



Tales of Estirwald: The Fun House

Randel Malark Ambledragon was a magician of impressive renown. Rumour has it that before he became a travelling magician he was a very successful adventurer. He settled down in Estirwald until one day he and his mansion simply disappeared. Now his mansion is back and rumours are flying all over the place. Are you courageous, daring, and clever enough to find out the truth?

A 4-Hour Adventure for 11th-16th Level Characters



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Introduction

Welcome to *CCC-FC3-01-03 The Fun House*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure takes place in Estirwald, a small village southwest of Elmwood in the moonsea region.

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 15**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players's characters to the action.

Adventure Background

Estirwald is a village community found along the River Duathamper. It is south of the river mouth feeding into the Moonsea and a stone's throw from a peaceful streams that offshoot from the river proper near the borders of the Cormanthor Forests' Rimwoods and Midwood.

Estirwald was founded by refugees from Phlan and the surrounding region after the events in Season 1. The Mayor of Estirwald is a middle aged human female named Lilly Davenrish. Her minor noble family was devastated in the events of Season 1 and she used her remaining wealth to establish this community and aid her fellow refugees.

The Magician Randle Malark Ambledragon came across Estirwald and decided to settle down in it. It was the perfect place to escape his growing fame and those after his supposide treasure. Life was good for several years in Estirwald and Ambledragon used his magic and skills to help the community prosper until one morning he and his house were simply gone. No one knows what happened to Ambledragon and his house, or what riches it may have held.

Now his house has mysteriously reappeared and rumours spread like wildfire. Will the characters be brave enough, and more importantly clever enough, to discover the secrets to Ambledragons mansion?

Adventure Overview

The adventure is broken down into 5 parts:

Part 1. Peaceful Chaos. The party enters Estirwald and finds it in chaos as people discuss and debate the rumours regarding the reappearance of Ambledragon's mansion. (15 minutes)

Part2. You Rang? The party travels to Ambledragon's manson and attempt to gain access to it. Those who behave themselves should have no problem here. (20 minutes)

Part3. The Game is Afoot! The party will navigate up to five different challenges within Ambledragon's mansion to ultimately try and meet him. These will

be a mixture of combat, exploration and role playing. (2.5 hours)

Part 4. Some Sort of Witty Name. The party meets with Ambledragon and faces his final challenge. (45 minutes)

Part 5. My Only Friend, The End. Depending on how the party does, they experience one of two endings for the module. Please review this section carefully before running the module. (10 minutes)

Adventure Hooks

Ambledragon's mansion has reappeared and rumours are spreading throughout the lands about him, his past, and most importantly his supposide wealth and magic item collection. The farther the rumours travel the more grandiose they get. The characters are

Story Hook. Local Hero. If the characters have previously played CCC-FC3-01 or CCC-FC3-02 then they are known local heros and have been summoned by the Mayor to investigate the reappearance of Ambledragon's mansion.

Story Hook. Money Money. The characters have heard the spreading rumours about the reappearance of Ambledragon's mansion, especially the ones about his riches and magic items. They are here to see if any of them are true.

Part #1. Peaceful Chaos

Estimated Duration: 15 minutes

The party will meet with the Mayor, Lilly Davenrish, at the local tavern, The Hardy Bowl, in Estirwald. The tavern occupants are in an uproar over the reappearance of The Magician Randel Malark Ambledragon's mansion.

General Features

Estirwald has the following general features.

Terrain. Estirwald is located under the partial shade of the forest.

Weather. Clear skies for days.

Light. The characters arrive early afternoon, the sun is up with not a cloud to be seen.

Smells and Sounds. The Hardy Bowl smells of cooking food, ale, and lots of people. The noise level on the trip in is peaceful but opening the tavern door releases a jarring noise level.

Tavern

When the characters enter Estirwald the natural place for them to head to is the Tavern.

Estirwald is the epitome of a backwoods town. Every person you passed was friendly, no buildings were ornate or grandiose, time itself seemed content to slow down and just kind of mosey along in no particular hurry. Your sense of peaceful serenity is jarred by the electric atmosphere as you step into The Hardy Bowl.

The villagers gathered here yell back and forth at each other in an excited, nervous, terrified sort of way. By the bar you can see a beleaguered woman trying to make order from the chaos.

The woman at the bar is Mayor Davenrish. She is frantically trying to get the bar to quiet down.

This is a chance for the characters who haven't played CCC-FC3-01 or CCC-FC3-02 to acquire some background information on The Magician Randel Malark Ambledragon. See the sidebar below. Everything in the sidebar can be acquired through rumours from the townsfolk or overheard conversations.

After the characters have the information they want, the Mayor sends them on their way.

The Magician: Randel Malark Ambledragon

Ambledragon started his life the same way many people do, he went on an adventure! This one adventure quickly lead to a second, then a third, and then many more thereafter. With each successful adventure his powers as an illusionist grew, and so did the rumours about him.

Ambledragon quickly grew bored of the constant requests for his aid in this world shattering event or that titanic evil. He decided to disguise himself from the world and set out to help those who were new to adventuring survive those first few times out in the world.

