



BOUND BY DUTY

Civil disorder threatens to throw the leaderless town of Ylraphon into chaos. The adventurers find respite from this political strife when they are hired by the Chiang Emporium for an escort mission. The party is to sail south to accompany a Chiang Emporium envoy on a return voyage to Ylraphon, where her wedding is to take place upon her arrival. The voyage is perilous, but not nearly as complicated as what awaits the adventurers when they finally make it back to town.

A 4-hour adventure for 5th-10th level characters

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INTRODUCTION

Welcome to *YLRA01-03 Bound by Duty*, a D&D Adventurers League™, adventure, part of the official D&D Adventurers League™ organized play system. The YLRA series is Convention Created Content for Southern California's largest tabletop gaming conventions, the Strategicon conventions: Orcon (Presidents' Day Weekend), Gamex (Memorial Day Weekend), and Gateway (Labor Day Weekend).

This adventure is designed for three to seven 5th-10th level characters, and is optimized for five 8th-level characters. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms, in the newly rebuilt town of **Ylraphon**, south of Mulmaster near the mouth of the River Lis, just north of the Vast.

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. Become familiar 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, consider 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 BACKGROUND

THE SETTING: YLRAPHON REBORN

Ylraphon, pronounced "ILL-ra-fon", is a small but growing port outside the mouth of the River Lis, on the southern edge of the Moonsea region, just north of the Vast. Elves from Myth Drannor built the first city here, which stood for nearly a thousand years before it was overrun by orcs, conquered by dwarves, and reconquered by orcs again, before humans finally took over. Yet in time, even the last human settlement here was destroyed by the events of the Rage of Dragons, and the nearby swamp—known as the Flooded Forest—expanded to swallow the ruins. Now the town rises again, rebuilt into a bustling hive of gold-hungry adventurers, fearless pirates, and powerful merchant houses.

Today, there are three Ylraphons. Ylraphon proper is the small but thriving dockside settlement inside a recently erected Palisade. Second is the Old City, a ramshackle village of refurbished ruins just outside the port, where refugees from undone Mulmaster try to forge new lives. The third is Outer Ylraphon, which includes all the sprawling layers of ancient rubble and buried necropoli that surround these younger habitations. Only within the wooden walls of the Palisade do the five houses of the Merchant Council and their figurehead mayor hold sway. Real power lies with the local adventurers, whose exploration and plunder of nearby ruins drives the new economy. Thanks to their influence, Ylraphon remains a wild and lawless town, a frontier outpost on the borderlands of civilization.

LEVEL LIMITS ON SPELLCASTING SERVICES

Ylraphon is a wild, uncivilized frontier settlement, and not long ago it had only one proper temple (The Moonwater). Spellcasting services are available, but limited according to the particular deity and their center of worship, as follows:

- Bane (The Black Fane). Max spell level 4th.
- Berronar Truesilver (The Argent Hearth). Max spell level 3rd.
- Selûne (The Moonwater). No limit.
- Tymora (The Lady's Token). Max spell level 2nd.
- Umberlee (The Kraken's Grip). Max spell level 2nd.

The chaos surrounding a recent spate of civic disturbances caused Ylraphon's elected mayor to resign from his position. Though mostly only a figurehead for the Merchant Council that makes the town's laws, the mayor enforces those laws and represents the people's voice in Ylraphon's government. With his unexpected departure, the town now risks spiraling into lawlessness.

In an effort to avoid such chaos, three local leaders from the Merchant Council have quickly made themselves candidates for the mayoral seat.

- Zor Serge Affapanov—a noble formerly of Mulmaster who runs a business trading in precious stones—seeks to establish a stronger Merchant Council with greater ties to the Moonsea, and to give

his fellow refugees from Mulmaster a greater role in the town's affairs.

- Gwynora Ironheart, whose merchant house trades in alchemical items, wants a stronger government to make the town a safer place to live, but also wants to place more control over that government in the hands of the common people while raising a tax to give the refugees some basic institutions.
- Sebastian Emberstar, leader of the Emberstar forges, would prefer to keep Ylraphon free of too much law and order, and to establish greater ties to the southern nation of Vesperin, in an effort to counter increasing influence from the city-states of the Moonsea and keep the town independent.

In this time of discord, the Chiang Emporium and House Marsh seek to better unify their two families with an arranged marriage. The Chiangs have taken charge of planning the wedding between a daughter of their house, Ting-Ting Chiang, and young Lord Orrin Marsh of Ylraphon. Since Ting-Ting is currently is part of the Chiang operations in Vesperin and Orrin descends from old Ylraphon nobility, it is hoped the marriage will also create ties between the two locations.

The Chiang Emporium is planning an elaborate celebration, in the hopes that such an event will help ease tensions among the town's inhabitants. However, not everyone is pleased with this arrangement. The Affapanovs would prefer stronger ties between Ylraphon and the Moonsea ports (Mulmaster in particular) rather than the large nation to the south. And unbeknownst to all, Ting-Ting Chiang's secret lover is the navigator on board the ship which is to bring her to Ylraphon.

The celebration presents the adventurers with opportunities to earn coin and renown, but also with complicated dilemmas. They must choose whether to intervene on behalf of love or duty, and must decide how they wish to influence the future of Ylraphon.

ADVENTURE OVERVIEW

This adventure is divided into four acts.

ACT 1. The adventure begins with the characters hired by the Chiang Emporium and preparing for a sea voyage. They are to escort the bride-to-be back to Ylraphon from southern lands. As they make their preparations, some or all of them are approached by the town's mayoral candidates. Each candidate has a task for the adventurers, and their support could tip the

balance on who wins the mayoral election. After these conversations, the adventurers complete their travel preparations. Just before dawn the next day, the escort party sails south.

