



ADVENTURERS LEAGUE

THE HANDFASTING

A 2 to 4-HOUR ADVENTURE FOR TIER 3 CHARACTERS



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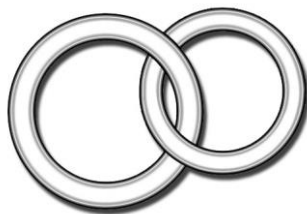
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THE HANDFASTING



A Two-Hour to Four-Hour Adventure for Tier 3 Characters

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Enjoy a day at the faire and a chance to earn some easy coin in the process! A wealthy merchant wants to hire security for his daughter's extravagant handfasting ceremony. It sounds like simple work, but why would a merchant hire seasoned adventures as wedding security? Perhaps the groom has some skeletons in his closet?

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THE HANDFASTING

Chains do not hold a marriage together. It is threads, hundreds of tiny threads which sew people together through the years. That is what makes a marriage last.

—Simone Signoret

BACKGROUND

The city of Thentia lies on the northern coast of the Moonsea, a refuge for anyone unwelcome elsewhere in the Inner Sea. Self-reliance is the defining trait of Thentians. It is ruled with a light hand and taxes are low, ideal for a business.

One businessman, Chance Cadere, is best known for running a successful gambling hall, “Chance’s House of Chance”, outside the city walls. Unknown to most, he is also a skilled wild magic sorcerer who utilizes his arcane abilities to maximize his profits.

Unlike most sorcerers, Chance did not come to his sorcerous abilities naturally. In his youth, he craved power and sought adventure. He struck a bargain with a fey prince. In exchange for sorcerous abilities, he pledged his first born child to marry a fey.

Years passed. Chance met and fell in love with an elven maiden who bore him a child, Brenna. Soon after Brenna’s birth, the fates took the elven maiden, leaving Chance to raise the child alone.

Wanting to give his child a stable upbringing, Chance abandoned his wandering ways and built Chance’s House of Chance. Brenna became the center of his world and her childhood was happy and uneventful. As she grew to adulthood, he resolved to renege on his fey bargain and allow her to marry for love. She has fallen for the son of a local noble and a date is now set.

Chance knows the fey will not take kindly to his failure to abide by their bargain. He has spent lavishly on the wedding, hoping that a large public venue might dissuade the fey from interfering. He has planned a large country faire type event. It includes a Grande Melee with a sought after prize, ensuring many seasoned combatants will attend in case the fey decide to make an appearance.

As an added precaution, Chance has hired a group of seasoned adventurers as ‘wedding security’. They are tasked specifically with keeping the bride and groom safe. He claims this is due to kidnapping threats against the groom, his family being wealthy. In addition to normal payment, Chance is providing entry into the Grande Tournament and an opportunity to win its magical prize.



EPISODES

This adventure is spread over three parts that takes approximately two hours to play. These episodes are initially introduced by a Call to Action Episode.

If you’re planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you’ll want to revisit the Call to Action each time you play.

Episode 1: Chance’s House of Chance. The characters meet Chance and have an opportunity to try their hand at Dragon Dice.

Episode 2: The Faire. The characters shadow the wedding couple through the faire, taking part in games of skill and chance to fit in and win prizes.

Episode 3: Fey Battle. Having advanced in the tournament, the characters begin their next fight only to discover their opponents are fey, who attempt to kidnap the bride.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A: Grande Melee Prelims.** The party competes in the first fight of the Grande Melee tournament against a team of seasoned adventurers. This bonus objective is found in **Appendix 6**.
- **Bonus Objective B: Rescue Chance.** Having thwarted the fey, the characters must save Chance from their retribution. This bonus objective is found in **Appendix 7**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

How Will You Play?

This adventure can be run in as little as two hours, or as long as four hours. If you intend to run it as a two-hour session, you should include parts 1, 2, and 4. Parts 3 and 5 add about one hour each and should be added as needed to fill the available time. Either part may be added individually for a three-hour session, but part 5 offers a better sense of closure.

While it is generally the case that groups expect at least one combat encounter, it is entirely possible a party may spend a full two hours playing Dragon Dice and carnival games. There is no wrong way to play D&D, and this adventure is meant to be a pleasant diversion from adventuring to celebrate a joyous occasion. Allow the party to focus on roleplaying and skill challenges if they desire. Short descriptions of even minor NPC's are provided and Dungeon Masters are encouraged to use their skills to develop them further, as needed.

TIER 3 DM ADVICE

Tier 3 characters have access to spells, magic items, and class features that can drastically impact the flow of an adventure. Because of this, you may need to alter or summarize the present boxed text to suit the circumstances created by the characters.

DMing a party of high-level adventurers often requires you to think on your feet, and while it is important to keep the adventure challenging, don't be afraid to allow the characters to shine in the process. By tier 3, they've earned it!

Hooks

The characters may already have their own reasons for being in Thentia, but if not, use the adventure hooks below to draw them into the story.

Money. The characters may be seeking work, and the mission to act as wedding security appears to be easy money to a seasoned adventurer.

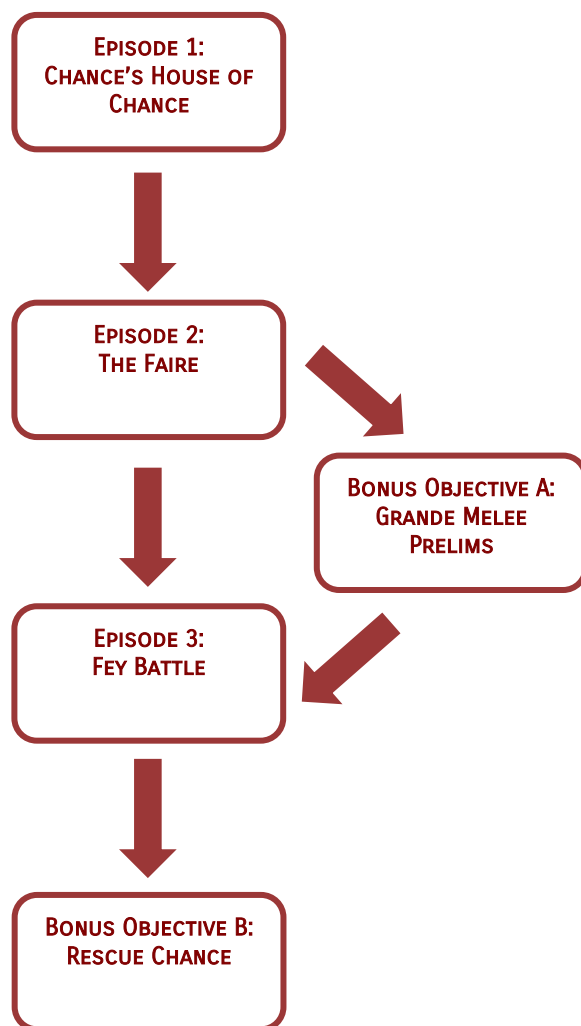
Love. A character may have a soft spot for young love and want to ensure there is no trouble for the couple on their special day.

Fame. Whichever team wins the Grande Melee will be well known in the area around Thentia, and their reputation will precede them. A smart adventurer may be able to use this newfound fame to their advantage.

Magic. The prize for the Grande Melee is a *periapt of proof against poison*, a powerful and very rare magic item. This is likely to draw many adventurers to attend the festival and compete in the event.