He pretended to be a weak spellcaster everytime he was around people but yet used his potent magics if the situation ever became dire. He would hide his magics using his powerful illusions to maintain his facade.

Eventually he turned to the job of travelling magician before deciding to finally settle down in Estirwald.

Part #2. You Rang?

Estimated Duration: 25 minutes

The party will embark on their trip to locate Ambledragon's Mansion. They can get basic directions to the clearing that it appear in. The trip takes around one hour to complete.

Once they arrive, allow them to explore and discuss options. Unfortunately for them, outside of politely knocking on the door, all other options are futile.

General Features

The Clearing has the following general features.

Terrain. The treeline is 200-220 feet back from the house in every direction.

Weather. It is a truly beautiful day. Sunny, warm, no clouds.

Light. Filtered sunlight while under the trees with bright sunlight in the clearing.

Smells and Sounds. Small woodland creatures chitter in the forest but for the most part everything is peaceful.

2A. The Mansion

After a short 1 hour walk through the woods you step out into a clearing. At the centre of the clearing is a small grassy hill upon which sits an exquisite 3 story mansion. Stained glass windows sparkle and copper roof tiles shine brightly in the midday sunlight. The sides are painted a bright orange while the deck is a pastel pink colour. You can make out vibrant blue doors that have a large brass knocker on them.

This is the house of The Magician Randel Malark Ambledragon. If the characters spend time to try and look inside the windows they can get the following information:

- The house is 3 stories tall plus an attic and most likely a basement.
- It is roughly 60 feet to a side and the floors look to be 10 feet tall.
- None of the windows seem to open so the party is unable to gain entry there.
- The first floor seems to hold a parlor, an office, a sitting room, and the kitchen.
- The second floor has a den and what looks to be 3 bedrooms.
- The final floor seems to be a massive laboratory.

Feel free to describe each of these rooms in as much or little detail as you want since they are all just

permanent illusions and do not represent the actual layout at all.

Naughty Naughty!

If anyone in the party tries to magically enter the mansion (spells, magic items, etc) or break through a window then they are immediately teleported to the welcome mat on the front porch.

If the character used a spell or broke a window then their hands and forearms are both permanently dyed a fluorescent purple colour that sparkles when in any source of light.

If the character used a magic item then that item is mysteriously gone from their possession and they also have the same purple colour effect to their hands and forearms as mentioned above.

If a character summons anything into the house, such as a familiar, it also appears on the welcome mat with the character. The summoned creature is entirely coloured purple and sparkles. The player character also has the same purple colour effect to their hands and forearms as mentioned above.

The player gains the story award **Caught Red...errr Purple Handed.** (Player Handout #1)

2B. The Butler

When the party finally decides to be civilized and use the knocker on the front door, read the following:

Much A resounding boom echoes on the far side of the door from the knocker. A few moments later the door is opened by the strangest of sights. Before you stands a 8 foot tall orc resplendent in a fully tailored, double tailed tuxedo with top hat. He fishes a monocle out of his breast pocket and regards you through it. 'Good afternoon. How might I be of service to... whomever you are?

The Butler is an EXTREMELY sophisticated orc. Ambledragon adopted him as an infant and suffused him with magic. Assume he has an intelligence of 20, can speak all languages, and presents himself in stiff formal manner at all times.

The characters need to persuade or bluff their way pass him in order to gain entry into the house. The Butler is immune to charm effects but if a player

spends a spell give them advantage on their next check.

Any character who has sparkling purple hands visible to The Butler has disadvantage on all their rolls with him since it marks them as an unsophisticated person.

The DC needed to get by The Butler is DC 25. As the DM you are empowered to reward or punish the characters with advantage, disadvantage or adjusting the DC based upon how well they present themselves and how plausible a story they can come up with. Award player creativity.

Once the party succeed on the check The Butler ushers them into a small sitting room and quickly returns with sandwiches and tea for the players to enjoy while he goes and informs his master of their arrival.

Ask the players what they do and feel free to impress upon them that 10 minutes goes by as they wait. Then 30 minutes go by. Then an hour passes...

The Butler never returns and it is up to the characters to show their skills as they explore the house.



Part #3. The Game is Afoot!

Estimated Duration: 2.5 Hours

This is the longest of the 5 parts of the module. The players are actively exploring the house, running across its traps and occupants. Feel free to pick what/who the players encounter in any order and to fill the time (in game) between encounters with them searching other rooms that hold nothing of importance.

Characters should quickly realize that the scale of the house is far larger than the exterior suggests. Some hallways that are 60 feet long on their own and seem to extend even longer as the characters walk down them. Massive doors that lead to broom closets. A random ballroom over 200 feet in each dimension viewed through a viewing gallery. Etc etc.

Make sure you keep an eye on the time and leave a good 60 minutes for the final encounter and summary.

3A. Hallway Pit Trap (Moderate Difficulty)

At some point the party will be traversing a hallway that is 10 feet wide and over 60 feet long. When the lead player hits a point of your choosing a 10x10 pit opens under them. There is no DC to spot the pit because the floor literally just vanishes from under them. A second pit opens 40 feet behind the first pit.