ACT 2. The escort vessel plies the waters of the Dragon Reach, heading south of Ylraphon towards the nation known as Vesperin. Along the way, the party encounters a variety of threats that bring to light how perilous the Dragon Reach can be. After over a hundred miles of travel, the ship finally reaches Tantras, Vesperin's capital city.

ACT 3. In Tantras, the adventurers rendezvous with Lin-Woh Chiang, who delivers Ting-Ting to their custody. As they travel homeward, the party must deal with more threats that assail the ship *en route*, as well as Ting-Ting's struggle between her duty and her heart.

ACT 4. The characters return to Ylraphon. Depending upon how many delays they have encountered, they either arrive on time or have inauspiciously delayed the wedding. Either way, they meet with various NPCs in a floating wedding pavilion just off the town's shores. Before long, the wedding pavilion comes under attack. An assassin and her accomplices have murder on their agenda, and the party must respond quickly to prevent the wedding from becoming a massacre.

ADVENTURE HOOKS

IMPRESSED THE CHIANGS. Characters who have the *Caveat Venditor* story award from YLRA01-02 have impressed the Chiangs previously. Mei Chiang will invite them to dine with her at *The Still of the Night* to discuss an employment opportunity.

ADVENTURERS OF YLRAPHON. Characters who have adventured in Ylraphon previously will have heard of the upcoming Chiang wedding, and that the Chiangs may be hiring adventurers to help with some of the preparations. They may seek out Mei Chiang at *The Still of the Night*.

ZHENTARIM. The Zhents have some sensitive merchandise they would like delivered from Vesperin. As long as you're going for a pick-up, why not get paid to escort the Chiang bride as well? Clank, your faction contact, asks you to hire on with the Chiangs for their escort mission, and then to check in with him before departure.

THERE'S SOMETHING STRANGE IN THE NEIGHBORHOOD. The populace of Ylraphon has

reportedly been acting brashly and impulsively, and strange creatures have been sighted in the Flooded Forest and vicinity. Some claim that these occurrences have sinister and unnatural causes. All factions, but the Harpers and Emerald Enclave in particular, are sending adventurers to the area to investigate.

DESIGNER'S NOTES

This adventure ends the first trilogy of Strategicon adventures set in Ylraphon. It is ideal for characters to play this adventure after having first played *YLRA01-01 Her Dying Wish* and *YLRA01-02 Uneasy Lies the Head*. However, it's not necessary to play the adventures in sequence, and players are welcome to play this one without having played the previous ones in the series.

ON THE TONE OF THE ADVENTURE. When establishing the location, emphasize that Ylraphon is a rugged setting, just a step away from lawlessness. Adventurers dominate the town, enriched with the recent "gold rush" of wealth plundered from the nearby ruins, but often recklessly refusing to keep the peace. The local political powers and mercantile establishments are doing their best to maintain order, but the slightest disturbance or upheaval could throw the town into chaos. Be sure to mention to the players that their actions may affect how peaceful or how turbulent the setting gets. As a DM, think about how the characters' choices and actions determine how they are viewed by the town's population. There should be a sense of urgency in the events that lead to the conclusion of this adventure and story arc.

ON THE ADVENTURE NARRATIVE. This adventure has two distinct parts: the voyage to and from Tantras and the wedding celebration on the Floating Fortunes. While the sea voyage reveals details that push this story arc further, the "meat" of the adventure truly lies in the events that unfold on the Floating Fortunes.

For the sake of a 4-hour game, this adventure assumes that the party will face 1 narrative encounter plus 1 combat encounter during part 2, 1 narrative or combat encounter in part 3, and then spend a good portion of time interacting with NPCs and dealing with the assassination attempt in part 4. Keep this in mind as you run the game. See the adventure flowchart on the next page for a visual overview of the adventure's structure. This overview is also presented in **Appendix 2: Adventure Flowchart**.

ON PORTRAYING THE VARIOUS NPCs. This adventure features a number of ethnicities from various regions in Faerûn. Some of those ethnicities (such as Shou or Kozakuran) are often portrayed as analogues of real-world ethnicities. When portraying these characters, do so respectfully and avoid distasteful stereotypes. Create an enjoyable play experience for your players and keep in mind the D&D Adventurers League code of conduct.

ACT I. THE NIGHT BEFORE

REACH THOU YON FOR LIGHT OF LOVE
BRIGHT AS DAWN AND SOFT AS DOVE
BE GONE STRIFE AND BE GONE FEAR
FOR THY LIFE, THOU LIVE NOW HERE
PAST THE DARK, WHERE SHINES THE GLOW
OF THE SPARK, FOR THOSE WHO KNOW
SHARE THE LIGHT, BUT MIND THY TURN
WITH ITS MIGHT, LEST FEEL ITS BURN

- LAO PO XIENG

200TH POET LAURIAT OF THE FORBIDDEN CITY

LOVE, EXCITING AND NEW

EXPECTED DURATION: 20 minutes

The adventurers find themselves in the rugged town of Ylraphon, hired by the Chiang Emporium mercantile house for an escort mission. The frontier town has recently seen many troubling incidents, but most of the townsfolk are doing their best to put those ordeals behind them. Focusing on a more jovial occasion like the Chiang-Marsh wedding is a welcome change.