Gambling Problem. Any character with a gambling problem may have visited Chance's House of Chance in the past and left with a debt to Chance. He will write off this debt if the adventurer helps to protect the young couple.

ADVENTURE FLOWCHART



EPISODE I: CHANCE'S HOUSE OF CHANCE (CALL TO ACTION)

Expected Duration: 15-25 minutes

The adventure opens at Chance's House of Chance, where the characters are to receive the mission specifics and entry passes for the Grande Melee. Chance's House of Chance lies along the main road leading to town and is a two-minute walk to the city gates. A large hill blocks direct line of sight from the House of Chance to the town. If the party does not know each other, give the players a chance to describe and introduce their characters.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Chance's House of Chance is a large rectangular building with no windows and a single set of heavy double doors on the front.

Lighting. The building been covered in gaudy gold-leaf veneer, with silver trim, causing it to be highly reflective. A set of colored light globes flash the name of the establishment in a myriad of colors.

Sound. Raucous laughter and occasional cheers emanate from the inside of the building.

Within the building are about 20 gaming tables filled with patrons playing Dragon Dice. At the head of each table is a wood and metal humanoid looking construct wearing a tabard with the initials "CHC" collecting bets from losers and paying out winners.

Chance is at a table along with back wall, opposite the entrance, and motions the party to join him when they enter. He is an older human in a brightly colored jacket.

ROLEPLAYING CHANCE

Chance has a flair for the dramatic, and even the simplest actions are conducted with exaggerated movements and deep penetrating gazes. He always acts as though he knows something the characters do not, and he often answers a question with a question. His behavior is most similar to an overly dramatic street magician.

Even though his behavior is eccentric, he cares deeply for his daughter and will do anything to keep her safe.

Quotes:

"Things are rarely as they appear...except when they are exactly as they appear."

"There is nothing as demanding, yet as fickle, as chance."

"Eyes may be fooled; minds may be distracted; only our hearts remain true."

"No matter where you go, there you are."

Chance is an **enchanter** with the following additional abilities:

- **Replace** *hold monster* with *wall of stone* at 5th level

It is late morning when the characters arrive at the House of Chance. It is bustling with activity, the result of people pouring into town for the faire and the Grande Melee.

Chance will meet with the characters at his private gaming table and offer them a free round of Dragon Dice so he can divine their trustworthiness. He will even go so far as to offer them a bonus should they beat him. During the game, Chance will share the information below with the characters:

- In his younger days, he dabbled in arcane magic and sought a life of adventure.
- He joined an adventuring group named "The Northern Riders" and adventured with them for two years.
- During one excursion, he separated from the group and was severely wounded. He was found by an elven maiden, Maera, who nursed him back to health.
- During his recovery, they fell in love. He abandoned his life of adventure and settled down with Maera.
- Maera died while giving birth to Brenna. A successful DC 15 Wisdom (Insight) check reveals that Chance is withholding some information. A successful DC 15 Charisma (Persuasion) check persuades him to reveal that Maera had been banished from her wood elf community and was living in isolation.
- Needing to raise a child on his own, Chance abandoned his previous life, took the money he had made while adventuring, settled down, and established Chance's House of Chance.
- Brenna has grown up to be an intelligent and beautiful young woman. She has fallen in love with Merric Casplardann, a young man from a well-known Thentian noble family.
- Chance has gotten word that enemies of the Casplardann's may try to interfere in the wedding as revenge for some prior business dealings. A successful DC 20 Wisdom (Insight) check reveals Chance is not telling the entire story. A successful DC 25 Wisdom (Insight) check reveals the business dealings story to be a lie, but Chance is hesitant to change his story and tell the truth. A successful DC 28 Charisma (Persuasion or Intimidation) check is required to convince him to come clean. He made a bargain with the fey and promised that his firstborn would wed a fey. He is breaking that bargain and fears the fey will seek retribution.
- Chance has planned a grand festival around the nuptials to make it difficult for any outside parties to interfere. Events include a carnival and a Grande Melee, a team-based, non-lethal battle.

- Lord Casplardann has offered a *periapt of proof against poison* to the victor of the Grande Melee.
- The group is to protect the couple, keeping them in sight from the moment they arrive outside the city gates to the moment they re-enter the city.
- Chance provides the party with free entry into the Grande Melee and gives them a summary of the rules (See **Appendix 2: Grande Melee Rules**).
- Chance offers to pay the party fairly for their work.
- The couple is to arrive at the faire soon, and the characters need to shadow them until they re-enter the city walls.
- The couple will watch the Grande Melee from the Casplardann viewing stand. The characters should remain close and keep watch over them until the tournament ends and they return to the city proper.

DRAGON DICE

Each player begins the game by placing an ante of 1 gold piece into the center of the table then rolls 3d6, concealing the result. They may then opt to quit the round or may place another gold piece, a continuation bet, into the center of the table and reroll from zero to 3 dice, again keeping their results concealed. The players then reveal their dice and the sets ranked as follows:

Dragon: Three matching values. e.g. three 6's

Wyvern: Three values in sequence. e.g. 3-4-5.

Drake: A set of all even or all odd dice.

Pseudodragon: A matched pair

Lizard: Highest die

In the case of a tie, the winner is determined by comparing the total of all 3 dice. If that number is also a tie, the money is split evenly among the winning players.

PLAYING AT CHANCE'S HOUSE OF CHANCE

In order for the business to turn a profit, the employee at each table removes one gold piece, called 'the rake', from the pot after everyone antes. Professional gamblers often run a table of their own, and instead of placing an ante, elect to use the rake as their ante. Chance uses this method and is not required to ante when he plays in his own establishment.

Chance allows the characters to play the first round of Dragon Dice with him 'on the house'. They need not pay any gold to play. If they wish to continue to play more rounds, they must pay the normal ante and continuation bet.

LUCKY DICE

Chance has the special ability below relating to Dragon Dice:

Lucky Dice. After his opening roll in a round of Dragon Dice, Chance may change the value of one die by one place. For example, he may turn a '3' into a '4' or a '2'. This is a fey granted ability and very subtle. Since the dice are hidden when rolled, the effect on the dice is not observable. A successful DC 28 Intelligence (Arcana) check reveals Chance is utilizing some fey magic when he rolls, but the exact nature remains unclear.

EPISODE 2: THE FAIRE

Expected Duration: 30-45 minutes

A faire like atmosphere permeates the area. Throngs of people crowd around ten colorful tents and groups of children run around the area laughing gleefully. Fieldstones outline a circular dirt-packed fighting arena and large viewing stands circle the perimeter. Simple log benches fill the gaps between the viewing stands.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The carnival is located outside the main gate in a large open area normally used by trading caravans.

Lighting. The entire central area is brightly lit by magical torches attached to the tops of the tents. Some areas behind the tents that are dimly lit.

As the characters approach the faire, a trumpet fanfare plays, and a group of eight younger well-dressed individuals exit the town and walk towards the faire. They recognize Brenna and Merric from the descriptions given by Chance.

The other individuals in the group are friends of Merric and Brenna, all are nobles. The group wanders the faire, stopping at each tent to try their luck. They start at Tent 1 and occasionally stop to chat with friends or relatives. The party should have no problem keeping them in sight, but they seem out of place if they just stand and watch. Encourage them to play a few of the game while keeping an eye on the couple from a nearby tent. The group should have enough time to play at least 2 or 3 games at each tent before the couple move to the next tent.