As you are walking along trying your best to figure out what rules, if any, govern the ever changing layout of this mansion the floor below the lead character(s) disappears. At the same time a weighted net falls through the ceiling and attempts to drag the hapless person into whatever waits below.

The pits is 60 feet deep with the bottom half being full of acidic water.

The character(s) who are on the pits when they trigger must make a disadvantaged DC 15 Dexterity Acrobatics check to fling themselves to the edge of the pit and hold on as the net goes by. The check is made at disadvantage as there is a weighted net that materializes out of the ceiling and drops on them at the same time the pit opens.

Anyone who fails the check takes 3d6 fall damage as they fall 30 feet and hit the water. They are then pulled under the water by the weighted net and do

no have time to hold their breath and can only hold their breath for a number of rounds equal to their constitution modifier plus one.

At the start of their turns, any character in contact with the water takes 4d6 (14) acid damage.

The net can be broken with a DC 15 strength check made at disadvantage as the nets have been reinforced with metal wire. The nets naturally break after 3 rounds in contact with the acidic water.

There are **eight skeletons** waiting around the bottom of the pit, armed with spears giving them a 10 foot reach, in alcoves to stab anyone unfortunate enough to be brought down to them (2 per side). They get 1 surprise round of attacks with advantage and then roll initiative.

Once the final character is out of the pits the floor returns like nothing happened and there is no way to reopen the pits. Hopefully the characters didn't leave anything valuable down there!

This trap is mostly meant to minorly inconvenience the players and to help impress upon them that this house is full of surprises.

Adjusting this Encounter

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

- **Very Weak:** Only 1 pit opens and the net does not impose disadvantage on the save. There are only 4 **Skeletons**
- **Weak:** Remove two **skeletons** per pit.
- **Strong:** Replace two **skeletons** per pit with **minotaur skeletons**.
- **Very Strong:** Replace all **skeletons** per pit with six **minotaur skeletons**.

3B. Playing With Fire (Dangerous/Deadly) - Map #1

This encounter can take place in any room you want. The party will be ambushed by iron golems coming out of lava. ***This should on be used for parties that are finding the module to be easy going so far***

General Features

The nesting area has the following general features:

Terrain. The floor here is nice hardwood floors that seem unaffected by the lava immediately beside it.

Light. The room is extremely well lit in reddish hues from the lava on both sides.

Smells and Sounds. An overwhelming dry heat starts the moment the room changes.

The room you just entered is roughly 80 feet long and 60 feet wide. As the last of your of the party enters this room the door behind you fades away into a solid wall. Except for a 10 foot wide path straight down the middle of the room, the floor drops away revealing steaming hot lava on both sides. Rising out of the lava like a fiery vengeful spirit is the hulking form of an **Iron Golem**.

These Iron Golems are coated in adamantite, thus making them immune to critical hits.

The iron golems stay in the lava if possible, where they receive 8d10 (44) healing per round.

If a character is being particularly annoying the Iron Golem may try to grapple the player and fall prone with them into the lava. Anyone starting their turn in lava will take 8d10 (44) fire damage per round.

Reward player creativity! If a player drops any area of effect water/ice spell, have the golem become restrained for a number of rounds equal to the spell level used. Additionally, the golem's healing is cut in half for those same rounds.

Adjusting this Encounter

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

- **Very Weak:** The **iron golem** is reduced to 165 hitpoints and is not coated in adamantite.
- **Weak:** The **iron golem** is not coated in adamantite
- **Strong:** The **iron golem** has maximum hit points.
- **Very Strong:** Add a second **iron golem**.

3C. Do You Want To Play A Game? (Easy/Moderate)

During this encounter the characters come across an adventurer who has become stranded in the house. Since he cannot find the path to Ambledragon, nor has he "died" he has not been able to leave the house (see Part 5) for many years and as such has become quite mad.

The room you enter looks like a study or a den. It is roughly 30 feet by 30 feet and is jammed full of bookshelves, tables and chairs that are overflowing with scrolls, books, pictures, and dozens of stuffed animals. There is a heavy oak door in the far corner.

Before you have the chance to look around a head pops over the top of a high back chair.

"People?!"

"No no, it's just another illusion Jim."

"You don't know that James!"

"It is always illusions Jim. Face it, we are on our own."

"You don't know that! Someone eventually will come for us!"

"It has been years, probably decades. No one is coming for us Jim."

"Well of course they aren't coming for you James, you are too rude!"

This is Jim/James. He was a poor adventurer who came here years ago looking to meet with Ambledragon and hopefully sell him a pair of **Zorbo's**.

Unfortunately, poor Jim/James never beat the test that the house is, but he also never failed it by dying. He is stuck here and has gone quite crazy during the years spent in this room. Additionally, the **Zorbo's** have bred and there are now 20 of them hiding throughout the room acting like stuffed animals.

Jim/James is EXTREMELY shocked when he realizes these are actual people. Play him up as having 2 identities.

Jim is the excitable amateur adventurer who is always optimistic and longing for fun.
James is the pessimistic grump who constantly expects the worst to happen.
They quite often argue with each other.

Any characters who question him do not learn anything of note as he is quite crazy. Nothing the characters try can fix this insanity.