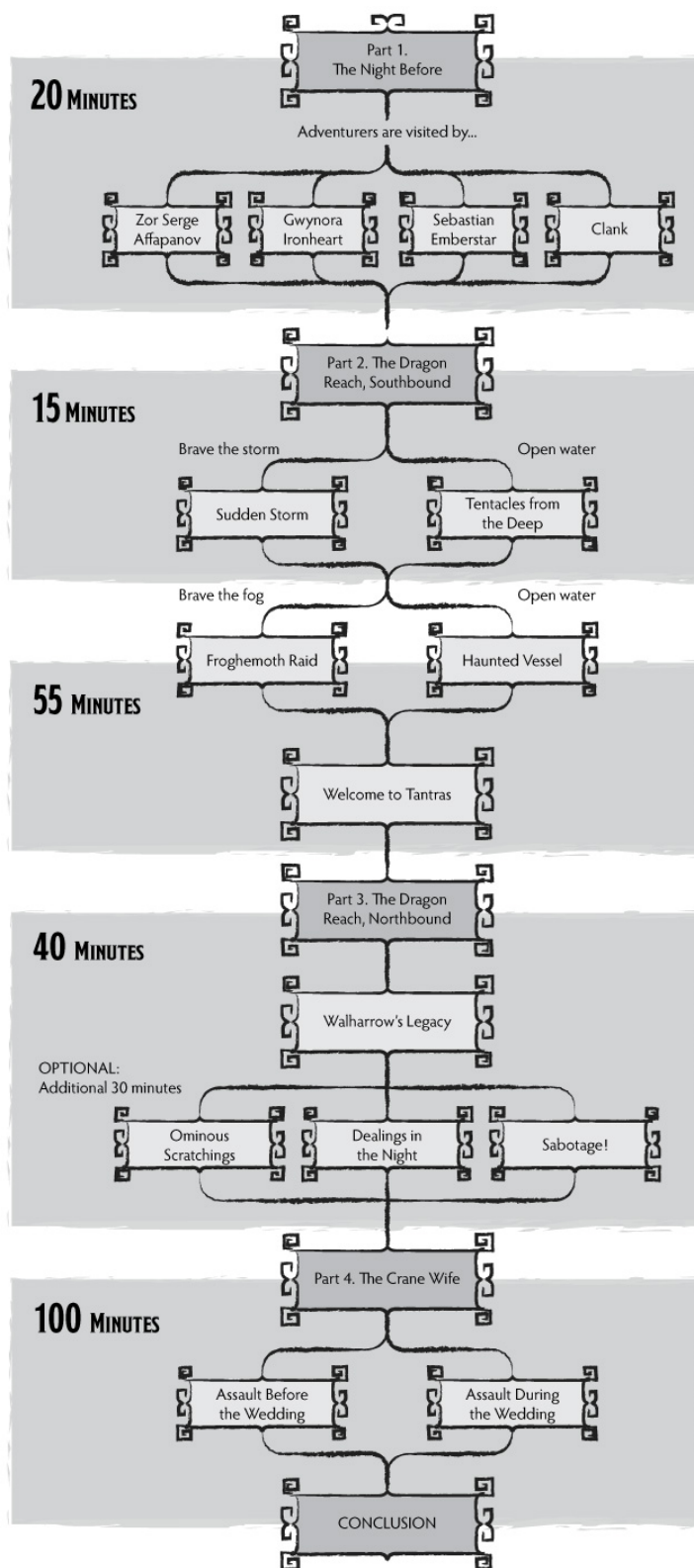
Besides establishing the characters' circumstances, this opening portion of the adventure focuses on the interaction between the various characters and the three mayoral candidates.

Amidst an uncharacteristically hot season and a rash of civic disturbances, Ylraphon prepares for a wedding!

A marriage has been arranged between two of the town's most prominent merchant houses: House Marsh and House Chiang. House Marsh has chosen one of its scions, the young knight Lord Orrin, to marry Ting-Ting, a Chiang tradeswoman from the nation of Vesperin to the south. The wedding is to take place in seven days.

Mei Chiang, matriarch of the Chiang Emporium in Ylraphon, has graciously invited you to dinner to discuss her offer of employment. Though the Still of the Night is one of the quieter inns in this rough-and-tumble frontier town, the common room is full of chatter tonight. The locals discuss not only the upcoming wedding, but the mayoral election that is to take place the day after the ceremony.

At the end of the meal, your potential employer – a sharply dressed Shou woman – regards you with a serene confidence. “Thank you for coming here this evening. Now – to business.”



GENERAL FEATURES

The general features of Ylraphon are as follows:

LIGHT AND VISIBILITY. It is evening and lamps have been lit throughout the town to provide light. Lanterns, torches, hearths, and candles light the interiors of homes and open businesses.

SURROUNDING ACTIVITY. The town is bustling with activity, even at this dusk hour. Townsfolk fill Ylraphon's streets, some merely carousing, others making ready for either the upcoming wedding or the mayoral election.

The Still of the Night is a boarding house offering some of the more peaceful accommodations in town, but around the common room hearth, the characters hear lively conversation and gossip about the recent goings-on. They may notice that the boarding house is more full than usual, with an influx of Shou visitors having arrived for the wedding.

TERMS OF HIRE

Over the course of conversation, Mistress Chiang (female Shou human) conveys the information below to the adventurers. Show the players *Player Handout 1: Ylraphon & Vesperin*, so they may see the general region of their journey.

ROLEPLAYING MISTRESS MEI CHIANG

Cool, confident, and charismatic, Yuki "Mei" Chiang is a natural leader. She is always regally dressed when in public, with grace to match. Mei is a sharp business person of middle-age who is well respected throughout Ylraphon. Initially embittered by being stationed at Ylraphon by the family leaders in Tantras, she has taken to the town's rustic charm and has committed herself to the betterment of life there.

Quote: "Give yourself entirely to the task you are about to undertake. You wouldn't want to disappoint everyone now, would you?"

