVEN

by Rich Lescouffair

A typical delivery run turns into a mysterious and deadly encounter.

HOOK

This encounter may occur wherever the party is purchasing supplies, most likely in the Market Ward or Merchant's Ward.

Delonda, owner of the shop or stand, is looking for someone to help her with a recent problem. Her lazy son was supposed to pick up a delivery of foodstuffs from their warehouse, but has yet to even show up for work.

Delonda offers to pay the party 30 gp if they can pick up the shipment and bring it back to her shop. It is small crate located on the second row of lower level and marked with a large red "seven". She also gives them a small trinket to show to the guards to allow entry.

THE WAREHOUSE

The large warehouse is near the edge of the district with two guards stationed at the front. Use the **scout** statistics for each guard.

Upon seeing the trinket, the guards allow entry without incident. The upper level is mostly filled with large crates of old clothing with the door and steps to the lower level near the rear of the building. Read the following once the party descends the steps.

This area is filled with stacks of large and small crates with five, ten-foot wide rows for walking in between. The sweet scent of fruit and flowers lingers somewhere nearby.

A **yellow musk creeper** is here, hidden behind a huge crate in the center of the second row. Three **yellow musk zombies** wander around the crate stacks further toward the end of the row. Due to dim light and the crowded area, a DC 16 Wisdom (Perception) check is required to notice the zombies.

DEVELOPMENTS

The creeper uses Yellow Musk one round after the party reaches the delivery crate, which is only ten feet away from its location. The zombies will attack in the same round.

Crate Seven. Opening the delivery crate triggers a needle trap requiring a DC 13 Constitution saving throw or becoming poisoned for the next hour. The trap can be noticed with a successful DC 14 Wisdom (Perception) check and disarmed with a successful DC 13 Dexterity check with thieves' tools.

The Guards. At the start of combat, the guards close and lock the door to the lower level. It can be opened with a DC 13 Dexterity check or forced with a DC 15 Strength (Athletics) check. If any players remained upstairs, the guards instead lock the front door.

TREASURE

Crate Seven contains a decorative jeweled case (20 gp) inside of which is a set of four gemstones (10 gp each). All the other crates are empty. Delonda's trinket is worth 5 sp.

AFTERMATH

After the encounter, the party finds the guards are gone and Delonda's shop packed up and moved. Was it a test? A breeding experiment? Why the number "seven"? Perhaps the party earned the ire of the elusive "Twelve"? These or any other factors may apply per discretion of the DM.



CRIME & PUNISHMENT

By Rutu Rutenberg

While Executioner's Run can bring fame and fortune to a handful Chultans, it is a dangerous place for the accused who enter. For DMs who find their party painting the port an unsettling color or to lay plot for a future whodunit twist, Executioner's Run can be an avenue to handling characters who may have committed a crime or find themselves included in the festivities.

HOOKS

Use one of the follow encounter hooks to get the party into Executioner's Run.

No Rest for the Wicked. A party or character on a current mean streak or with a history of unlawful activity might find themselves apprehended by the law or agents of the merchant princes and turned over for trial.

A Pawn in a Prince's Game. Perhaps the party was at the wrong place at the wrong time, and fingered for a crime they didn't commit. This event could be coupled with the characters finding out they are pawns, or obstacles, in the larger scheme of some enterprising faction within Port Nyanzaru or Chult itself.

THE PIT

The dirt floor of the pit is 15 feet down. It is 200 feet long and 50 feet wide.



The pit's sides are smooth stone. A successful DC 25 Strength (Athletics) check climbs up the sides without a rope while a successful DC 15 Strength (Athletics) climbs the knotted ropes at one end of the pit. A successful DC 18 Strength (Athletics) check climbs down the sides without a rope. A successful DC 15 Dexterity (Acrobatics) reduces falling damage by half if a creature jumps or falls into the pit.

The stone wall surrounding the pit's opening is 3 feet high.

TRIAL BY COMBAT

When running this encounter for the first time, set the scene with something like:

As the sun reaches its apex after a short torrid storm, the humidity is nearly visible as tendrils of vapor waft up from the street.

The temperature within the jail cell is akin to the stone ovens operated throughout the Market District in the mornings but after the day becomes too hot to bake. Sweat beads across the jailors face as she unlocks your cell and leads you into a barred-wagon with no escape from the sun, onlookers, or other criminals.

Before you reach the gates, the roar of the crowd echoes through the Merchant Ward. The wagon lurches through brontosaurus footprints and you become aware of the stench of the refuse pit, a mixture of rotting excrement and rancid water, as you immerge through the archway to Old City.

As you near where the road forks, the man next to you recounts his first experience with the Executioner's Run, as a boy he watched his father torn apart as he stepped between his mother and all manner of carnivorous beast so that she could climb the pit-wall to safety, receive pardon for their crimes, and give their only son hope for a better life.

Under the midday sun, the crowd cheers again as your wagon is offloaded and shoved into the long, dirty pit. As you stand, you see a myriad of small scavenger dinosaurs gnaw on the bodies of criminals to slow, stupid or unlucky to escape being lunch.

Behind you, a low, graveled snarl draws your attention to a row of thick bars, five times that of your jail cell. A feathered reptilian snout protrudes just far enough to tantalize its taste buds. As the wagon retreats, the sound of churning gears precedes the descent of the bars into the pit-floor. The audience ebbs until the exuberant screeches of dinosaurs accent the low grind. Before the bars are gone, the creatures claw their way overtop, and the crowd goes wild.