Tents 1-8 have a variety of games that may played for two copper pieces per attempt. Winners receive a prize voucher they may redeem at Tent 10. Tent 9 provides food and drink at normal prices.

If characters come up with ways to 'cheat' while playing the games, such as by using racial or class abilities, let them. The prizes they receive cost nothing, and the people running the games don't really care if someone wins or loses; they just want them to pay 2 copper pieces to play.

DM ADVICE

Some characters may ignore the games in order to stay alert and combat ready. These characters stand out and begin to draw unwanted attention. It is fine to let the party know that the best way to stay inconspicuous is to play games like the other fair-goers.

TENT 1: ARM WRESTLING

A half-orc ex-gladiator named 'Grug the Strong' arm wrestles all challengers. Grug uses a resolve die whenever it is available.

ARM WRESTLING

Two contestants place an elbow on a table and grasp hands. They then try to force their opponent's hand to the tabletop using only their strength.

Arm Wrestling is played in a series of rounds. During each round, a contested Strength (Athletics) check is rolled. If a player loses two rounds in row, they are defeated.

Each player has a 'Resolve' pool equal to their Constitution modifier. The Resolve pool value may be tracked with tokens or dice. If a player has lost or tied in the previous round, they may use a point of resolve to roll with advantage on the next check. Resolve pools refill between matches.

Note. Grug has +10 to Strength (Athletics) checks and a Resolve pool of 3.

TENT 2: DART THROWING

A 17-year-old human boy, Dreck, runs this booth. Dreck is skinny and was raised on a farm, but he has adapted quickly to the carnival life. Players may pay to throw a single dart at a variety of paper targets, each depicting surprisingly well-drawn monstrous creatures. Dreck draws the creatures himself and is proud of his artistic ability.

DART THROWING

Players make a *ranged attack* (Strength or Dexterity) with a dart provided by Dreck. The poorly balanced dart gives a -2 to the attack roll. If the player scores a 22 or better, they hit the bullseye on one of the targets and win a prize voucher.

TENT 3: WOODEN DUCKIES

A middle-aged halfling woman named Maebyn runs this simple game. A collection of 25 carved wooden ducks float in a circular channel of water. Maebyn has a small crank that provides a current to the channel so the duckies are always moving and changing position.

WOODEN DUCKIES

Players select a single wooden duck and examine the bottom to determine if they have won a prize voucher. Players have a 1 in 6 chance of selecting a winning duck. Have the player roll a d6. On a '6', they win a prize voucher.

TENT 4: WHEEL OF FATE

An elderly human fortune teller named Senna runs the wheel of fate. She is frail and gray-haired. Her vision is very poor due to her advanced age. She sits next to a large wooden wheel that spins on a central axis. A pin mounted on the top points to the result of the spin. For 2 copper pieces, a player may spin the wheel and receive either a prize voucher or a fortune. Most of the fortunes Senna provides have no basis in reality, but she does sometimes draw on her second sight and provide an accurate fortune.

WHEEL OF FATE

Players spin the wheel, and Senna acts on the result. The wheel has 6 repeating sets of 6 different results. Have the player roll a d6.

- 1. The Lovers:** *"You will meet someone struggling to help someone they love, you should aid them."* or *"Love will drive wise men to act fools, keep your wits about you."*
- 2. The Magician:** *"All that you see is not truly as it is."* or *"A magician will bar your path, you must confront him first to reach your goal."*
- 3. Strength:** *"Soon you will need strength of arms AND conviction to carry the day."* or *"Aid those whose strength is exhausted, and you will be rewarded."*
- 4. Justice:** *"If a bargain is broken, justice will be dealt."* or *"Justice is blind, but you are not. Act as your conscious dictates when the time comes."*
- 5. The Fool:** *"Pity those who act foolishly."* or *"You should act the fool to gain more information."*
- 6. Sun:** The characters receives a prize voucher

TENT 5: RING THE BELL

A young halfling boy named Wibert runs this simple game. He is the 12-year-old son of Maebyn from tent 3. He has an optimistic attitude and is very talkative. To play the game, players pay 2 copper pieces and attempt strike a one side of a lever hard enough to bounce a weight on the opposite side up a pole high enough to ring the bell at the top.

BELL RINGING

In order to ring the bell, a player must use the maul provided and make a Strength ability check. If they are proficient with a maul, they may add their proficiency bonus to the roll. A roll of 22 or greater rings the bell, awarding a prize voucher.

TENT 6: RING TOSS

A teenage halfling girl, daughter of Maebyn from tent 3 runs this game. After 2 two copper pieces, a player must toss a ring so that it lands on the neck of a wine bottle. This game is deceptively hard, as the bottles are sitting on a raised platform in the center of a tent with a low fabric ceiling. Also, the bottles are placed so closely together that a ring will frequently bounce off the mouth of an adjacent bottle rather than settle on the neck of the intended target bottle.

RING TOSS

Players can elect to use one of several strategies to successfully get the ring on the bottle neck and win a prize voucher:

- Scoring a 22 on a *ranged attack* while attempting a straight throw. The rings count as improvised weapons, so no proficiency bonus is normally included in the roll.
- Succeeding on a DC 22 Dexterity (Acrobatics) check by attempting to release the ring high enough and get a high enough arc.
- Succeed on both a DC 20 Intelligence and a DC 20 Dexterity check to compute and execute the optimal path.

TENT 7: ARCHERY SHOOTING GALLERY

A middle-aged half-elf woman, Tana Trueshot, runs this shooting gallery. For 2 copper pieces each, players are given a low-quality shortbow and three arrows with blunted tips. They must hit two out of three small wooden targets along the back wall to win a prize voucher. The targets are of monstrous creatures, and they move back and forth via a crank operated by Tana.

ARCHERY SHOOTING GALLERY

To win a prize voucher, players must hit two out of three shots. The targets are AC 18 and attacks are made using a shortbow *ranged weapon attack*.

TENT 8: BOBBING FOR PRIZES

A middle-aged human man named Bryce runs this very wet game. Two players, each paying 2 copper pieces, dip their heads into two small barrels filled with water. On the bottom of each barrel is a prize voucher on a string. The player who remains submerged the longest, and emerges with the voucher in their teeth, is declared the winner. This game is usually played by people who know each other and they often attempt to kick each other while submerged to make the other person remove their head from the barrel first.

BOBBING FOR PRIZES

A player may hold their breath a number of minutes equal to 1 + their Constitution modifier (minimum 30 seconds). When a player runs out of breath, they are choking and can survive for a number of rounds equal to their Constitution modifier (minimum 1 round). After that, they drop to zero hit points and can't be stabilized or regain hit points until they can breathe again.

Opponents may kick each other by making a successful unarmed strike attack roll, with disadvantage due to their positioning against an Armor Class of 10. Rather than causing physical damage, each hit reduces the number of seconds a player may hold their breath by the damage amount times 10 (e.g. 3 points of damage is a 30 second reduction). The attacks do not actually reduce a characters hit points.

If there is no challenger, Bryce plays as the opponent. He has an 18 Constitution, but he does not attempt to kick his adversary unless they start kicking him.

Bryce's Boot. *Unarmed melee attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) *bludgeoning* damage.