- The Chiangs wish to hire adventurers to protect the Golden Blade, a Chiang ship which is preparing to sail south across the Dragon Reach to the nation of Vesperin (once known as the Vast). They will make port at Tantras, Vesperin's capital city. In Tantras, cargo will be exchanged and Ting-Ting will board. Once all transactions have been made and the bride-to-be is on board, the ship will sail north on its return voyage to Ylraphon.
- While the Chiang Emporium normally has a fleet of vessels at its disposal, all but one of their ships are out on delivery runs to the Moonsea. The characters must protect this lone ship.

- Unhindered, the sailing vessel will make it to Tantras in 2½ days. It takes just as long to sail back north. The Dragon Reach is not without its dangers, though, which is why the adventurers have been hired. Time is not a luxury, so delays must be dealt with quickly and efficiently.
- Shou astrologers divine that the ideal day for the wedding is in 7 days. On the evening of that day, the Horn constellation begins its crossing into the Galleon Nebula, marking a period of great prosperity. By holding the wedding on that day, both House Chiang and House Marsh will gain good fortune. The diviners have predicted that missing this critical astronomical event augurs ill-tidings for both houses.
- If Ting-Ting and Orrin safely arrive at Ylraphon in time for the wedding, the party will receive 500 gp as payment, to be divided among one another. If Ting-Ting and Orrin arrive safely, but late, the reward is reduced to 50 gp.
- (If any characters have the *Caveat Venditor* story award, Ting-Ting says that if they arrive late, she will still pay them 150 gp, in recognition of their past service in protecting the goods in the Chiang warehouse.)

Assuming that the PCs agree, Mistress Chiang instructs them to be aboard the Golden Blade first thing tomorrow morning. She excuses herself to see to the preparations at the docks.

TOGETHER, WE CAN MAKE YLRAPHON A BETTER PLACE

Ask the players how they wish to spend the rest of their evening. For example, they may make preparations for the next day's voyage, remain at the Still of the Night talking to the locals, or visit various other places around town. As appropriate, allow them to make various social interaction checks to learn one or more rumors from **Appendix 4: Rumors**.

The PCs are also separately approached this evening by the three mayoral candidates (and if there are any Zhentarim in the party, by an additional individual). The candidates are aware of the various adventurers' reputations, and may or may not be personally familiar with the characters from interactions in past adventures.

Each candidate approaches a character that they believe would align with their own political agenda. Faction affiliations may influence who approaches who,

but consider the various adventurers' outlooks, goals, and personalities when considering who each candidate speaks to.

1) ZOR SERGE AFFAPANOV

A wealthy lord and refugee from the recently-devastated Mulmaster, Serge Affapanov (male Damaran human) is making efforts to gain power in his new hometown. He was recently inducted into Ylraphon's ruling Merchant Council, a position he plans to leverage towards his end goal of developing Ylraphon into a trading power of its own, a new incarnation of his beloved Mulmaster.

A high-ranking member of the Lords' Alliance, Serge approaches other members of the faction, characters of lawful alignment, those who completed adventures in Mulmaster (especially *DDEX2-6 Breath of the Yellow Rose*, from which he would know them as the adventurers who saved his daughter Ayre), or any character who maintains a wealthy or aristocratic lifestyle.

"Ah, just the adventurer I was looking for!" booms a deep, throaty voice thick with the accent of a Mulmasterite.

You turn to see a man walking toward you, evidently a lord by his regal style of dress. He is rotund and balding, but his exquisite and brightly-colored clothing sets him apart from the rest of the townsfolk. "We must discuss the journey you are about to take."

ROLEPLAYING ZOR SERGE AFFAPANOV

Everything about Serge is big: his stature, his nose, his voice. He fills the room, laughing and telling stories. He appreciates fine things, and constantly notes the origin of any exotic thing he is eating, drinking, or wearing. Beneath his ostentatious exterior, however, he is a brilliant and calculating political mind, motivated by boundless ambition and a ruthless competitive streak. His family, name, and noble station are everything to him; anyone who disrespects one of those is marked for a cruel and cunning punishment. Self-important to the point of narcissism, Serge will not rest until Affapanov is the most respected and powerful name in the Moonsea.

Quote: *"With my vision, I shall bring this town and these people up from the muck in which we all now tread."*

Zor Affapanov shares the following with the adventurers in conversation.

- He is relatively new to Ylraphon, but sees it as a community in need of order. The town's merchant houses (the Chiang Emporium, House Marsh, and House Affapanov included) have the best resources for elevating the town above its current state of squalor, if they can be brought together.
- If elected as mayor, he plans to establish a strong central authority by further unifying the ruling houses of the Merchant Council. He would also make the Mulmasterite refugees' needs a higher priority. He keeps the latter goal mostly to himself, concerned that being public about it could cost him the support of native Ylraphites.

Serge asks the adventurers to take on two tasks on his behalf. If the adventurers accomplish at least one of these tasks, they will gain the favor of House Affapanov, as well as 500 gp as a reward upon their return. Additionally, members of the Lords' Alliance may better their standing in their faction (see **Faction Assignments**, at the end of this Act).

SERGE AFFAPANOV'S TASKS

1) House Affapanov made arrangements with the Chiang Emporium for the sailing vessel to receive a shipment of weapons from a trader in Tantras. Serge asks the adventurers to protect the shipment and ensure its safe delivery to Ylraphon. A militia of Bane-worshipping volunteers, the Tyrantsworn, keeps the peace among the refugees of the Old City outside the Palisade, but their zealous enforcement of order has made them unpopular. House Affapanov plans to distribute the weapons among both the refugees and the new Town Watch captain's recruits, which would make the Banites less necessary. He hopes that such a gesture would win over Ylraphite support, not only for his mayoral bid, but the Mulmaster refugees as well.