This experience is meant to suit the needs of the table and should be adjusted as such. Use dinosaurs from the back of the *Monster Manual*, *Tomb of Annihilation*, *Volo's Guide*, or any of the new dinosaurs included in the Guild Adept supplement, *Beasts of Jungle Rot*, to make this encounter deadly for any who enter the pit. We suggest using the **allosaurus**, **deinonychus**, **dilophosaurus**, **troodon**, **utahraptor**, or **velociraptor** (all detailed at the end of this supplement).

INTRIGUE & SUSPICION IN PORT

by Rutu Rutenberg

In certain stories, a character's anonymity can be essential to a group's goals. Port Nyanzaru makes an ideal setting to inject espionage or intrigue into your campaign, and you might want to use suspicion as a way to reinforce that theme, emphasizing a specific undercover element that permeates the day-to-day survival of the adventurers while in Chult.

During their activities in Port, the **suspicion meter** can be used in places where characters' presence or visibility is unavoidable but they desire to remain incognito. In certain situations of indiscretion, like using thieves' tools in a crowded market, a DM might be encouraged to call for NPCs to be suspicious even if the task succeeds.

SUSPICION IN PLAY

The suspicion meter threshold for a typical encounter is equal to the number of characters multiplied by 100. For example, if your table consists of four characters, the threshold is set to 400.

When a character fails an ability check that might leave them exposed, for example Dexterity (Stealth) or Charisma (Persuasion), instead a DM can treat the failed check as a **Suspicion check**. Now, you can determine the level of suspicion surrounding the party as a result of the failure in place of the encounter devolving directly into combat.

To establish the suspicion gained by an NPC or group of NPCs on a failure, the character rolls percentile dice and adds the result to the party's suspicion meter starting at 0. For group checks, each individual failure increases the meter.

If the party exceeds the suspicion meter threshold, all the characters in the party become suspicious to the appropriate NPCs and any number of effects may be imposed upon them depending on the adventure (see "Adjusting the Suspicion Meter"). If the party gains a level of suspicion as their presence becomes known, the DM can continue to ask for suspicion checks. Additional failed checks increase the suspicion level by 1.

SUSPICION AT WORK

Suspicion is measured in three levels which can affect any suspicion-based check or saving throw, are cumulative, and do not reset between encounters:

SUSPICION LEVEL

Level	Effect
1	Suspicion check DCs increase by the number of players in the party
2	NPCs gain advantage on Wisdom ability checks
3	NPCs gain advantage on initiative rolls

ADJUSTING THE SUSPICION METER

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

If the party has been discovered but completes the encounter, the suspicion level reduces by 1. However, in some cases the adventure might dictate, this meter might reset as the characters move from encounter to encounter or at the DM's discretion.

If a player rolls a 100 on the percentile, the suspicion meter reduces by 100 or suspicion level reduces by 1, if the suspicion meter has already been exceeded. DMs could use their discretion to reduce the suspicion level in other situations. For instance, if a character rolls a natural 20 on an ability check that would otherwise add to the suspicion meter, a DM could reduce the suspicion meter or suspicion level.

A DM can increase the suspense of this mechanic by rolling the percentile dice and tracking the suspicion meter in secret.

Thoughtful use of the **suspicion meter** can prevent the fear of instant failure that causes "choice paralysis" and hinders roleplay. If a PC jumps directly into roleplay, the percentile dice roll can be modified or negated all together.

HOOKS

Consider the following hooks:

- **The Zhent Who Loved Her.** Umkala Turangu, one of the lesser noble merchants, has reason to believe that one of the Zhentarim guards he hired to protect his young daughter during his business trips has started up an affair with her against his wishes, but no one is talking. He's in need of discrete individuals to pose as new guards and sniff out the disobedient sentry. Anyone who applies can expect a boatload of danger if the guard's friends suspect anything. Umkala is willing to award a discrete party with 1,000 gp.
- **Dino-Heist.** Wrangler Rolat'ta Anfo, a well-known Tabaxi **veteran**, has secured a rare multi-colored breed of velociraptor and intends to sell to the highest bidder. Ifan Talro'a would prefer to avoid a bidding war, and will pay 500 gp if you'll bring it to him without a trail leading back to him. It won't be easy, as the creature is already safely inside the heavily guarded compound Rolat'ta calls home.

OTYUGH'S WISH

by James Introcaso

The characters face a telepathically-enhanced otyugh baiting innocents in the refuse pit.

Hook

As the characters make their way through Old City, they are approached by Pock-Marked Po (N male Calishite **veteran**), a scar-covered beggar prince. He asks if they're interested in a job and mentions they look out of place in Chult, so he assumes they're adventurers. Po offers them an *elemental gem* (emerald) to investigate and end the disappearance of children around the refuse pit. He provides the following information:

- Ten days ago, a group of four children playing around the refuse pit disappeared. The next day another two children disappeared in the same spot.
- Other children who had been playing around the pit recount hearing a voice that promised new toys and sweets to eat.
- Two groups of adventurers sent to retrieve the children have not returned.
- Po went to the pit and heard a voice in his head offering him toys and sweets. Something is down in the pits, but he is not sure what.

Investigation

If the characters ask around Old City, they learn the children who disappeared were well behaved and played around the pits often. A successful DC 15 Charisma (Persuasion) check made during these interactions reveals that Morrowick Telescype, a wizard who lived in Old City, died from the death curse 11 days ago and all his worthless trinkets were tossed in the pit. Some believe the mage may have cursed these items to draw children to their doom.