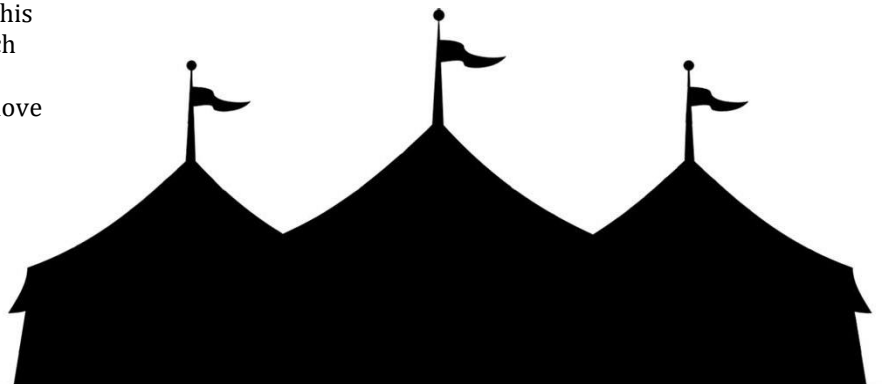
TENT 9:

TARNISHED MUG TAVERN TENT

A gnomish innkeeper, Gallbert, and his two adult daughters, Callnis and Gnyllbap, are operating a tent offering food and drink. It is simple yet filling fare with a limited selection of meads and ales. All are priced according to the table in the *Player's Handbook*.

TENT 10: PRIZE TENT

A middle-aged man named Lasho Winn wears slightly worn formal clothing and sits in this tent ready to draw from the magical bag of prizes for anyone offering a prize voucher. The bag only works for him and loses its magical effect when removed from his person. Any player presenting two prize vouchers can roll a d100 and be awarded a prize from the table in **Appendix 3: Carnival Prizes**. It should be noted that these are cheap carnival prizes and they have a 50% chance of breaking any time they are used. But they are fun while they last!



EPISODE 3: FEY BATTLE

Expected Duration: 30-60 minutes

If the party did not play Bonus Objective A, use the “Master of the Lists” section in Appendix 6 to introduce them to the arena.

If the party has sought out information about their opponents, a successful DC 14 Intelligence (Investigation) reveals the following:

- They are named the Gray Lords and wear long gray robes, which have concealed their identities thus far.
- One is Medium sized and three are Small sized.
- Some believe they are a powerful adventuring party attempting to remain anonymous.
- This is their first fight. If the party played part 3, they find out the opponents of the Gray Lords did not show up for the first match, and they advanced automatically.

As the party steps into the arena, the crowd gives an encouraging cheer. As the tournament progresses, the fights become more skilled, and entertaining.

The party sees their opponents standing motionless opposite them, dressed in long gray robes drawn low, concealing their faces. The Master of the Lists steps into the center of the dirt arena, the crowd gradually falling silent, and announces the next match.

“Our next bout will pit the Gray Lords against [INSERT TEAM NAME]. Good gentles, make ready. For love, and honor, and glory on this, the Handfasting celebration of Brenna and Merric...”

The announcement is cut short as a **korred** bursts from the ground and smashes a greatclub into the head of the Master of Lists, killing him instantly. The Gray Lords drop their robes. The **spring eladrin** appears as a sylvan creature with bark-like skin and hair of grass. He carries a longsword in one hand and a scroll in the other. He glances toward Brenna and Merric with an evil grin, telegraphing his intentions to the party. Three **redcaps** stand next to him, armed with vicious looking sickles.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Weak or Very weak party:** Novus, the **spring eladrin**, does not use his *joyful presence* ability.
- **Strong party:** The **korred** summons an **earth elemental** instead of a **gargoyle**.
- **Very strong party:** Add a **korred**. Both **korred** summon **earth elementals** instead of **gargoyles**.

THE GREY LORDS

The primary goal of the Grey Lords is to kidnap Brenna. The **spring eladrin**, Novus, has a *spell scroll of teleport* that he uses to teleport her away after she has been charmed. He is willing to leave the other fey behind, confident they can find their way back on their own. If the *scroll of teleport* is taken, destroyed, or countered, Novus attempts to flee with Brenna on foot, using *hallucinatory terrain* to open a chasm between them and any in pursuit.

Novus Flameleaf. This **spring eladrin** attempts to get close to Brenna through movement and *fey step*. He then tries to charm her using *charm person* or *joyful presence*. Once she is charmed within 10 feet, he teleports away, using the scroll.

Redcaps. They attempt to use their *inbound pursuit* ability on any target within 50 feet. They then close to melee combat with the closest target, using their *wicked sickles*.

Korred. The **korred** summons a **gargoyle** to engage the party and then uses the burrow movement to travel adjacent to a target.

ALLIES

The following ally comes to the party's aid during the fight.

Casplardann Guardsmen. The guardsmen is a **knight** and will interpose himself between Brenna and any threat. He remains within 30 feet so he can use his *leadership* ability to help her make saving throws.

AREA INFORMATION

The arena has the following features.

Surface. The fighting surface is packed dirt covered in a thin layer of sand.

Light. It is a clear sunny day.

Perimeter. The perimeter of the fighting area is ringed with small boulders 12-18 inches in diameter. Any items the players do not bring into the combat are stored against the perimeter. A player may easily access these items, but doing so forfeits the match.

Viewing Stands. Each viewing is slightly elevated and has rising bench seating, similar to bleachers. Each stand has the top and back covered in colorful cloth that provide shade.

Crowd. The stands are about 80 full and hold a total of 200 people. Most are farmers and tradesman with their families, enjoying the free entertainment.

RUNNING THE BATTLE

The eladrin *joyful presence* ability is a difficult saving throw to make, and once under the influence, will prevent that opponent from acting against the eladrin for a full minute (they may still act against the redcaps and korred). If too many of the party fail this save, more Casplardann Guardsmen show up to delay Novus from reaching Brenna until the effect wears off and the players can intervene.

Even though their gear is directly behind them, the characters only have time to grab individual items or packs. Donning armor will likely take too long.

If the battle appears to be going far too easy for the party, more korred burst from the ground, adding to the challenge.

If the group is playing the optional encounter in part 5, they hear sounds of battle coming from the direction of Chance's House of Chance immediately after the fight with the fey concludes. You should run part 5 and then proceed to the "After the Match" sections below to return below for the Fey Battle outcome resolution.

AFTER THE MATCH: FAILURE

If the party does not stop Brenna from being teleported away, they have failed in their assignment and receive no additional pay. Chance arrives on scene and is visibly distraught. He is disappointed the party was unable to stop the kidnapping, but he realizes it was his youthful folly that set the sequence of events into motion. He tells his story if the characters are interested.

Lord Casplardann is relieved Merric is safe, and rewards the party with the *periapt of proof against poison*.

AFTER THE MATCH: SUCCESS

If the party stops the fey from kidnapping Brenna, they are hailed as heroes of the festival. Chance rewards them for their success and shares his story with the characters if they show interest.

Lord Casplardann gifts them the *periapt of proof against poison* since the rest of the tournament is now cancelled.

TREASURE

Novus carries a spell *scroll of teleport*. The party may claim it as treasure if he does not use it during the fight. In addition, Lord Casplardann gifts them the *periapt of proof against poison*.

CONTINUING OR ENDING THE ADVENTURE

If you are running part 5 of the adventure, continue to **Appendix 7: Rescue Chance**. Otherwise proceed to the **Adventure Rewards** to end the adventure.



ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 2 advancement checkpoints and 4 treasure checkpoints for completing the **story** objective below:

- **Story Objective:** Prevent Brenna's abduction by the fey.