2) He also asks the adventurers to perform a more delicate task: convincing Orrin Marsh to call off the wedding! Serge wants Orrin to instead marry one of the displaced Mulmaster nobility in Ylraphon, specifically his own daughter, Ayre. A wedding between House Marsh and House Affapanov would strengthen Ylraphon's ties to Mulmaster and to the Moonsea, improving opportunities for future ventures there. A Chiang wedding would instead strengthen Ylraphon's ties with Vesperin, a nation which may seek to annex Ylraphon later on. Giving Vesperin greater influence than the Moonsea ports also risks further marginalizing the Mulmasterite refugees, who are already second-class citizens here.

LORDS' ALLIANCE MISSION

Serge will take aside any members of the Lords Alliance and explain the potential influence that the Alliance stands to lose if House Marsh is united with House Chiang. Lords' Alliance members are specifically assigned the mission to prevent Lord Orrin Marsh from marrying Ting-Ting Chiang.

After speaking with his choice of characters, Serge retires to his home for dinner with his daughters.

2) GWYNORA IRONHEART

Gwynora Ironheart (female shield dwarf) is the matriarch of the Ironheart Clan, a family of dwarves well-established in Ylraphon. She and her family own and run a number of businesses in town and are well known by the populace both inside and outside the Palisade. While not a Harper, she is closely allied with Those Who Harp. She approaches members of the Harpers and of the Order of the Gauntlet, characters who did service to her and the town in *YLRA01-01: Her Dying Wish*, good-aligned characters, or non-evil dwarves.

"Greetings from the Ironhearts," a warm voice calls out to you amidst the bustle all around.

A red-haired dwarf approaches you, the crowd parting to let her through. Anyone the rough locals show that kind of deference to must command a great deal of respect here. The dwarf strokes her chin absent-mindedly, sizing you up intently with piercing green eyes. "It's a pleasure being in your company. About your upcoming travels... I have a proposition to make."

ROLEPLAYING GWYNORA IRONHEART

Matriarch of the dwarf merchant clan Ironheart and most-respected member of the Merchant Council that rules the town, Gwynora was once an adventurer, but gave it up to raise her son, Bartrek (who is now grown and operates the Ironhearts' alchemy shop). She has an authoritative demeanor occasionally set off by a mischievous smirk, and her probing green eyes seem to divine the secret measure of those who cross her path. Gwynora's voice is smooth as silk yet strong as steel. Several months pregnant, this red-haired dwarven lady descends from royalty, and it shows. Centuries ago her ancestor, Deep King Tuir "Stonebeard," forged the lost dwarf kingdom of Roldilar in these lands; now Gwynora has built a fiefdom of her own, growing what was once a tiny outpost into the prosperous port of Ylraphon.

Quote: *"The only way to rise above our circumstances is to work together: one and all, native and refugee, merchant and adventurer."*

Gwynora shares the following with the adventurers in conversation.

- Gwynora is grateful for the adventurers' presence in town. Their accomplishments and deeds aside, she understands the importance of hero-figures to a community. While Ylraphon needs some form of leader, more power to determine the town's fate should be in the hands of its people rather than a select few individuals. That's why the loss of the town's elected mayor is such a threat to stability.
- House Chiang, like most Shou groups in Faerûn, is very exclusionist in regards to family and business matters. Allowing Orrin's marriage into the family is a major change in their outlook, and she hopes this is a sign that all five merchant houses can work together more closely in the future.
- If elected as mayor, Gwynora plans to allow the Merchant Council to retain some centralized authority, but also to move more policy-and decision-making power into the hands of the public. She hopes to enact a new tax that would draw funds from the merchant houses and channel them into building some basic institutions for the refugees who live outside the town gates.

Gwynora asks the adventurers to perform two tasks on her behalf. If the adventurers accomplish at least one of the tasks, they will gain the favor of the Ironheart Clan, as well as 500 gp as a reward upon their return.

GWYNORA IRONHEART'S TASKS

1) In addition to providing Ting-Ting Chiang with return passage to Ylraphon, the Chiang Emporium vessel is receiving a shipment of fireworks for the wedding from their counterparts in Tantras. Gwynora asks the adventurers to protect the fireworks and ensure the shipment's delivery to Ylraphon. Gwynora has seen such displays lift people's spirits in hard times, and she also hopes the gesture will remind the townsfolk that the merchant houses care about more than just their own profits.

2) In addition to keeping Orrin and Ting-Ting safe, she also asks the adventurers to protect the sailing ship's crew. The journey through the Dragon Reach is fraught with dangers. She believes the townsfolk want a leader who looks out for the well-being of everyday people, not just wealthy aristocrats.

After speaking with her choice of characters, Gwynora excuses herself for her weekly poker game with her fiancé and his brothers.

3) SEBASTIAN EMBERSTAR

Sebastian Emberstar (male fire genasi) is the head of the Emberstar Exchange, an eclectic group of outcasts-turned-craftsmen of many races. The Emberstars are known as advocates for the common people (including both local Ylraphites, and the transplanted refugees). It is no secret that this attitude starts with the merchant house's leader. Sebastian has no faction affiliations, but is peripherally aware of their various activities and ideals. The fire genasi approaches members of the Zhentarim or the Emerald Enclave, characters with the *Emberstar Exclusive* story award, and those of humbler backgrounds (such as folk hero or urchin), less common races, or chaotic alignment.

Standing out from the crowd, a fiery-haired genasi cuts through the scene towards you. An iron pendant emblazoned with the crest of the Emberstar Exchange—the image of a star alight with flames—hangs visibly around his neck. “Good evening, friend,” he says in a crackling, enthusiastic tone. “Please excuse my interruption to your evening. I’d like to speak with you about tomorrow’s journey.”