Development

Shortly into the conversation Jim/James excitedly asks the characters to play a game with him to learn a secret. He also suggests playing a game if the characters ask him something important such as where Ambledragon is. If the characters ask about the game read:

Yes! A game! It is a wonderful game, it is it is!

Oh gods, now you have done it. He never shuts up about this game.

Quiet James! You are only grumpy because you never win!

Good luck you poor fools, you will need it. I hope you brought food and sleeping gear.

Don't mind James, he is no fun! Now for the game, it is a simple game really. First we decide who goes first and it is whoever can pull their underwear off first! Isn't that fun?! Then that person gets to pick any book in the room. The next person has to read the 3,459th word in the book. The third person must create a poem using that word. Then the fourth person must find books where the first word in the title spells out the last line of the poem. Then all the roles move 1 place and we keep going until we run out of books! Exciting isn't it?!

At this point the characters have 2 options. The first option is to entertain the crazy man. If the characters take this option James quickly asserts control and

thanks them for being willing to entertain Jim but they really should move on before they get stuck here. The players earn the story award **My Teddy Bear Has Claws** (Players Handout #2).

The second option is to ignore him and leave or attempt to knock him out and leave. If the characters attempt this then 20 **Zorbo's** throughout the room animate and attack with advantage, evenly splitting their attacks amongst the party.

After they do 1 round of attacks they explode in balls of fur and stuffing. Jim is left pouting but the characters are free to leave.

To the DM: Remember that **Zorbo's** have the ability to degrade and destroy any magic item that gives an AC bonus to the players. This is not limited to shields and armours so Staffs of Power, Bracers of Defence, etc are fair game. Any items degraded or destroyed by the Zorbo's will be fine at the end of the module so don't feel bad if it happens, but do not let the players know this!

Adjusting this Encounter

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

- **Very Weak:** Only have three **zorbo's** attack each character.
- **Weak:** Remove four **zorbo's**
- **Strong:** Add four **zorbo's**
- **Very Strong:** Add enough **zorbo's** so that there are five per player.

3D. Entrance Only (Hard)

This trap room is designed to test the characters logic abilities.

The door in front of you is a simple wooden door with a nail sticking out of it. A sign hangs on a thread and reads "Open".

This door is unlocked and opens into a 40 foot across 10 foot high circular room. It appears to be totally empty with no way out.

Express to the characters that they have explored all their options so far so this must be the way to go. Once everyone enters the room read:

The door swings shut behind you and voice appears out of thin air. "You have done well to make it here. Watching you has been the most entertainment I have had all year. You followed the sign to enter the room. Follow it again or it will be your doom."

Sand starts flowing out of the cracks in the ceiling.

- Have everyone roll initiative.
- On initiative count 20 the room fills with 1 foot of sand.
- Players cannot magically teleport while within this room.
- Ask the players what they are doing on their turns.
- Anyone who looks around and succeeds on a DC 20 perception check notices a nail on this side of the door. Due to the amount of sand in the air, this check is made with disadvantage unless the player is within 5 feet of the door. **Remember** that disadvantage means minus 5 to all passive perceptions.

Once someone notices the nail on the door, an exit sign magically appears hidden in the room. It requires another character to succeed on a DC 20 perception check, with disadvantage, to spot.

Hanging the sign on the door causes the door to open and the sand to disappear. Clever characters can also cause the door to open by minor imaging an exit sign on the door, creating their own exit sign

and putting it on the door, carving the word exit into the door, etc etc. Award creativity.

If the room fills entirely with sand (10 rounds) the characters are restrained and unable to breath. They will certainly die since this room prevents teleportation magic. If this happens skip to the ending (Part 5).

3E. What's In The Box? (simple-Hard)

This room is both simple and complex. If you plan to run it please be prepared to go with whatever crazy things your players come up with.

General Features

The room has the following general features:

Terrain. Empty room except for the chest.

Light. There is no light sources of light visible yet the room is well lit.

You find yourself standing in a 10 foot wide, 20 foot long hallway that leads into a room. The room is well lit, roughly 80 feet long and 45 feet wide. At the far end of the room sits an iron bound wooden chest that is roughly 4 feet long, 2 feet deep and 3 feet tall.

This chest is cursed to turn the players own creativity against them. It is a simple chest. Any character who walks up and opens in can do so with ease and they find this note inside:

"Sometimes simplicity is key and with it you have unlocked the final door."

Behind the chest a door appears and opens invitingly.

IF the characters stop to discuss and chat make note of what they say. Anything they say gets added to the defence of the chest.

- If they talk about if the chest is locked, it locks (Thieves Tools DC 25).
- If they talk about if the chest is trapped, a needle trap is added; Investigation DC 20 to spot. DC 20 thieves tools to unarm. If it isn't spotted it is triggered when someone touches the chest. 10d6 (35) poison, DC 15 constitution saving throw for half.
- If they discuss the chest being a creature it becomes a **mimic**.
- If they discuss the room being trapped add a 5th level lightning bolt 10d6 (35) (DC 18 Dex save) that casts when the chest is opened. It originates from the chest and travels to the person who suggested the

room being trapped hitting everyone along its path.