The Pit

When the characters get within 30 feet of the pit, they begin to get visions of dolls, wooden swords, candy, and more followed by a voice telepathically telling them, "Come deeper." The deeper they travel in the pit, the more frequent the visions become.

As characters travel through the pit, they must on a DC 11 Constitution saving throw or contract sewer plague (see "Diseases" in chapter 8, "Running the Game" of the *Dungeon Master's Guide*).

After 10 minutes, the characters come to a clearing deep within the pit. A successful DC 12 Wisdom (Perception) check notices child and adult humanoid bones mixed in with the refuse. A successful DC 16 Wisdom (Perception) check notices the tentacles of an unnaturally purple **otyugh**, which bursts out of the refuse and attacks.

Aftermath

When the otyugh dies, the characters stop receiving telepathic visions and messages. Even in death, a *detect magic* spell reveals an aura of conjuration magic radiates from the monster's body. Cutting the otyugh open reveals a *ring of three wishes* with no charges remaining and branded with the initials "M.T." in the otyugh's gut. The ring was one of Morrowick's trinkets. It still had one charge left when it was thrown into the pit. The otyugh swallowed the ring, attuned to it, and wished for longer-range telepathy.

If the ring or the otyugh's body are given to Po, he can piece together what happened and gives the characters their reward.



PLAGUE BOAT

by Will Doyle

A riverboat flying the black plague flag has arrived from upriver. While it rests in quarantine, rumors spread that it's a smuggler secretly offloading contraband.

HOOK

Run this encounter if the characters pass through Tiryki Anchorage. One character overhears a pair of **bandits** whispering about a riverboat that's been quarantined in the harbor: the *Black Dog*. The bandits suspect it's offloading contraband: probably slaves. Tonight, their gang plans to break onboard the boat and steal the captain's strongbox.

If the characters check with the port authorities, they learn that the boat's crew have allegedly contracted shivering sickness (see "Diseases" in chapter 2, "The Land of Chult," in *Tomb of Annihilation*). The characters could cut a deal with the bandits for a share of the booty, rob the strongbox themselves, or warn the crew. Whichever approach they choose, they're in for a surprise.

THE BLACK DOG

The barge is anchored in the Tiryki River. When the characters arrive, read the following aloud:

The *Black Dog* is a broad river barge fitted with a tarpaulin canopy and a single sail. Lanterns hang from her gunwale and her anchor is weighed. Through the jungle fog, you spot a black flag hanging limply from the vessel's mast. Nobody appears to be on deck.

The *Black Dog* is crewed by a gang of four Chultan **thugs**. These are the thralls of the "Blood King," an ancient vampire that lairs in one of the larger jungle ruins. The Blood King has sent one of his undying brides, the Princess Jsara, to parley with the Red Wizards of Thay in Port Nyanzaru. Her body rests in a packing crate at the rear of the vessel.

The deck of the barge is covered in a thick, tarpaulin canopy. It comprises a simple kitchen near the bow, crew quarters amidships, and a freight store at the stern. Both the tiller and the narrow bow deck are open to the sky.

When the characters arrive, the thugs are supping grog in the crew quarters. They violently resist any intruders who creep up on them. If the characters attempt to parley, the thugs respond with crude threats.

Jsara rests inside a packing crate in the freight store. If the characters approach this area, read:

The boat's stern is filled with crates and barrels. A large packing crate rests in the middle of the deck, laid out on a dirty tarp. A crowbar and lantern sit beside the crate.

Characters who break the seal on the crate unleash the enraged **vampire spawn** within, who immediately tries to feast on their blood.

TREASURE

Jsara wears a feathered moonstone tiara (245 gp) and carries a clay tablet from the Blood King (see below). Between them, the thugs carry 38 gp in various currencies.

AFTERMATH

Jsara's tablet is addressed to Valindra Shadowmantle of the Red Wizards of Thay, and assures her that its bearer is entitled to barter on behalf of the "Blood King" for the whereabouts of the lost city of Omu.



RIGHT PLACE, WRONG TIME

by Claire Hoffman

Cenisara, a dinosaur race bookmaker with massive debts, is desperate to rig the odds for the next race. This happens to coincide with a visit to the dinosaur pens by the characters.

Hook

Looking for mounts, the characters are directed to the dinosaur pens in Tiryki Anchorage.

THE DINOSAUR PENS

The characters trek through the city to Tiryki Anchorage. The pens are at the far end of the main street (area 25 on the map of Port Nyanzaru in chapter 1, “Port Nyanzaru” of *Tomb of Annihilation*). When the characters get to the pens, two dinosaur trainers (**druids**) are in the first pen they see training two **triceratops** and three **ankylosaurus**.

Cenisara’s plan. The bookmaker paid three **scouts** to attack the dinosaurs and their trainers here so that a dinosaur stabled has an advantage in an upcoming race.

The scouts hide on the rooftops and have a +6 bonus to Dexterity (Stealth) checks. Characters with passive Wisdom (Perception) scores greater than the scout’s Dexterity (Stealth) checks spot the scouts.

Cenisara gave Silar (LE male Chultan human **spy**), a man deep in the bookmaker’s debt, three bottles of alchemist’s fire to use on the pen’s wood fence. Setting a fire is the signal for the scouts to attack. Silar is 50 feet away from the characters as he throws his first vial.

The street, such as it is, breaks into a Y to circle around the extensive pens that hold the massive beasts. Some people are leaning on the fence, watching the training. There are a couple of triceratops and three ankylosaurus in the nearest pen along with their trainers.