The characters receive 1 advancement checkpoint and 2 treasure checkpoints for completing each of the **bonus** objectives below:

- **Bonus Objective:** Defeat The Shattered Swords and advance in the tournament.
- **Bonus Objective:** Stop Tryzdil from killing Chance.

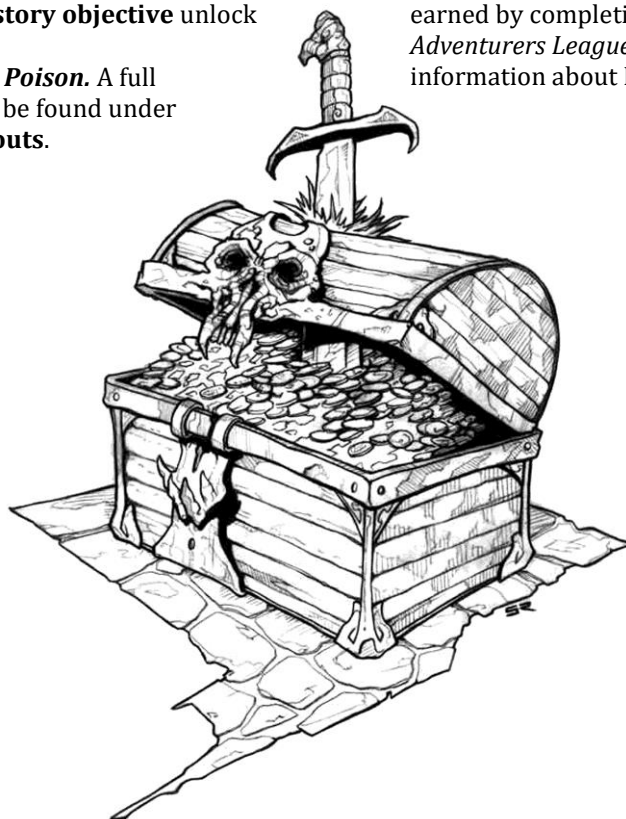
PLAYER REWARDS

The characters earn downtime and renown as outlined in the *D&D Adventurers League Dungeon Master's Guide* for completing the adventure and any bonus objectives.

MAGIC ITEM UNLOCK

Characters completing the **story objective** unlock this magic item.

Periapt of Proof against Poison. A full description of this item can be found under **Appendix 5: Player Handouts.**



CONSUMABLES

During this adventure, the characters may find the following consumable items:

Potion of Superior Healing. A full description of this item can be found under **Appendix 5: Player Handouts.**

Spell Scroll of Teleport. A full description of this item can be found under **Appendix 5: Player Handouts.**

STORY AWARD

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

Minor Noble. Lord Casplardann has awarded you a Grant of Arms, allowing you to place “Lord” or “Lady” before your name and legally display your heraldic crest on a shield or banner. While in Thentia, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. In addition, you can secure an audience with a Thentian noble if you need to.

DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the *Adventurers League Dungeon Master's Guide* for more information about DM Quests.

APPENDIX I.

MONSTERS/NPCs

ARCHER (TASRA)

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses Passive Perception 15

Languages Common

Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage



ASSASSIN (BOULLAN)

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 25 ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Senses passive Perception 13

Languages Common, thieves' cant, halfling

Challenge 8 (3,900 XP)

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

Evasion. When subjected to an effect that allows a Dexterity saving throw to take half damage, the assassin takes no damage on a successful save, and half damage on a failed saving throw.

Sneak Attack. Once per turn, the assassin deals an extra 14 (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:* 7 (1d6 + 4) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages 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 creature. *Hit:* 9 (1d12 + 3) slashing damage.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities Thunder

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

ENCHANTER (CHANCE CADERE)

Medium humanoid (any race); any alignment

Armor Class 12 (15 with Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Sylvan, Elven, Halfling

Challenge 5 (1,800 XP)

Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following spells prepared:

Cantrips (at will): *friends*, *mage hand*, *mending*, *message*

1st level (4 slots): *charm person**, *mage armor*, *magic missile*

2nd level (3 slots): *hold person**, *invisibility*, *suggestion**

3rd level (3 slots): *fireball*, *haste*, *tongues*

4th level (3 slots): *dominate beast**, *stoneskin*

5th level (2 slot): *hold monster**

*Enchantment spell of 1st level or higher

ACTIONS

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

REACTIONS

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher).

The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks that aren't Adamantine

Damage Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from a statue.

ACTIONS

Multiattack. The gargoyle 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.

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



GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

GREEN ABISHAI (TRYZDIL HOARFROST)

Medium fiend (devil), lawful evil

Armor Class 18 (natural)

Hit Points 187 (25d8 + 75)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	17 (+3)	12 (+1)	19 (+4)

Saving Throws Int +8, Cha +9

Skills Deception +9, Insight +6, Perception +6, Persuasion +9

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 16

Languages Common, Elvish, Sylvan

Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede abishai's darkvision

Innate Spellcasting. The abishai's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *mirror image*

3/day each: *charm person*, *detect thoughts*, *fear*

1/day each: *confusion*, *dominate person*, *mass suggestion*

Magic Resistance. The abishai's has advantage on saving throws against spells and other magical effects.

Magic Weapons. The abishai's weapon attacks are magical.

ACTIONS

Multiattack. The abishai's makes two attacks, one with its claws and one with its longsword, or it casts one spell from its Innate Spellcasting trait and makes one claw attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Claws. *Melee Weapon Attack:* +8 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 16 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ILLUSIONIST (REGAL)

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses Passive Perception 10

Languages Common, Elvish, Terran, Abyssal

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*, *disguise self*, *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, *mirror image*, *phantasmal force*

3rd level (3 slots): *major image*, *phantom steed*

4th level (1 slot): *phantasmal killer*

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.





KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con + 4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

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

KORRED

Small fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d6 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Skills Athletics +9, Perception +5, Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 120 ft., Tremorsense 120 ft., Passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran, Undercommon

Challenge 7 (2,900 XP)

Command Hair. The korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, the target is restrained. The korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated.

A rope of korred hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.

Innate Spellcasting. The korred's innate spellcasting ability is Wisdom (save DC 13). It can innately cast the following spells, requiring no components:

At will: *commune with nature*, *meld into stone*, *stone shape*

1/day each: *conjure elemental* (as 6th-level spell; *galeb duhr*, *gargoyle*, *earth elemental*, or *xorn* only), *Otto's irresistible dance*

Stone Camouflage. The korred has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

ACTIONS

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage, or 19 (3d8 + 6) bludgeoning damage if the korred is on the ground.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 24 (4d8 + 6) bludgeoning damage if the korred is on the ground.

REDCAP

Small fey, chaotic evil

Armor Class 13 (*natural armor*)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Persuasion +3

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.



SPRING ELADRIN

Medium fey, chaotic neutral

Armor Class 19 (*natural armor*)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)	18 (+4)

Skills Deception +8, Persuasion +8

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Fey Step (Recharge 4–6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *Tasha's hideous laughter*

3/day each: *confusion*, *enthrall*, *suggestion*

1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

Joyful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Joyful Presence for 24 hours. Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

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

ACTIONS

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands, plus 4 (1d8) psychic damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) psychic damage.

VETERAN (MAXIMILLIAN)

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

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 Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If he has a shortsword drawn, he 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:* 6 (1d10 + 1) piercing damage.