- Feel free to add anything that is appropriate that the characters discuss but will not result in a total party kill.

Once the players open the chest the hard way they find the following note:

"Sometimes overthinking can be painful. Luckily you have pass the final test."

Behind the chest a door appears and opens invitingly.

Treasure

Regardless of how the players get the chest open, inside they find two Potion of Mind Reading.

Development

From here, the characters proceed to Part 4, below. Only run this room once you are ready to advance to the next section.

Part #4. Some sort of Witty Name.

Estimated Duration: 45 minutes

This is the final encounter. The players will meet Ambledragon's Simulacrum and face the final test.

The Staircase

You find yourselves ascending a staircase to the final level of the house. As you walk you notice that the world seems to twist and bend. The staircase leads where you wouldn't expect and the laws of gravity seem not to apply.

DM Tip: Look up MC Eschers Relativity painting to help you visualize the staircase.

Despite being split up and having to navigate the weird environment you all arrive at a simple yet elegant door. It is made from dark walnut with exquisite carvings detailing the surrounding area and carnival scenes. A carving that is an exact replica of The Butler animates on the door. The words "Come in" appear above his head as he bows and the door opens.

On the far side of the door awaits the real butler. He offers to take coats, cloaks, bags, etc from the characters but does not insist upon it if they want to keep it.

He then offers each of the characters an empty glass for refreshment. Any character who accepts the glass in his initial offer finds it fills with a non magical drink that they most desire. Any character who initially passes on the offer is not offered a glass again.

The Butler then escorts them down a small hallway into an office.

Ambledragon's Study

General Features

Ambledragon's study has the following general features.

Terrain. Three of the walls are covered with trophies, trinkets and knowledge from his many adventures. The fourth wall is a beautiful stained glass window.

Light. The study is well light due to the floor to ceiling stained glass window and several skylights. The many colours create a cozy and peaceful feeling.

Smells and Sounds. The study is constantly filled with quiet background noises of peaceful settings. A babbling brook is playing when the players arrive.

The room you enter can only be described as part office, part trophy room and part library. The room is 100 feet long and 100 feet wide.

The northern wall is a stunning fresco of stained glass windows that depict the mighty deeds of past harvest champions.

The eastern wall to your right has shelves built into it at varying heights that holds trinkets and trophies from Ambledragon's adventures. A wand here, a staff there, a mighty greatsword broken into dozens of pieces. There is a whole collection of dragon scales. A stuffed beholder floats mid air flanked by a suit of demon armour and a statue of a stone giant.

The southern wall has the hallway you entered from and a number of tapestries and what look to be framed treaties and contracts.

The western wall has floor to ceiling bookshelves and tables that are overflowing with books, scrolls, maps, charts, tablets and more. Clearly magic is being used to prevent them from collapsing under the weight of knowledge contained on them.

Sitting in the exact middle of the room is a human male behind a desk. He looks up from his large tome and smiles at you. "It has been so very long since I have had visitors. I must say I am highly impressed!"

This is Ambledragon's simulacrum. He stays here to mind the house and engage with anyone who can make it this far. He is truly delighted that the players have made it to this point and will gladly chat with them.

Maybe he creates a table with a feast for them to enjoy while they talk, maybe it is more cozy affair around fire, or possibly a more formal setting with them facing him across the desk. The setting here is entirely up to you, the DM, as with a wave of his hand, Ambledragon can create whichever setting you want in the middle of the room.

He asks the characters why they have come and what past deeds have made them worthy to defeat his games.

At a time of your choosing (leaving at least 30 minutes) read the following:

Ambledragon smiles at you and stands up.

"Before I reward you I do have 1 final test to see if you are worthy."

With a wave all the furniture in the middle of the room disappears. You find yourselves 20 feet in front of the entrance to the room. You spot Ambledragon floating on a chair near the windows across from you smoking a pipe. Below him are a group of what you can only describe as adventurers, each with a shiny metal emblem encrusted with gems upon their chest.

"I figure the best way to test adventurers is against other adventurers, no?"

Roll initiative. This is a no holds barred fight to the death. Remember part 5, the players cannot actually die so do not hold back. Facing the party is an elvin **Archdruid**, a tiefling **Warlock of the Fiend**, and a dwarven **War Priest**.

- The **Archdruid** starts the encounter with Foresight precast on itself.
- During the first round of combat the **Archdruid** will wildshape into **Brachiosaurus**. For a very powerful group, or to give them an extra challenge, have the **Archdruid** turn into an **Invisible Stalker**. Then on round #2 throw down a *Sunburst* spell to try and blind the players.
- During the first round of combat the **Warlock of the Fiend** will try to flamestrike as many players as possible.
- During the first round of combat the **War Priest** will cast spirit guardians using it's 5th level spell slot and go into melee.
- A particularly useful, and nasty, tactic is to have the **Archdruid** summon in 24 **Velociraptors** using its 7th level spell slot. Split them into 4 groups of 6 to harass characters. They have 2 attacks each with advantage thanks to *Pack Tactics*.