Suddenly, a splash of fire envelopes the fence nearest you and arrows fly from rooftops targeting the trainer and beasts closest to that fence.

If no one spotted the scouts, Cenisara’s hirelings attack with surprise. The scouts target the druids and dinosaurs with their attacks and Silar continues to try to burn down the fence.

Dinosaurs. The dinosaurs go berserk when the fire starts, attacking the fence. A successful DC 15 Wisdom (Animal Handling) check made as an action calms a dinosaur. The druids use their actions to try to calm the dinosaurs. As long as the fence is on fire, any check made to calm them is made with disadvantage.

After Silar throws his third flask, the fence is so weak that any berserk dinosaur can break through the fence and escape into the streets. Use the “City Chase” encounter if the characters chase after the beasts.

Fence. The wood fence is 10 feet high. A successful DC 10 Strength (Athletics) check scales the fence. Any creature that touches the fence while it is on fire takes 2 (1d4) fire damage.

Rooftops. The scouts are on rooftops 20 feet high. A successful DC 13 Strength (Athletics) check scales the wall of those building.

AFTERMATH

If the characters catch Silar or any of the scouts, they admit Cenisara paid them to do this. If the characters save the dinosaurs and their trainers, Ifan Talro’a rewards them with 25 gp each.



THE SMELL OF DEATH

by Shawn Merwin

The characters are recruited to deal with an infestation in the basement of Merchant Prince Kwayothé, but they are really test subjects for a new experimental repellent.

Hook

The characters receive word that one of the Merchant Princes, Kwayothé, is looking for help at her villa. When they arrive and volunteer to assist Kwayothé, a servant leads them into a lavish sitting area off the main hall. Kwayothé addresses them in Common, although she does not offer them a seat nor stands when they enter:

"Ah, some hearty souls not afraid of dirty work. Most excellent. My problem is fairly minor: my servants tell me my basement storage area has been overrun by vermin. Vermin in Port Nyanzaru, however, can be dangerous. Could you please go into my basement and clear out the infestation? As a reward, I will give you each a vial of my special insect repellent, plus another 5 gold pieces each. Plus you will have my thanks. It should only take you a few minutes."

Kwayothé does not haggle and doesn't want to waste more time talking with adventurers. Once they agree to the terms, the servant who showed them in, called Nestique, takes them to the stairs leading into the basement.

Nestique

Nestique (NE female Chultan human **commoner**) knows the characters are part of an experiment, but she serves Kwayothé faithfully and betrays nothing.

Nestique tells them that other servants reported seeing scurrying shadows and hearing skittering in the basement—probably giant rats. She says that her mistress is working on a rat repellent to sell.

She sprays them (with or without their permission) with a compound that Kwayothé hopes will act as undead repellent. She does not know if it will work, so the characters are there to be unwitting test subjects.

The spray smells like a cross between skunk spray, rotten cabbage, and burning corpses. A DC 20 Intelligence (Medicine) check reveals that the compound is probably natural ingredients mixed together, and would not only keep vermin away, but would keep away any creature with semi-functioning olfactory senses.

Into the Basement

The character must bring their own light into the totally dark basement, although Nestique provides a torch if the adventurers ask.

After the adventure get to the foot of the stairs, read:

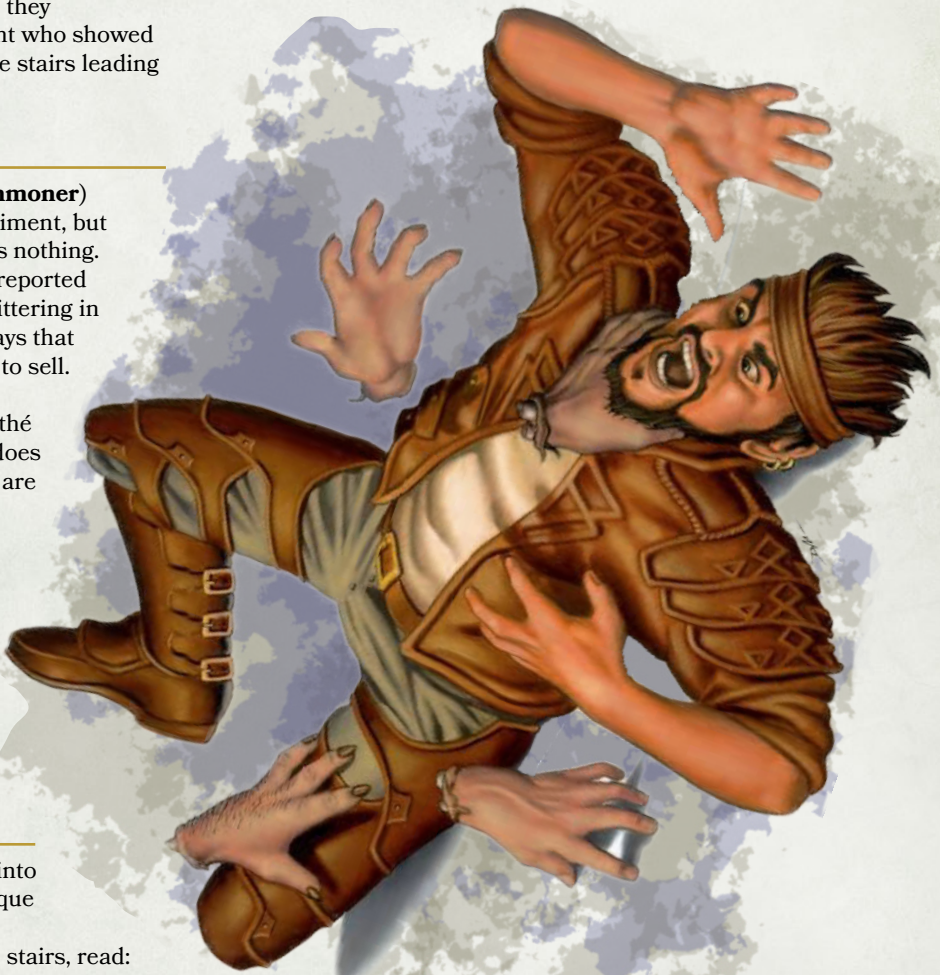
The basement is 10 feet below the first floor above. Roughly 50 feet on a side, the square room hosts an array of boxes, chests, cabinets, and shelves along the walls, and the center also contain some stacked boxes. Supports spaced out throughout the room hold up the ceiling.