ROLEPLAYING SEBASTIAN EMBERSTAR

Sebastian Emberstar is a well-known figure in Ylraphon, far beyond his striking, rust-colored skin, piercing eyes, and bright orange hair. He is respected as the fiery yet charismatic head of the Emberstar Exchange. Sebastian is mercurial, but better at keeping his impulses in check than most fire genasi. An expert flatterer with a vise-like memory and a disarming smile, he excels at grasping small details and transforming them into a shared personal connection. This social adroitness is the result of feeling that he must overcome suspicion and mistrust based on his heritage as a fire genasi. Most of the time, he remains intensely focused on advancing his merchant house and its fortunes, but he is easily distracted by beauty, fine craftsmanship, and mystery.

Quote: *“To accept the ordinary is to accept defeat; this town’s people must build their future on their own terms.”*

Sebastian shares the following with the adventurers in conversation:

- Ylraphon is at a crossroads. The locals want the town to remain rugged and relatively free of governing powers, but his fellow Merchant Council members and the new arrivals from Mulmaster want more law. Sebastian feels this will only edge out those already living on the fringes, like the poor or members of less common races. He has no grudge against the Mulmasterites, but he also doesn’t want to see the

aristocratic tyranny of their former home recreated here.

- If elected as mayor, Sebastian will ensure that the native Ylraphites living within the Palisade retain their dominance and independence. He plans to support Mulmaster refugees as resources allow. The houses of the Merchant Council will be heavily regulated, kept in check by public oversight.

Sebastian asks the adventurers to take on two tasks on behalf of the Emberstar Exchange. If the adventurers accomplish at least one of these tasks, they will gain the favor of the Emberstar Exchange, as well as 500 gp as a reward upon their return.

SEBASTIAN EMBERSTAR’S TASKS

1) Sebastian has heard tales of a ghost ship in the Dragon Reach carrying a crystal that glows with a fiery light. The crystal is basically a trinket, but he believes studying such an item could help him improve the operation of his forges, and if not, its resemblance to the Emberstar crest could make it a useful ornament. If the characters encounter a ghost ship on open water, glowing with an amber light, he asks that they investigate and bring him the crystal if possible.

2) An allying marriage between House Chiang and House Marsh will enhance Ylraphon’s ties to the southern nation of Vesperin, and Emberstar believes this will help counter the influence the northern powers of the Moonsea have over the town via House Affapanov and the Mulmasterite refugees. To help keep Ylraphon, independent, he asks the characters to do their utmost to ensure that Lord Orrin Marsh and Ting-Ting Chiang return to Ylraphon, and that nothing untoward happens to prevent their upcoming wedding.

After speaking with his choice of characters, Sebastian hurries off to attend to wedding business: his best jeweler is working on Ting-Ting’s wedding circlet, and Sebastian wishes to consult with her.

ZHENTARIM MISSION

If any of the adventurers are members of the Zhentarim, they are approached by a kenku named Clank (male kenku **spy**), accompanied by a young, blind girl named Zoya (female Damaran human). Players may recognize the two from *DDEX2-10 Cloaks and Shadows*.

Formerly homeless criminals living in the sewers of Mulmaster, Clank fled with Zoya and his band of kenku after running afoul of the Cult of Howling Hatred. Stowing away on a ship bound for Ylraphon, Clank was well-established within the Palisade before most of the other refugees from Mulmaster arrived. Clank is now an important figure in the local Zhentish

black market, and has also become the main contact in town for members of the Zhentarim. The Zhentarim here have profited from a close alliance with a thieves' guild called the Shadowcloaks, who have expanded their operations northward to Ylraphon in pursuit of more power and influence.

A quiet whisper draws your attention to two small figures beckoning you to a dimly lit alley. There, a bird-like humanoid with the head of a crow—a kenku—and a young human girl call to you in hushed tones.

ROLEPLAYING CLANK

A kenku gang leader and black marketeer, Clank is a newcomer to town, having relocated from Mulmaster like many others. Encountered in squalor during the events of *DDEX 2-10 Cloaks and Shadows*, here in Ylraphon he wears nicer clothes and looks better fed. Clank is a mean old bird, missing half the feathers on his head. He passes Zhentarim orders on to local faction members and works to keep the town free of Mulmaster's influence. No one is sure where Clank gets his orders from, but like all kenku, he only speaks using mimicry, so he obviously repeats them verbatim. Clank's favorite joke is using his mimicry abilities to repeat someone's words with an insulting gesture or an eye roll.

Quote: (In a male dwarf's voice.) *"This is Ylraphon, my friend, everything is for sale—if you can pay the right price."*

ROLEPLAYING ZOYA

Clank is often accompanied by a blind human beggar girl named Zoya. Communicating using only repeated words heard from others is challenging, so Zoya acts as something of a translator when needed. Born blind, Zoya survived by being taken under the collective wing of Clank's gang. She is fiercely loyal to this gang of kenku, and especially to Clank himself.

Quote: *"Clank and I have friends in low places here. Do this job and you may find yourself with some good friends, too."*

Characters who completed *YLRA01-01: Her Dying Wish* may recognize the voice Clank uses most as that of an influential local dwarf they met named Jotan Silverhammer. Zoya seems to understand Clank completely, even when he can't mimic the right words, so between the two of them, the adventurers gain the following information.

- The Black Network has contacts among allies of the Shadowcloaks in Tantras. One such contact is Somidorr Danthan, an elderly half-drow. You will be picking up crates of colored silks from him.
- Clank will hire the full party of adventurers to protect the silks, with compensation of 200 gp for the

safe delivery of the package in good condition to the black market at the Zhentish Corners neighborhood in Ylraphon.