Adjusting this Encounter

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

- **Very Weak:** Remove the **War Priest** and do not have the **Archdruid** precast foresight.
- **Weak:** Remove the **War Priest**.
- **Strong:** Add a **Champion**.
- **Very Strong:** Add a **Champion** and max out hit points on all NPC's.

Development

If the players defeat the final challenge then proceed to Part 5A.

If the players succumb to the final challenge then proceed to Part 5B.

Part #5. My Only Friend, The End

Estimated Duration: 15 minutes

The players reappear in the clearing and will end this module in one of two ways outlined below.

General Features

The Clearing has the following general features.

Terrain. The treeline is 200-220 feet back from the house in every direction.

Weather. The sun is setting and creating a visually stunning display.

Light. Hues of yellow, orange, red, and purple dance together from the sunset.

Smells and Sounds. Small woodland creatures chitter in the forest but for the most part everything is peaceful.

5A. Sweet Sweet Victory

The players are successful!

As the last foe falls, Ambledragon stands and claps while midair.

“Well done! Truly, you are an impressive lot!”

You find yourselves standing on the front porch again. The Butler is standing there holding a silver platter upon which rests an emblem for each of you.

“Please take this with my masters blessings. Everywhere you go, people will know that Ambledragon smiles upon you.”

The Butler then extends his other white gloved hand and offers you a bag.

“My master hopes that this bag will help you along as you deal with future challenging individuals.”

The bag is a Bag of Devouring. The emblems are made of precious metals and gems in the shape of Ambledragon’s crest. It signifies that you have proven your worth to Ambledragon. As such, you gain advantage on all Charisma Persuasion and Intimidation checks while in the Estirwald region and it is on display.

Additionally, all characters find that any lost or damaged magic items from Part 2 or 3 are back in perfect condition. Consumable magic items are still expended and gone.

Anyone who tried to break into or magically enter Ambledragon’s house finds that their hands and forearms are still magically dyed purple and sparkle.

5B. Bitter Defeat

The players all die at some point. This could be all at once from a trap, slowly over multiple traps if they don’t have revify, or in the final fight.

You are jarred awake as your body hits the wooden stairs and tumbles down them. You stand up groggily, spitting out grass and dirt. The last thing you remember is the horrifying feeling of your own death. You look up to see The Butler tossing the last of your unconscious party members out of the house. Dusting his hands off he raises his chin a bit.

“Hmm! Clearly you are not worthy of my master. It is a pity, I was rooting for you.”

With that he walks back inside and closes the door. The house shimmers slightly and disappears before your eyes. Laying in front of you is a bag, a small sack, and a folded letter.

“You tried your best so you at least deserve a small pat on the back. May this bag help you cover up your mistakes in the future.”

The bag is a Bag of Devouring. The sack contains a small note saying “For your troubles”

Additionally, all characters find that any lost magic items from Part 2 or 3 are back. Consumable magic items are still expended and gone.

Anyone who tried to break into or magically enter Ambledragon’s house finds that their hands and forearms are still magically dyed purple and sparkle.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Advancement Checkpoints:

This is a 4 hour module and each character should receive **4 Advancement Checkpoints** for playing the module. If the module ends early due to a total party kill while exploring the house, award checkpoints equal to the number of hours played.

Treasure Checkpoints:

This is a 4 hour Tier 3 module and each character should receive **8 Treasure Checkpoints** for playing the module, 2 Treasure Checkpoints per hour played. If the module ends early due to a total party kill while exploring the house, award checkpoints equal to the number of hours played.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Bag of Devouring

Wondrous Item, very rare

Ambledragon said this bag would help cover up mistakes and deal with challenging individuals. I wonder how many "mistakes" he has used it on in the past....

This item can be found in **Player Handout #3**.

Potion of Mind Reading

Potion, rare

This item can be found in the *Dungeon Masters Guide*.

Story Awards

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

Caught Red...errr Purple Handed: You attempted to break into The Magician Randel Malark Ambledragon's house instead of politely knocking at the door and he was not amused. To make sure that the world will know of your unlawful ways he has permanently changed the colour of your hands and forearms to a fluorescent purple colour that sparkles when in light of any source.

My Teddy Bear Has Claws: Your generosity and good nature were on display by agreeing to play Jim's game, despite hearing the ridiculous rules. As you leave the clearing where The Magician Randel Malark Ambledragon's house is you feel something squirming in your pocket. A tiny Zorbo pops its head out and looks at you. This tiny zorbo is utterly harmless as fits in the palm of your hand. This creature has no mechanical effects and is a pet only, albeit a mischievous pet that loves playing games.

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

The Butler. The Butler is an EXTREMELY sophisticated orc. Ambledragon adopted him as an infant and suffused him with magic throughout his life. He has an intelligence of 20, can speak all languages, and presents himself in stiff formal manner at all times. He has served alongside Ambledragon for well over 40 years and fills the rolls of butler, bodyguard, sounding board, confidant, and friend.

Jim/James. Jim/James is a poor adventurer who has been stuck alone in Ambledragon's mansion as he is both unable to pass the tests to reach Ambledragon; and, due to being able to cast *create food and water*, he is unable to "die" and fail the tests, thus being released from the mansion. He has gone quite mad while within the house unfortunately. Ambledragon feels bad about him being stuck in the house but does not want to release him until he can find a cure for his madness.