Twenty **crawling claws** have been spread throughout the room, mostly atop the boxes, cabinets, and shelves. Unless the adventurers make a DC 12 Wisdom (Perception) check, they are surprised when the claws hurl themselves down onto the unsuspecting character. The spray, of course, does nothing.

Aftermath

If the adventurers manage to defeat the claws, Kwayothé and Nestique both feign surprise and ignorance. They do inquire, however, if the spray had any protective properties against the attacks of the claws.

After gathering the information, Kwayothé gives promised rewards (see "Insect Repellent" in chapter 1, "Port Nyanzaru," of *Tomb of Annihilation*) and shoos the characters out of the villa.



SNUFFED OUT

by James Introcaso

The characters race to relight Port Nyanzaru's lighthouse and save its staff.

HOOK

As the characters make their way through the Harbor Ward at night, read:

A sudden shriek draws your eye up to the top of the lighthouse, where you see a burly female half-orc hurl the building's keeper splattering to the ground. "Kill the rest and snuff it out!" she laughs. Seconds later, the lighthouse goes dark.

Near the shore someone calls out, "There's a ship headed for the harbor. It can't see the shore!"

After you read this description, have the characters roll initiative.

THE PIRATES

Bregga Marlow (CE female half-orc **bandit captain**) broke away with a small crew of pirates from Captain Laskilar when he decided to leave hunting merchant ships behind (see the "Pirates of Jahaka Anchorage" sidebar in chapter 2, "The Land of Chult," in *Tomb of Annihilation*). She leads a crew of pirates that has taken over the lighthouse.

Bregga's schooner, the *Larva*, is hidden 240 feet away from the lighthouse near the shore with six **bandits** aboard. They wait for the *Brandywine*, a merchant vessel, to smash itself against the rocks in the dark so they can steal its cargo.

TICKING CLOCK

There are ten lighthouse workers (unarmed **commoners**) on the lighthouse balcony. Each round on her turn, Bregga kills one unless she is engaged in melee combat with a character.

If the lighthouse beacon has not been relit by initiative count 0 of the tenth round of this encounter, the *Brandywine* crashes. When this happens, Bregga and the crew within the lighthouse flee toward the *Larva*.

THE CLIMB

The top of the lighthouse is 150 feet from the ground. Climbing the outside wall requires a DC 13 Strength (Athletics) check. Characters who fail this check by 5 or more fall to the ground.

Inside the lighthouse is a winding staircase that requires 200 feet of movement to climb. Four **bandits** stand on the stairs, one every 50 feet. The top of the stairs leads out to the circular balcony that surrounds the top of the lighthouse.

Bregga Marlow (CE female half-orc **bandit captain**) and another four **bandits** guard the lighthouse beacon and ten hostage lighthouse workers (unarmed **commoners**).

LIGHTING THE BEACON

A character on the balcony of the lighthouse can use an action to try to make a successful DC 12 Wisdom (Survival) check to relight the beacon.

AFTERMATH

If the characters defeat the pirates, harbormaster **Zindar** (see appendix D of *Tomb of Annihilation*) rewards them with 50 gp plus 10 gp for every lighthouse worker saved. If they lit the beacon in time to save the *Brandywine*, the merchants aboard reward the characters with four silvered daggers.

If any pirates are captured, a successful DC 15 Charisma (Intimidation) check gets them to reveal they broke away from a group of pirates gathered in Jahaka Anchorage. If threatened, they agree to lead the characters to this place in exchange for their lives.



SPA DAY

by Lysa Chen

Someone has been stealing from the lockers of Nyanzaru's public bathhouse. A relaxing spa day is interrupted when a curse against thieves goes awry.

Hook

Adventurers touring Nyanzaru's key sites or looking for a relaxing day off might find their way to the public bathhouse. Alternately, rumors can reach their ears that theft is on the rise at this city cornerstone and investigation is necessary.

BATHHOUSE: GENERAL FEATURES

Please refer to the **Bath House** map for locations. The following general features apply to the bathhouse:

Entrance. Characters enter through a lobby featuring altars to Sune. In addition to large clamshells where guests can leave donations, there are several voodoo dolls and tablets scrawled with curses against theft.

Illumination. Scrolled candelabras and the sun streaming through the glass roof brightly light the bathhouse.

No Arms or Armor. Grand locker rooms – where characters must leave their gear and change into towels– surround the building.

No Running. Baths have a “no running” rule that requires characters to move at half speed. Characters attempting to move at normal speed must succeed on a DC 11 Dexterity saving throw or fall prone on the slippery tile.

Interaction. A wet towel left near this bath can be used as a whip. Grant proficiency to players who can tell a good story about their characters' towel-snapping experience.