WERERAT (KRUGFANG)

Male half-orc, neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, piercing, and

slashing from nonmagical attacks that aren't silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. Its statistics, other than his 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 Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

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



APPENDIX 2:

GRANDE MELEE RULES

- No lethal damage
- Leather or studded leather armor only
- Only wooden sparring weapons allowed (provided by tournament organizer)
- No spellcasting prior to the start of the match, this includes casting prior to entering the arena
- Unused gear may be kept within arena perimeter to ensure it is secure
- Accessing your stored gear after the match begins will result in forfeit
- Combat continues until one team is incapacitated or surrenders

APPENDIX 3: CARNIVAL PRIZES

Carnival Prizes Table

d100	Item	d100	Item
1	A small magical candle that burns for 24 hours without being consumed. It then disappears.	31	A glass bottle with a tiny ship of unfamiliar design inside.
2	A small gold ring set with a magical stone that dimly glows any color the wearer desires.	32	A small, otherwise worthless, stone that briefly glows bright white every third day.
3	A hat that keeps you magically dry in any rain.	33	An intricately carved wooden rose.
4	A pea-sized crystal and a compass that always points toward the crystal.	34	A nose flute.
5	A rose that wilts at 1/10th the normal rate.	35	A scarf of extraordinary length and multiple colors.
6	A glass eye that appears bloodshot and always roving.	36	A finely crafted beard snood.
7	A necklace or circlet woven of meadow flowers.	37	A perfectly smooth stone which, when pressed, turns blue for 5 minutes.
8	Left-handed smoke blower: A pin depicting a flame that keeps campfire smoke at least 1 foot away from you.	38	A goblin crafted ear wax candle.
9	A medium-sized pouch that can be turned into a small campstool and back into a pouch (non-magical).	39	A blank mask that allows the wearer to look exactly like himself when worn.
10	A whistle that can only be heard by your allies.	40	A stuffed tarrasque doll.
11	A small doll that mimics your movements.	41	Two sticks which, when thrown in the air, always land pointing to each other.
12	A glass orb filled with smoke. If you concentrate on it, an image of the person you are thinking about appears.	42	Miniature playing cards, each of which has two backs and no faces.
13	A dowsing rod that points to any water within 20 feet.	43	An artistic painting of two hamsters locked in mortal combat.
14	A statue of a cricket that chirps softly in moonlight. The cricket stops chirping if a creature comes within 10 feet.	44	An orcish phrasebook containing only the phrases for food, enemy, and fight.
15	A compass that always points to Thentia.	45	A leather amulet with a strange rune on it.
16	A paper fan that won't produce a breeze, no matter how hard it is waved.	46	A rough stone statue of a lizardfolk.
17	A mirror that only shows the back of your head.	47	A piece of supple leather with the image of a forest on it.
18	A seal made of a single letter. Pressing the seal against any surface will leave an outline of the letter, which will slowly fade away the next week.	48	A wooden toy in the shape of a centaur.
19	A small hand mirror which only reflects inanimate objects.	49	A small wooden top. When you spin it, you hear the rushing wind, but no one else does.
20	A small, finely polished geode whose crystals slowly fade between every color of the spectrum.	50	A piece of crystal that lightly vibrates.
21	A rag doll in the likeness of an owlbear.	51	A hippogriff beak with string tied to it, to make a mask.
22	A small vial of black sand that glows slightly in the moonlight.	52	A small wooden sail cart toy.
23	An hourglass in which the sands pour upward instead of downward.	53	A small orange flag with crossed scimitars in black on it.
24	A glass pendant with a hole in the center that a mild breeze always blows out of.	54	A dwarven beard ring made of carved stone.
25	A small crystal snow globe that, when shaken, seems to form silhouettes of dancing forms.	55	A small bottle with black sand.
26	A miniature brass horn, silent when played, but fills the air with the scent of warm and exotic spices.	56	A knitted yarn wand cozy.
27	A small vial that is always filled with the smell of autumn wind.	57	A ceramic disk in the shape of the sun.
28	A piece of petrified wood carved into the shape of a seashell.	58	A jar of ink that seems like perfectly normal ink, but when used, it takes 12 hours to appear.
29	A driftwood whale statuette.	59	An origami bird made of paper which re-folds itself overnight if unfolded.
30	A leather eyepatch set with obsidian and a braided leather cord.	60	A roughly carved wooden bird whistle that attracts the nearest bird.

Carnival Prizes Table Continued

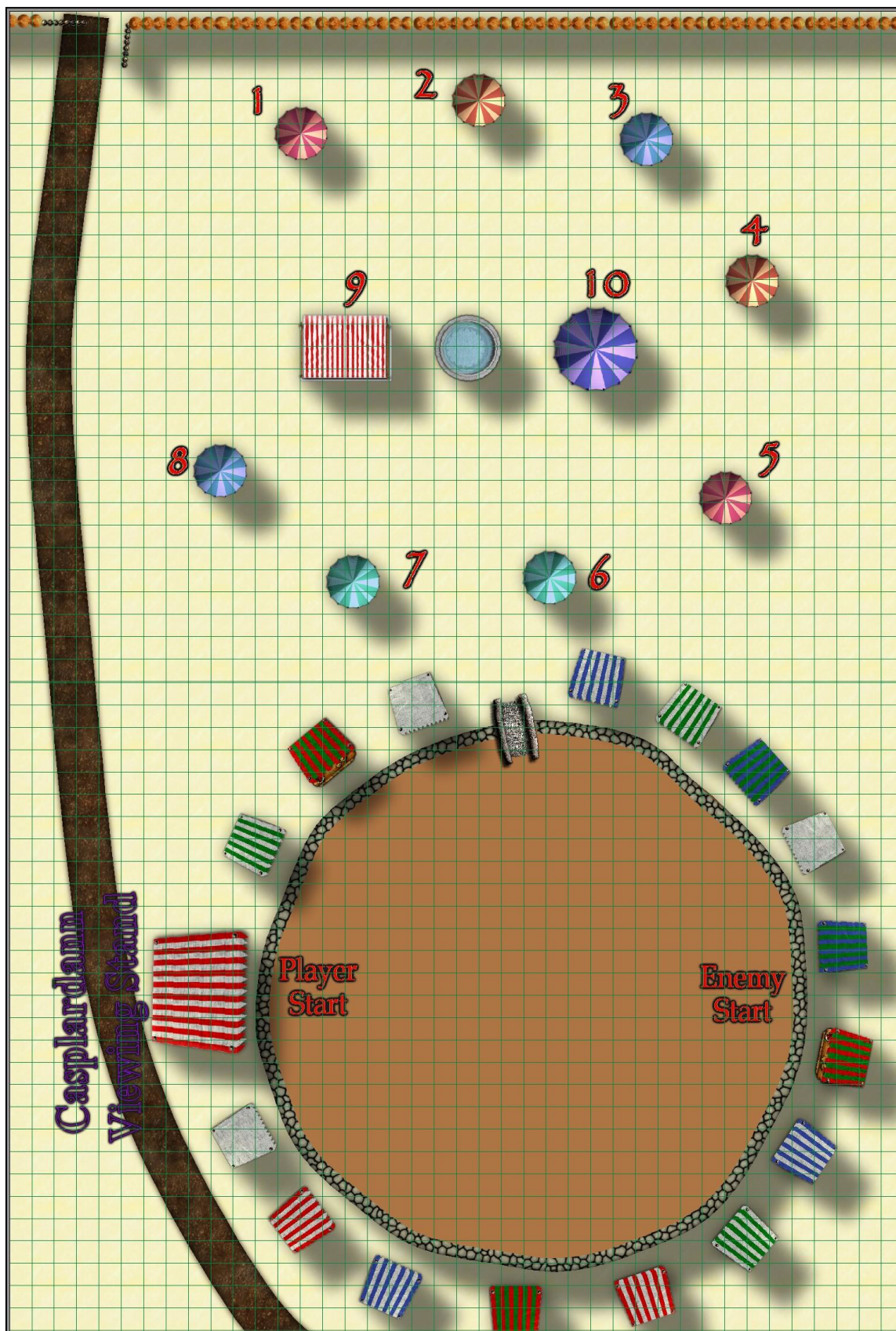
d100	Item	d100	Item
61	A comb that randomly changes the hair color of its user for one hour.	81	A bottle of perfume that smells like summer in the forest.
62	A small obsidian rooster that crows loudly at dawn and is only heard by the current owner.	82	A replica flag from a famous shipwreck.
63	A tiny metal box of 20 curiously strong mints.	83	A set of non-magical runes used for casting fortunes.
64	A string of 8 firecrackers.	84	A fist-sized ball of wax.
65	Little toy rust monster.	85	A fake medal.
66	A monocle. Looking through it, you cannot see colors. Everything is in shades of grey.	86	A floral print parasol.
67	Pocket mirror that reflects men as women and vice-versa.	87	A colorful egg.
68	A fancy leather dice cup.	88	A paisley-print loincloth.
69	A single piece of goblin candy. It is hard as a rock and tastes awful.	89	Colorful face paints.
70	A tiny model ship built inside an empty potion bottle.	90	A fictional map.
71	A bronze hoop earring. If you flick it, it snaps into a single-use lockpick (treat as thieves' tools).	91	A marionette dragon.
72	A glass jar containing a live goldfish.	92	A monocle, tinted purple.
73	A jar of live bees.	93	A small blue glass butterfly attached to a barrette. When the clip is opened, the butterfly stirs and gently flaps its wings.
74	A music box that plays a tinny version of Basil Poledouris' Conan theme.	94	A leather drawstring pouch filled with a dozen perfectly spherical polished stones. The stones stick together as though magnetic, but come apart with little effort.
75	A crown fashioned from vines.	95	Cobra-shaped earrings.
76	A small lifelike painting of an elven woman casting a spell.	96	A plush Orcus toy.
77	An arrow painted red.	97	A small drum made of bamboo and parchment.
78	An ink drawing of an elven goddess shooting a dragon with a bow.	98	A small wooden mermaid statue.
79	A long-stemmed flower that always points at the sun.	99	A bandana that has a strange symbol in the fabric.
80	Two wooden children's dolls: one elf and one orc; each armed with a tiny sword.	100	A vial labeled "Love Potion".