- Though seemingly ordinary, the fabric is laced with patterns that contain coded messages. Word is that the information contained therein is vital to maintaining secrecy and security among both the Shadowcloaks and the local Zhentarim.
- If pressed, Clank will reveal that the information relates to attempts by members of a mysterious new cult to infiltrate the Shadowcloaks. Some of these cultists are extremely dangerous; their numbers include assassins who used to be members of the Cults of Elemental Evil and renegade former Warlock Knights of Vaasa. The being they worship is unknown, referred to only as the "Dark Whisperer."
- Only leading members of the Shadowcloaks can read the coded messages, but Zhentarim members who see them safely delivered will also surely find themselves in better standing with their faction.

WRAPPING UP THE NIGHT

Once the adventurers have completed all their various interactions, the rest of the evening passes uneventfully. The characters can finish their preparations, end their day, and rest. Give the players **Player Handout 2: Ylraphon's Mayoral Candidates** for reference. Move on to **Act 2** of this adventure.

ACT II. THE DRAGON REACH, SOUTHBOUND

COME ABOARD, WE'RE EXPECTING YOU

EXPECTED DURATION: 5 minutes

The party meets at the docks before sunrise. They are shown the ship, meet the crew and passengers, and set out for their voyage south.

GENERAL FEATURES

The general features of Ylraphon Docks are as follows:

LIGHT AND VISIBILITY. It is just before sunrise.

Torches mounted on poles and on the ship's deck rail provide light around the otherwise dark dock.

SOUNDS. Sailors making final preparations, the lap of gentle waves against dock pilings, the sudden whip of wind catching the ships sails, creaks of rope and wood.

SURROUNDING ACTIVITY. Cargo is being loaded into the sailing ship when the adventurers arrive. Dockhands run up and down the length of the pier hoisting supplies onto the Chiang vessel.

Despite the early hour, Ylraphon's docks are abuzz with activity. In the pre-dawn dark, the *Golden Blade* sits moored at the pier, illuminated by torches mounted along the deck railing. A flag bearing the Chiang Emporium crest flutters on the mainmast and the masthead is the Shou emperor wearing a crown. Dockhands and sailors crisscross the pier, loading cargo and bidding farewells.

Standing in a small cluster by the gangplank is a group of familiar individuals. The entire Merchant Council of Ylraphon has come out to see the ship off. Amidst the group, Mistress Chiang sees you and points her companions towards your approach. Their heads turn your way as the matriarch says, "Waukeen's fortune be upon you this morning, adventurers. I trust you are well-rested and ready to sail. Your ship awaits."

The individuals gathered by the gangplank are:

MISTRESS MEI CHIANG (Chiang Family matriarch)

LORD ORRIN MARSH (young male Damaran human, scion of House Marsh, fiancé of Ting-Ting Chiang)

SIR BRESDEN MARSH (male Damaran human, Orrin's noble elder cousin, respected as one of the town's greatest swordsmen)

LADY AISLYN MARSH (female half-elf (half-drow), Orrin and Bresden's aunt, the last member of the Merchant Council along with Mei, Serge, Sebastian, and Gwynora)

ZOR SERGE AFFAPANOV (see **Part 1**)

GWYNORA IRONHEART (see **Part 1**)

SEBASTIAN EMBERSTAR (see **Part 1**)

Mistress Chiang makes any necessary introductions. Show the players *Player Handout 3: Chiang Emporium Crest* so they may see the crest on the ship's flag.

ROLEPLAYING LORD ORRIN MARSH

With pale skin, icy blue eyes, and the beginnings of a beard the same color as his short auburn hair, 17-year-old Lord Orrin is small and slim, but has a natural bearing of command. Though well-mannered and generally pleasant, he expects deference and obedience from those below his station. Smarter than nearly everyone he meets, Orrin feels obligated to give others orders for their own good. A chess master, he always thinks twenty moves ahead, and finds it tedious to explain his plans to those who can't keep up. He has enjoyed his time as an adventurer with his cousin Sir Bresden, but now he's ready to shift his focus to House Marsh's day-to-day needs.

Quote: "I may be young, but I know we nobles have a moral obligation to help those in need, regardless of whether those in need are equal to or below us."

The Marshes are pleased to see any of the adventurers who aided them in *YLRA01-01 Her Dying Wish*, and take a moment to express their gratitude once more for the rescue of Orrin and Bresden.

Sir Bresden will take any strong-looking or well-armored characters aside and ask them to make especially sure to keep young Lord Orrin out of any fighting or other "adventuring trouble." He would do so himself, but an urgent trade negotiation in Hillsfar means that he and Lady Aislyn cannot join the characters on the *Golden Blade*—a state of affairs that clearly bothers him a great deal. He is accustomed to being at Orrin's side to protect the young lord himself.

Lady Aislyn then bids Orrin farewell, and tells him she and Bresden hope to be back from Hillsfar in time for the wedding. The adventurers are ushered on board along with Orrin, and the captain casts off.

The ship carries cargo on both the main deck and in the cargo-hold below decks. Cargo is loaded into the hold via a series of removable floor panels located mid-ship. The rear of the hold acts as a common sleeping

area. There are two small rooms at the aft-most end of the ship. One room is the captain's quarters, while the other is reserved for Ting-Ting. See *Map 1: Chiang Ship* for the ship's layout.

SHIP STATISTICS

The *Golden Blade* has the following stats: AC 8, HP/5' of 10 and a damage threshold of 5. These statistics may come into play throughout the adventure. Give the players *Player Handout 4: Chiang Ship Record Sheet* to track these statistics and other ship information.

- **AC.** The armor class of the ship's hull.
- **HP/5'.** The amount of damage it takes to destroy a 5' by 5' section of the ship's hull.
- **Damage Threshold.** The minimum amount of damage that must be dealt by a single attack in order to do any damage to the ship's hull. If a hit to the hull causes less damage than the damage threshold, that damage is reduced to 0.