AREA 3. ICE BATH

Effect. If a character ends their turn in this bath, they gain resistance to fire damage until they exit.

Interaction. While in this pool, a character can toss the ice cubes that cool it as a ranged weapon attack, dealing 1d6 cold damage on a hit.

AREA 4. HEATED BATH

Effect. If a character ends their turn in this bath, they gain 10 temporary hit points that last until they exit.

Interaction. While in this pool, a character can toss the coals that heat it as a ranged weapon attack, dealing 1d6 fire damage on a hit.

AREA 5. FRUIT STAND

Interaction. Characters can purchase fresh fruit juices for 5 sp. Juices act as the following potions for 24 hours, after which they spoil. It takes 10 minutes to make a juice.

- Strawberry guava juice acts as a *potion of hill giant strength*.
- Pineapple orange juice acts as a *potion of invulnerability*.
- Watermelon lemonade acts as a *potion of speed*.

Interaction. The fruit knife can be used as a dagger.

ELEMENTAL GONE WILD

After characters explore and enjoy some of the amenities, a **cursed water elemental** emerges from the baths and attacks.

Innovative thinking and interaction with the environment are key to this encounter. The details listed are only some suggestions of how characters can creatively use their surroundings, but feel free to come up with your own and reward player cunning. (This should be a tavern brawler's playground!)

AREA 1. SALT BATH

Effect. If a character ends their turn in this bath, they are under the effect of a *bleed* spell until they exit.

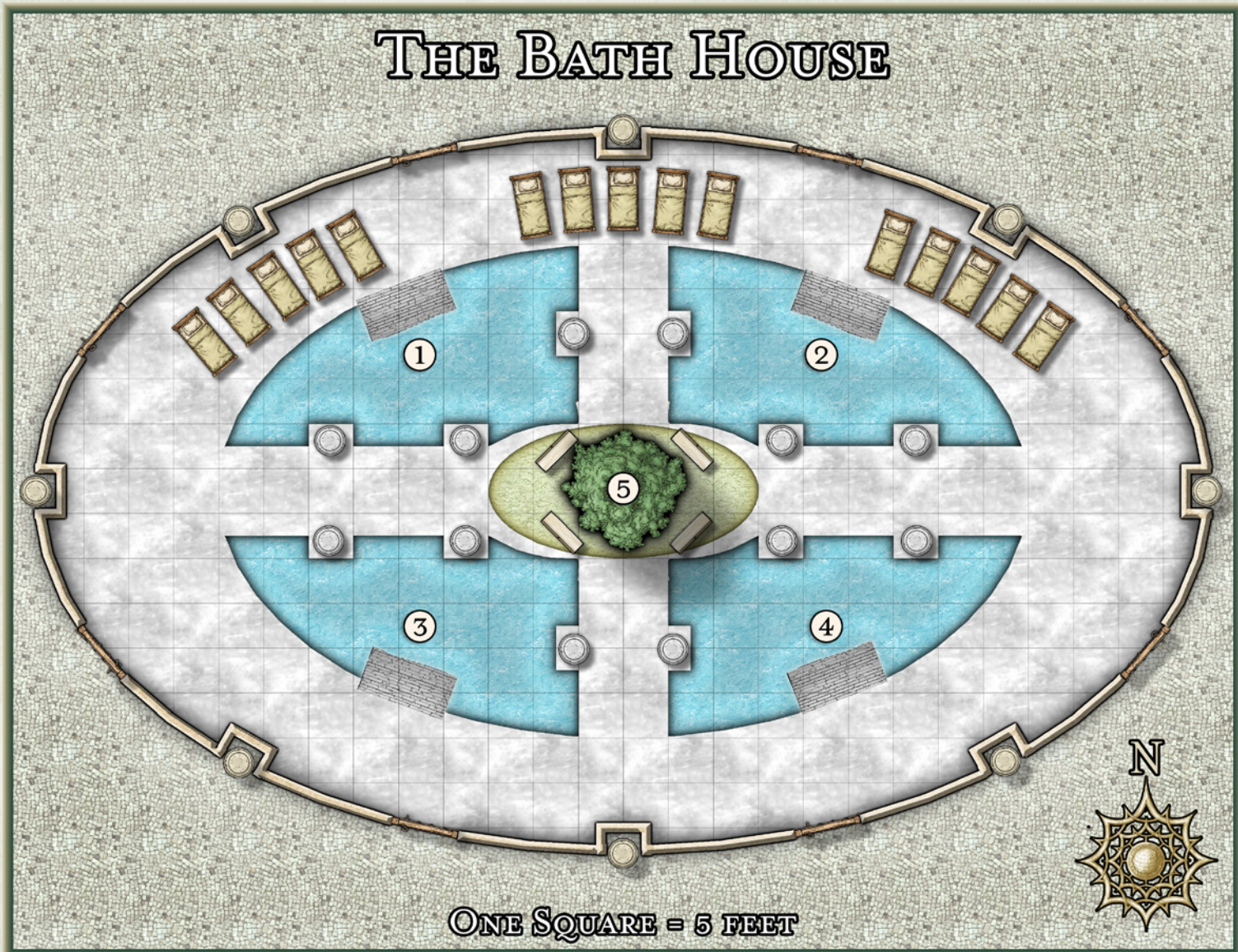
Interaction. While in this pool, a character can splash at another creature within 5 feet. The target must succeed on a DC 13 Dexterity saving throw or become blinded for one round.