<p>Carnival Prize</p> <p><i>Trinket</i></p> <p>This item has a 50% chance of breaking at the end of any session in which it is used.</p> <p>Description: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Carnival Prize</p> <p><i>Trinket</i></p> <p>This item has a 50% chance of breaking at the end of any session in which it is used.</p> <p>Description: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Carnival Prize</p> <p><i>Trinket</i></p> <p>This item has a 50% chance of breaking at the end of any session in which it is used.</p> <p>Description: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Carnival Prize</p> <p><i>Trinket</i></p> <p>This item has a 50% chance of breaking at the end of any session in which it is used.</p> <p>Description: _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
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APPENDIX 4: CARNIVAL AND ARENA MAP

1 SQUARE = 5 FEET



APPENDIX 5:

PLAYER HANDOUTS

During the course of the adventure, the characters may unlock or acquire the rewards below. If you are distributing these to your players, print and cut out as many as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

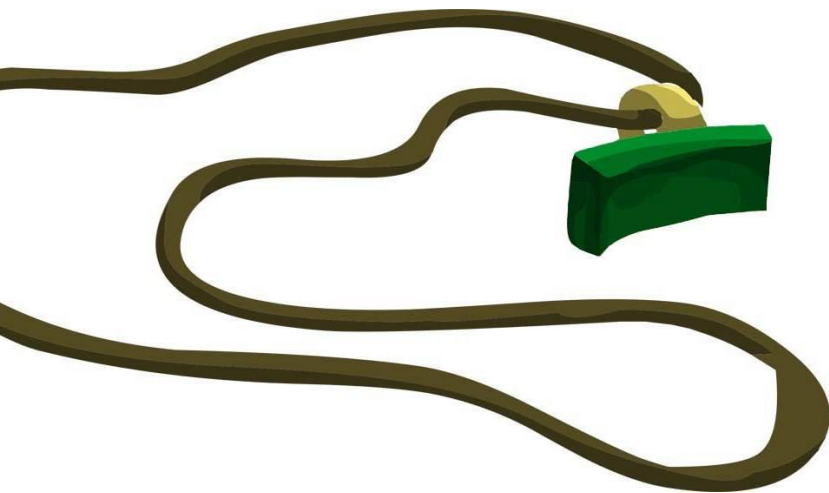
MAGIC ITEM UNLOCKS

PERIAPT OF PROOF AGAINST POISON

Wondrous item, rare, table G

This heavy leather cord contains a brilliant-cut emerald pendant. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

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



CONSUMABLES

POTION OF SUPERIOR HEALING

Potion, rare

You regain $8d4 + 8$ hit points when you drink this potion.

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

SPELL SCROLL OF TELEPORT

Scroll, very rare

This scroll contains a single *teleport* spell.

A description of spell scrolls can be found in the *Dungeon Master's Guide*.

STORY AWARDS

MINOR NOBLE

Lord Casplardann has awarded you a Grant of Arms, allowing you to place “Lord” or “Lady” before your name and legally display your heraldic crest on a shield or banner. While in Thentia, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. In addition, you can secure an audience with a Thentian noble if you need to.

APPENDIX 6: GRANDE MELEE PRELIMS (BONUS OBJECTIVE A)

Expected Duration: 30-45 minutes

The characters need to turn in their entry pass and provide a team name to the announcer for the tournament. The tournament is non-lethal only and the heaviest armor allowed is studded leather, which is provided, if needed. Only wooden weapons are allowed, and any weapon listed in the *Player's Handbook* is available for use. Arrows and bolts are modified with large, blunt tips.

AREA INFORMATION

The arena has the following features.

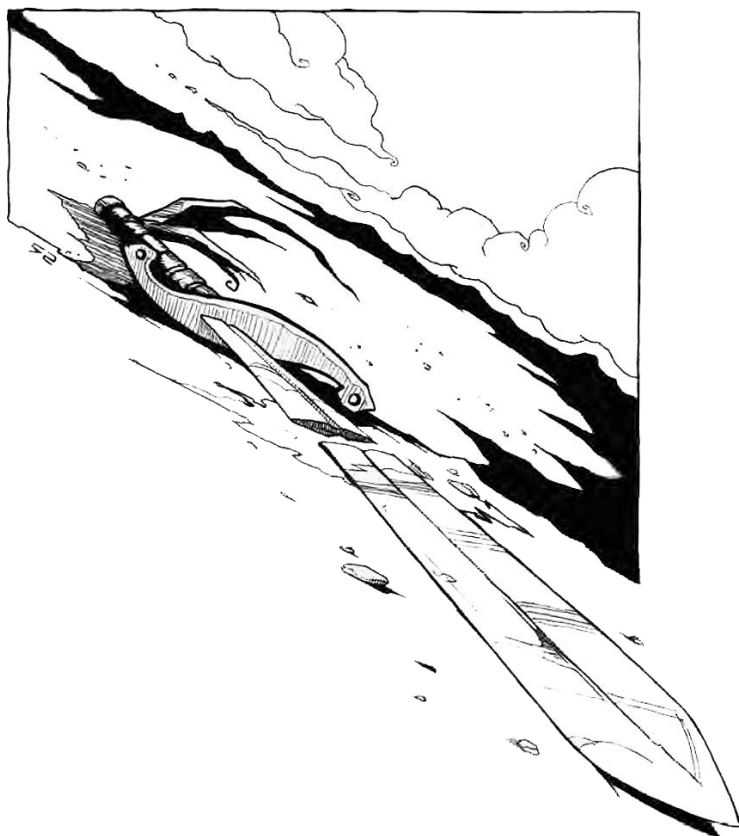
Surface. The fighting surface is packed dirt covered in a thin layer of sand.