Appendix. Monster/NPC Statistics

Archdruid

Medium humanoid, any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills **Medicine** +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): druidcraft, mending, poison spray, produce flame

1st level (4 slots): cure wounds, entangle, faerie fire, speak with animals

2nd level (3 slots): animal messenger, beast sense, hold person

3rd level (3 slots): conjure animals, meld into stone, water breathing

4th level (3 slots): dominate beast, locate creature, stoneskin, wall of fire

5th level (3 slots): commune with nature, mass cure wounds, tree stride

6th level (1 slot): heal, heroes' feast, sunbeam

7th level (1 slot): firestorm

8th level (1 slot): sunburst

9th level (1 slot): foresight

Actions

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its

equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Brachiosaurus

Gargantuan beast, unaligned

Armor Class 16 (natural armor)

Hit Points 145 (10d20+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	19 (+4)	2 (-4)	10 (-0)	7 (-2)

Saving Throws con +7

Senses passive Perception 10

Languages --

Challenge 16 (2,300 XP).

Actions

Stomp. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 34 (5d10+7) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 40 (6d10+7) bludgeoning damage.

Champion

Medium humanoid, any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8+44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages Common

Challenge 9 (5,000 XP)

Indomitable (2/day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the champion regains 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or light crossbow.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Invisible Stalker

Medium Elemental, neutral

Armor Class 14 (natural armor)

Hit Points 104 (16d8+32)

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

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

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft.

Languages Auran, understands Common but doesn't speak it

Invisibility. The stalker is invisible.

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

Actions

Multiattack. The stalker makes two slam attacks.

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

Iron Golem

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10+100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, slashing from non magical attacks not made with an adamantite weapon.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but does not speak

Challenge 16 (15,000 XP)

Fire Absorption: whenever the golem is subject to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form: the golem is immune to any spell or effect that would alter its form.

Magic Resistance: the golem has advantage on saving throws against spells and other magic effects.

Magic Weapons: the golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack.* +13 to hit, reach 5ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Sword. *Melee Weapon Attack.* +13 to hit, 10ft., one target. *Hit:* 23 (3d10+7) slashing damage.

Poison Breath (recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8+18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft.

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Minotaur Skeleton

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10+18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 6

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight towards a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Great Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 17 (2d12+4) slashing damage.

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

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP).

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft, one target. *Hit:* 5 (1d6+2) piercing damage.

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

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 creature. *Hit:* 5 (1d6+2) piercing damage.

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

War Priest

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): light, mending, sacred flame, spare the dying

1st level (4 slots): divine favor, guiding bolt, healing word, shield of faith

2nd level (3 slots): lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon

3rd level (3 slots): beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk

4th level (3 slots): banishment, freedom of movement, guardian of faith, stoneskin

5th level (1 slot): flame strike, mass cure wounds, hold monster

Actions

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Reactions

Guided Strike (Recharges after a Short or Long Rest).

The priest grants a +10 bonus to the attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Warlock of the Fiend

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage made from nonmagical attacks not made with silvered weapons

Senses divination 60 ft., passive Perception 11

Languages any two languages

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: alter self, false life, levitate (self only), mage armor (self only), silent image

1/day each: feeblemind, finger of death, plane shift

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp

1st-5th level (4 5th-level slots): banishment, counter spell, flame strike, hellish rebuke, magic circle, synaptic static, scrying, stinking cloud, suggestion, wall of fire

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Zorbo

Small monstrosity, unaligned

Armor Class 10 (see Natural Armor feature)

Hit Points 27 (6d6+6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Athletics +3

Senses passive Perception 11

Languages --

Challenge 1/2 (100 XP)