AREA 2. HERBAL BATH

Effect. If a character ends their turn in this bath, they gain 1d4 hit points at the end of each of their following turns until they exit.



MAP #1: THE BATH HOUSE



UNDESERVED PUNISHMENT

by Cindy Moore

Ruled by the Beggar Princes, Old City is home to the lower class of Port Nyanzaru. One neighborhood location draws spectators from all over the city: Executioner's Run.

Hook

The characters are invited by their friend Kabonto Tarama, a fellow adventurer they met at an Old City tavern called The Holdup, to attend an event at Executioner's Run. As they approach, read or paraphrase:

The sun beats down on the Old City streets as you make your way to meet with Kabonto Tarama. Your adventurer friend has invited you to join him at Executioner's Run, where criminals of Port Nyanzaru are tried. The trial involves the accused climbing out of a pit while trying to avoid being eaten by the beasts.

As you approach the main thoroughfare where the pit lies, you hear a loud cheer from the crowd. A small group of spectators are congratulating a man as he catches his breath.

Kabonto leans against a short wall that surrounds the arena. An angry man is handing him a large sum of coin. Kabonto heartily laughs and pats the man on the back. Suddenly, the man punches Kabonto in the face and pushes him over the wall into the pit. The angry man sprints from the scene.

The Pit

The dirt floor of the pit is 15 feet down. It is 200 feet long and 50 feet wide.

The pit's sides are smooth stone. A successful DC 25 Strength (Athletics) check climbs up the sides without a rope while a successful DC 15 Strength (Athletics) climbs the knotted ropes at one end of the pit. A successful DC 18 Strength (Athletics) check climbs down the sides without a rope. A successful DC 15 Dexterity (Acrobatics) reduces falling damage by half if a creature jumps or falls into the pit.

The stone wall surrounding the pit's opening is 3 feet high.

Saving Kabonto

Kabonto (N male Chultan human **spy**) wears a *ring of feather falling*. He took no damage from the fall, however, the trial that just took place pitted the accused against two **kamadans**, which remain in the pit.

CHASING THE CULPRIT

Characters who chase the man who pushed Kabonto must succeed on a DC 17 Wisdom (Perception) check to pick him out of the crowd. A successful DC 15 Strength (Athletics) check allows a character to move through the crowd unhindered, catching up to the man. Otherwise, the man gets away.

The man's name is Otanu Witawa (N male Chultan human **thug**). He begins weeping when captured, lamenting that he lost a bet with Kabonto on the outcome of the trial and gave his last coin to "that arrogant monster." Otanu lost the money he needs to feed his family.

If all the characters chase Otanu, they are not able to get back in time to save Kabonto from the beasts in the pit. Animal handlers eventually bring the creatures under control. However, Kabonto loses an arm in the process.

Aftermath

If the characters save Kabonto, he gives them 50 gp each as thanks. Any characters that give Otanu or his family at least 20 gp gain inspiration.



YUAN-TI AMBUSH

by Will Doyle

Spies loyal to Ras Nsi lurk throughout the city, watching and waiting patiently on their master's orders. When foreigners threaten Omu's sanctity, these "fangs" strike without mercy.

Hook

Run this encounter if the characters inquire about Omu, or lost cities in general. A young Chultan urchin, Nasa, informs them that a "wise woman" in Malar's Throat has information for them. For a copper piece, he'll lead them to her.

In fact, Ras Nsi's spies have paid Nasa to lure the characters into an ambush. Their leader has cast an *enhance ability* spell over him to guarantee the ruse. Nasa is a human **commoner** with Charisma 16 (+3) and proficiency in the Deception skill (+5). The spell grants him advantage on all Charisma checks for 1 hour.

The Ambush

Nasa leads the characters onto the bridges over Malar's Throat. As the characters approach the ambush, read the following:

Nasa leads you onto a narrow rope bridge that spans the gorge. The rooftops of Malar's Throat sprawl far below. When you're halfway across, figures dressed in green and gold emerge from the cliff-side and block off both entrances to the bridge. They advance, scimitars in hand. Nasa shrugs apologetically.

"Sorry misters! Was nice knowing you."

Nasa sprints for the far side of the bridge. Si'arul approaches from this direction with a trio of **cultists**. Behind the characters, four more **cultists** block their retreat. The characters are trapped on the bridge, with enemies advancing from both sides.

Si'arul is a pureblood yuan-ti, the rest are drug-addled zealots. Treat Si'arul as a **cult fanatic**, with these adjustments:

- Si'arul is immune to poison damage and the poisoned condition.
- He has advantage on saving throws against spells and other spell-like effects.
- He has the *enhance ability* spell prepared instead of *shield of faith*.

COMBAT ON THE BRIDGE

The bridge is 5 feet wide and bound by taut ropes. Creatures falling from the bridge tumble 100 feet onto the rooftops below. If any part of the bridge takes more than 5 damage, the ropes tear apart and the bridge collapses. When this occurs, the anchored parts of the bridge smash into the cliff-face on either side of the gorge. Creatures on the bridge when it falls must succeed on a DC 15 Strength saving throw to cling onto the dangling remains.

TREASURE

The cultists wear serpentine jewelry worth 85 gp in total. Additionally, Si'arul has hidden scales that mark him as a yuan-ti pureblood. A tattoo on his palm shows a snake curled in a spiral. With a successful DC 15 Intelligence (Religion) check, a character recognizes the symbol of Dendar the Night Serpent; an apocalyptic yuan-ti god.