Light. It is a clear sunny day.

Perimeter. The perimeter of the fighting area is ringed with small boulders 12-18 inches in diameter. Any items the characters do not bring into the combat are stored against the perimeter. A character may easily access these items, but doing so forfeits the match.

Viewing Stands. Each viewing is slightly elevated and has rising bench seating, similar to bleachers. Each stand has the top and back covered in colorful cloth that provides shade.

Crowd. The stands are about 80% full and hold a total of 200 people. Most are farmers and tradesman with their families, enjoying the free entertainment.



MASTER OF THE LISTS

Merric and Brenna finish wandering the carnival and take their seats in the Casplardann viewing stand with their group. They act carefree and pay only occasional attention to the Grande Melee. Two armed **knights** stand at the base of the viewing stand, ensuring the group is not bothered.

The party is approached by the Master of the Lists, a young monk named Brother Anselm, prior to their match. He is a smarmy, finely dressed, bookish-looking human with dark hair cut into a tonsure. He speaks in a condescending tone, evidence of his disdain for adventurers. He asks for the characters team name, peering over his wire spectacles while a quill waits expectantly over his parchment. The characters should come up with a team name, which is announced to the crowd at the start of the match.

Brother Anselm provides a copy of the rules and answers any questions the characters may have prior to entering the arena. He stresses the combat is to be non-lethal only. Once all questions are answered, he directs the characters to place the gear they are not using along the edge of the arena, so they may keep an eye on it during the fight. He has dealt with enough adventurers to know they are *always* paranoid someone will steal their stuff.

The characters enter from the north and are positioned on the west side, near the Casplardann viewing stand. The opposing team is positioned opposite the party, on the east side of the arena.

THE SHATTERED SWORDS

The Grande Melee is a celebratory affair and much formality is associated with it. The Master of the Lists formally announces each team, often pontificating on specific deeds and accomplishments of individual participants. The text below provides a starting point, but feel free to add more as suitable.

"Lords and Ladies, I present your next bout. Two fierce teams competing for the opportunity to advance in this tournament. Perhaps one of them will ultimately prove victorious and be awarded the title of Grande Melee Champion and receive the magical shield, donated by the esteemed Lord Casplardann himself!"

"On the east side of the arena, I present the Shattered Swords. On the west side of the arena, their erstwhile competitors, the..."

You should fill in the name chosen by the party. Unless the characters are well known in the area, which is unlikely, the crowd will give them a lukewarm reception.

"Combat will continue until one team is either incapacitated or surrenders. Combatants make ready! For honor...and glory...and continuation in this tournament celebrating the handfasting of Merric and Brenna...lay on!"

The herald then drops a small piece of colored cloth and scampers quickly outside the arena.

THE SHATTERED SWORDS

The party's opponent is an adventuring party named The Shattered Swords. They consist of the NPCs below:

Krugfang. A scrawny half-orc **wererat** who remains in humanoid form, attacking with his shortsword and relying on his damage immunity to protect him.

Regal. A skinny half-elven **illusionist** who casts *major image* to create a 10-foot-radius sphere of darkness around an enemy caster.

Maximillian. A wily human **veteran** who does his best to protect Regal while still inflicting damage.

Boullan. A halfling **assassin** who follows Krugfang, and attacks the same target, hoping to score sneak attack damage.

Tasra. A female goliath **archer** who remains at range and peppers any spellcasters with arrows.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove Tasra and Boullan.
- **Weak party:** Remove Tasra.
- **Strong party:** Add one **berserker**.
- **Very strong party:** Add one **gladiator**.

AFTER THE MATCH

If the characters win, they advance to the next match. If they lose, they are out of the tournament, but they soon receive word that The Shattered Swords have withdrawn from the competition to pursue a time-sensitive adventuring opportunity.

If the characters are disqualified for violating the rules, they initially forfeit the match. Soon after, they are informed they have been granted a second chance and will be advancing, as The Shattered Swords need to leave to pursue an immediate adventuring opportunity. The next match is set to begin in slightly over an hour, allowing the party to take a short rest.



APPENDIX 7:

RESCUE CHANCE

(BONUS OBJECTIVE B)

Expected Duration: 20-40 minutes

Soon after Episode 4 ends, the fey lord, **Tryzdil Hoarfrost**, arrives via plane shift to exact retribution for Chance breaking the bargain. He intends to kill Chance and abduct Brenna. He will succeed if the characters do not intervene.

Assuming the characters take a stance to defend Brenna, Tyzdil addresses them directly.

"The fool has bargained with you as well? The only payment you will receive today is the renown of being killed by Tryzdil Hoarfrost, Prince of the Spring Court!"

AREA INFORMATION

The arena has the following features.

Surface. The fighting surface is packed dirt covered in a thin layer of sand.

Light. It is a clear sunny day.

Perimeter. The perimeter of the fighting area is ringed with small boulders 12-18 inches in diameter. Any items the players do not bring into the combat are stored against the perimeter. A player may easily access these items, but doing so forfeits the match.

Viewing Stands. Each viewing is slightly elevated and has rising bench seating, similar to bleachers. Each stand has the top and back covered in colorful cloth that provide shade.

Crowd. Many of the crowd have already fled, the rest are frozen in fear of Tryzdil.

TACTICS

Tryzdil uses his fly speed to stay out of melee range whenever possible, preferring to fly in and out of range to make his own attacks and suffering opportunity attacks if necessary. He begins combat by casting *mass suggestion* and making a claw attack.

Tryzdil's ultimate goal is to kill Chance. He has no qualms about killing party members, but he attempts to neutralize them with his innate spells if possible, since it will be quicker.

TRYZDIL HOARFROST

Tryzdil Hoarfrost has the same statistics as a **green abishai** but appears as a comely male woodland creature with sylvan features. He has the creature type of fey, rather than fiend.



APPENDIX 8:

DUNGEON MASTER TIPS

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

Welcome to the D&D Adventurers League! [You can learn more about this global organized play campaign on our website.](#)

NEW TO BEING THE DUNGEON MASTER?

A plethora of great Dungeon Master advice can be found all across the internet. New DMs are urged to purchase a copy of the Dungeon Master's Guide and join our Facebook ([player group](#) and [DM group](#)) and [Twitter discussions](#).

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your

name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure provides a sidebar to help you to determine the best mix/number of opponents to provide characters with to create an appropriate challenge. You are not bound to these adjustments. They are presented for your convenience and consideration.

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

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