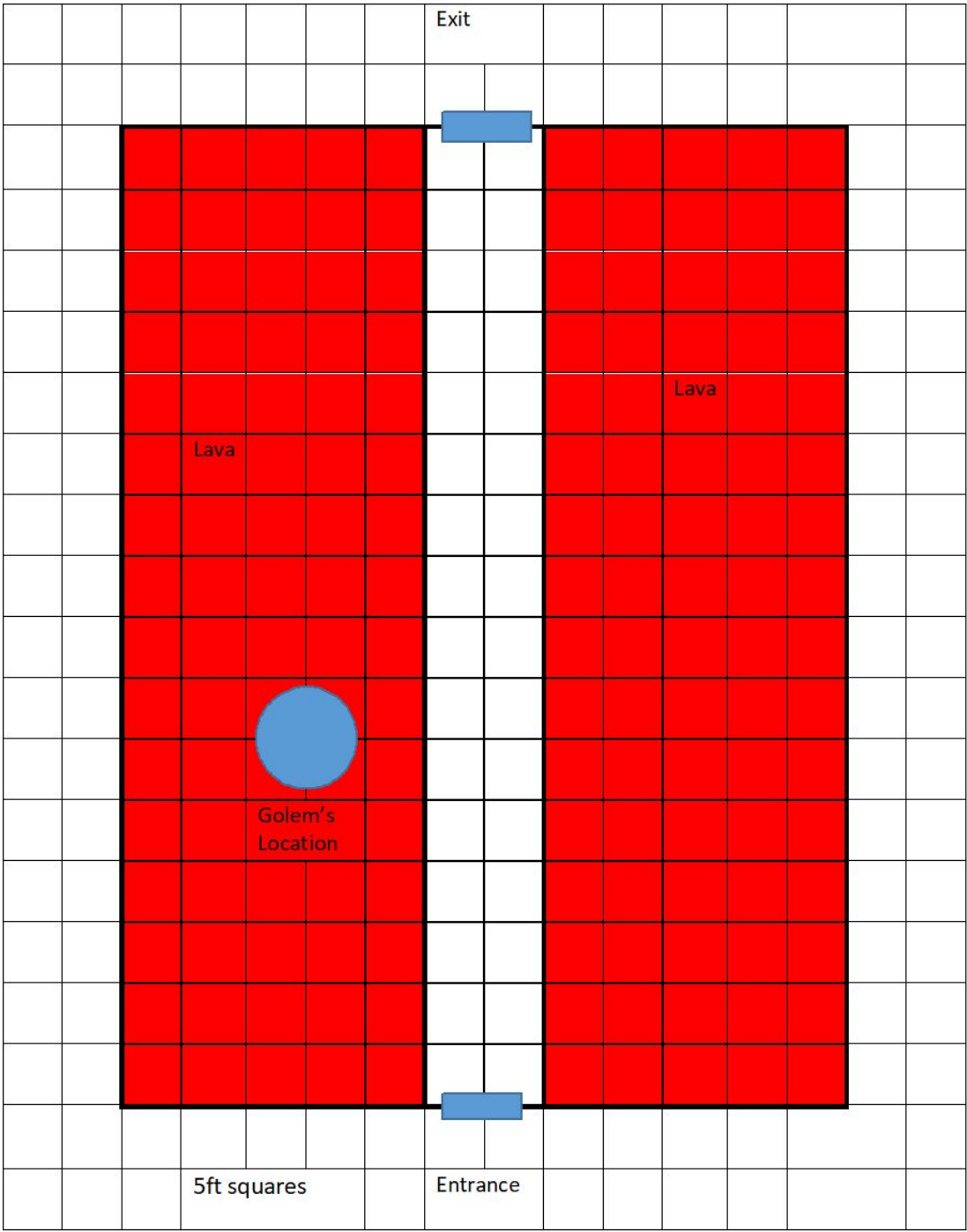
Magic Resistance: the zorbo has advantage on saving throws against spells and other magic effects.

Natural Armour: The zorbo magically absorbs the natural strength of its surroundings, adjusting its armour class based on the material it is standing or climbing on: AC 15 for wood or bone, AC 17 for earth or stone, or AC 19 for metal. If the zorbo isn't in contact with any of these substances, its AC is 10.

Actions

Destructive Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) slashing damage, and if the target is a creature wearing armor, carrying a shield, or in possession of a magic item that improves its AC, it must make a DC 11 Dexterity saving throw. On a failed save, one such item worn or carried by the creature (the targets choice), magically deteriorates, taking a permanent and cumulative -1 penalty to the AC it offers, and the zorbo gains a +1 bonus to AC until the start of its next turn. Armor reduced to an AC of 10 or a shield or magic item that drops to a 0 AC increase is destroyed.

Appendix. Map



Player Handout #1. Story Award

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

Caught Red....errr Purple Handed

You attempted to break into The Magician Randel Malark Ambledragon's house instead of politely knocking at the door and he was not amused. To make sure that the world will know of your unlawful ways he has permanently changed the colour of your hands and forearms to a fluorescent purple colour that sparkles when in light of any source.

Caught Red....errr Purple Handed

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Player Handout #2. Story Award

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

My Teddy Bear Has Claws

Your generosity and good nature were on display by agreeing to play Jim's game, despite hearing the ridiculous rules. As you leave the clearing where The Magician Randel Malark Ambledragon's house is you feel something squirming in your pocket. A tiny Zorbo pops its head out and looks at you. This tiny zorbo is utterly harmless as fits in the palm of your hand. This creature has no mechanical effects and is a pet only, albeit a mischievous pet that loves playing games.

My Teddy Bear Has Claws

Your generosity and good nature were on display by agreeing to play Jim's game, despite hearing the ridiculous rules. As you leave the clearing where The Magician Randel Malark Ambledragon's house is you feel something squirming in your pocket. A tiny Zorbo pops its head out and looks at you. This tiny zorbo is utterly harmless as fits in the palm of your hand. This creature has no mechanical effects and is a pet only, albeit a mischievous pet that loves playing games.

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My Teddy Bear Has Claws

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Player Handout #3. Magic Item

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

Bag of Devouring

Wondrous Item, very rare

This bag superficially resembles a Bag of Holding but is a feeding orifice for a gigantic extra dimensional creature. Turning the bag inside out closes the orifice.

The extra dimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 Strength check. Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength check (provided it isn't pulled inside the bag first). Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The DM determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

Ambledragon said this bag would help cover up mistakes and deal with challenging individuals. I wonder how many “mistakes” he has used it on in the past....

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