AFTERMATH

Si'arul proves impossible to break under torture. If interrogated, his cultists espouse their worship of the "Night Serpent" and rant about the world's end. They say their leader, Ras Nsi, dwells in the forbidden city of Omu, deep in the jungle. None of them have visited Omu or know how to find it.



APPENDIX A: MONSTERS

ALLOSAURUS

Large Beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages --

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) slashing damage.

ANKYLOSAURUS

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

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

Senses passive Perception 11

Languages --

Challenge 3 (700 XP)

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

Hit: 18 (4d6 + 4) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

BANDIT

Medium Humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

Medium Humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

REACTIONS

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

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 10 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius),

passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

CULTIST

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

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

CULT FANATIC

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

CURSED WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; 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 10

Languages Aquan

Challenge 5 (1,800 XP)

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

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

LEGENDARY ACTIONS

The elemental 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 elemental regains legendary actions at the start of its turn.

- **Tidal Wave.** The elemental conjures a wave 30 feet long and 10 feet wide and tall. Each creature in the area must make a DC 13 Dexterity saving throw or take 2d8 bludgeoning damage and get knocked prone. On a success, the creature takes half damage and is not knocked prone.
- **Swim.** If it is in water, the elemental can choose to teleport to any other water-filled area it can see.
- **Boil.** The elemental heats one pool to boiling. Roll 1d6. On a 6, a steam mephit appears in that pool. The pool continues to boil until the elemental uses this action again on another pool. Any creature entering or starting its turn in the pool takes 1d8 fire damage.

DEIONYCHUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The deinonychus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.

DILOPHOSAURUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

Venomous Spit. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* The target must succeed on a DC 12 Constitution saving throw or become blinded for 1 minute. A blinded creature must repeat the saving throw at the end of its next turn, becoming paralyzed for as long as it remains blinded on a failure or ending the blinded condition on a success. A blinded and paralyzed creature can repeat the saving throw at the end of its turn, ending both conditions on a success. Creatures immune to the poisoned condition are immune to this effect.

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with shillelagh or if wielded with two hands.

KAMADAN

Large monstrosity, unaligned

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 30 ft.

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

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages –

Challenge 4 (1,100 XP)

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

Pounce. If the kamadan moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the kamadan can make two attacks—one with its bite and one with its snakes—against it as a bonus action.

ACTIONS

Multiattack. The kamadan makes two attacks: one with its bite or claw and one with its snakes.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Snakes. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much on a successful one.

Sleep Breath (Recharges after a Short or Long Rest). The kamadan exhales sleeping gas in a 30-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if it takes damage or someone uses an action to wake it.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8)

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

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

ACTIONS

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

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

OTYUGH

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft.

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

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)	14 (+2)	11 (+0)	10 (+0)	11 (+0)	10 (+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.

TRICERATOPS

Huge Beast, unaligned

Armor Class 13

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages --

Challenge 5 (1800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

TROODON

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	4 (-3)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +4

Senses passive Perception 14

Languages --

Challenge 1 (200 XP)

Improved Critical. The troodon scores a critical hit with its bite on a roll of 19 or 20.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

UTAHRAPTOR

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14))

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages --

Challenge 2 (450 XP)

Pounce. If the utahraptor moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the utahraptor can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The utahraptor makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (1d10 + 4) slashing damage.

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spider Climb. The spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The spawn has the following flaws:

Forbiddance. The spawn can't enter a residence with an invitation from one of the occupants.

- **Harmed by Running Water.** The spawn takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the spawn has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The spawn makes two melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the spawn can grapple her target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the spawn, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

VELOCIRAPTOR

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

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

ACTIONS

Multiattack. The velociraptor makes two attacks: one with its bite and one with its claws.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage.

WERETIGER

Medium humanoid (human, shapechanger), neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 4 (1100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Pounce. If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage.

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

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

YELLOW MUSK CREEPER

Medium plant, unaligned

Armor Class 6

Hit Points 60 (11d8 + 11)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	12 (+1)	1 (-5)	6 (-2)	3 (-4)

Condition Immunities blinded, deafened, exhaustion, prone

Senses blindsight 30 ft., passive Perception 10

Languages –

Challenge 2 (450 XP)

False Appearance. While the creeper remains motionless, it is indistinguishable from an ordinary flowering vine.

Regeneration. The creeper regains 10 hit points at the start of its turn. If the creeper takes fire, necrotic, or radiant damage, this trait doesn't function at the start of its next turn. The creeper dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) psychic damage. If the target is a humanoid that drops to 0 hit points as a result of this damage, it dies and is implanted with a yellow musk creeper bulb. Unless the bulb is destroyed, the corpse animates as a yellow musk creeper zombie after being dead for 24 hours. The bulb is destroyed if the creature is raised from the dead before it can transform into a yellow musk zombie, or if the corpse is targeted by a remove curse spell or similar magic before it animates.

Yellow Musk (3/Day). The creeper's flowers release a strong musk that targets all humanoids within 30 feet of it. Each target must succeed on a DC 11 Wisdom saving throw or be charmed by the creeper for 1 minute. A creature charmed in this way does nothing on its turn except move as close as it can to the creeper. A creature charmed by the creeper can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

YELLOW MUSK ZOMBIE

Medium undead, unaligned

Armor Class 9

Hit Points 33 (6d8 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	12 (+1)	1 (-5)	6 (-2)	3 (-4)

Condition Immunities charmed, exhaustion

Senses blindsight 30 ft., passive Perception 8

Languages –

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 fire 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: 5 (1d8 +1) bludgeoning damage.