Hull Integrity. The ship starts out with 5 **Hull Integrity** points. For each section destroyed by taking damage or during various events in the adventure, the ship loses one **Hull Integrity** point. Once 5 points of **Hull Integrity** are lost, the crew must delay the voyage by one day to make repairs. Once repairs have been completed, the ship's **Hull Integrity** points are fully restored.

The crew is minimal, consisting only of the captain, plus 5 sailors (all of whom use **commoner** stats):

XIU BING CHIANG Captain and distant cousin of Mei Chiang, female human (Shou)

QUI NGO WIN First mate, female human (Shou)

FAN YI ZHONG Navigator, male human (Shou)

ZINJIEN GAO Helmsman/ship's chaplain, male human (Shou)

JIU LI CHO Boatswain/deck hand and cousin of Hen Yee Hwang, female human (Shou)

HEN YEE HWANG Cook/deck hand and cousin of Jiu Li Cho, male human (Shou)

When roleplaying the crew, you may characterize them as you wish, or you may choose or roll for their personality traits from the table below.

SAILOR PERSONALITY TRAITS

1d10	PERSONALITY	QUOTE
1	Pragmatic	"Out of the way! Back to work!!"
2	Surly	"Tough being a sailor, huh? Sealife ain't so romantic, innit?!"
3	Flirtatious	"Sealife is quite romantic, isn't it?"
4	Wistful	"My sweetheart waits for me in Ylraphon. How I miss you, my love..."

5	Rakish	"There's gold to be had back in Ylraphon. Interested?"
6	Genteel	"Ahhh, there's nothing like the elegant curves of a sailing ship."
7	Dashing	"You've never truly lived until you've felt the wind whipping through your hair on the deck of a sailing vessel."
8	Sullen	"Grumble, grumble... Harummph! I'm getting callouses on my callouses."
9	Rowdy	"HAVE ANOTHER PINT O' RUM, FRIEND! HOORAY FOR A SAILOR'S LIFE!!!!!"
10	Drunkard	"You're the besht thing that'sh ever hap-hic-happened to this here shhhhhhip..."

Beyond the crew and the adventurers, the only other passenger on the sailing ship is Lord Orrin Marsh.

INFLUENCING THE WEDDING

Throughout the voyage to Tantras or the return trip, the adventurers may make attempts to persuade Orrin or Ting-Ting to either go through with the wedding or to break it off. It is encouraged for the adventurers to role-play any arguments to Orrin and Ting-Ting, whether for or against the wedding.

Allow the PCs to attempt Charisma (Persuasion) checks. In general it takes a DC 16 check to convince Orrin or Ting-Ting to follow-through with the wedding (which each is already disposed to do), and a DC 19 check to influence either one into calling it off. However, for particularly good or poor arguments, you may adjust these DCs and/or grant advantage or disadvantage as you see fit.

Orrin's coldly logical personality causes Wisdom (Insight) checks made against him to be made at disadvantage. However, a DC 17 Wisdom (Insight) check made before Orrin meets Ting-Ting reveals that he has some reservations about marrying a woman he has never met. After he meets her, however, he no longer has such worries, believing he and Ting-Ting are very compatible.

If Orrin is asked about marrying Ayre Affapanov (Serge's daughter), a Charisma (Persuasion) check may compel him to reveal that he would not object to such a match, as he thinks he and Ayre share similar personalities. However, this in itself is not enough to convince him to break off his engagement. Arguments about what would be best for his family or the town are more likely to be successful.

More information about Ting-Ting's mindset in relation to the wedding appears in *Act III: Life's Sweetest Reward*.

If multiple PCs are making contrary arguments, you may wish to allow opposed checks, with a certain amount of difference necessary to sway Orrin or Ting-Ting in one direction or the other.

Use of charm effects or enchantment magic to influence either Orrin or Ting-Ting in a life-changing decision of this magnitude is of course completely inappropriate, especially for good or lawful characters. Advise any characters considering this that the leaders of the Chiang Emporium and House Marsh are highly resourceful, and that any such attempts are highly likely to be detected by one or both houses prior to the wedding.

Regardless of how persuasive the heroes are, neither Orrin nor Ting-Ting will formally break off the wedding while on the voyage. They will simply say that they are taking the various arguments into consideration, and will make their ultimate decision when the time comes for the ceremony.

Whether the wedding goes through or not plays out in *Act IV: The Crane Wife*.

SOUTHBOUND, DAY 1

As the ship makes its way south, it is set upon by a variety of dangers. Some of these may cause delays to the journey. If that happens, have the players note the delays on *Player Handout 4: Chiang Ship Record Sheet* (this comes into play in *Act IV*).

GENERAL FEATURES

The general features aboard the Chiang ship are as follows:

LIGHT AND VISIBILITY. The main deck is open to the air and is subject to the natural light of the day. The sails provide shade throughout most of the deck. Lanterns are lit throughout the main deck, just before dark, keeping the deck illuminated through the night. The hold below decks is mostly lit by lantern light, though the central portion gets natural light through the holes in the cargo hold doors during the daytime.

SOUNDS. Canvas snapping as sails fill with wind, the crash of waves against the hull, the creaking of the deck and the mast, sailors' voices calling throughout the ship.

It is still dark as you cast off, and the crimson comet that has been seen sporadically since the recent heatwave began blazes above, shining like a copper coin in the night sky. As the torch-lit streets of Ylraphon disappear into the distance behind you, you pass another ship coming into port. In the light of its lanterns, you can make out the name *The Blue Phantom* painted on the side and the ship's gnome captain standing at the prow. He and Captain Chiang give each other a brief gesture of greeting, and after that you are alone with the sea.

After an hour of sailing, the sun begins to rise over the Trollcrag Mountains. In the new morning light, the vastness of the Dragon Reach fills your view. An endless expanse of water stretches south, where the Dragon Reach spills out into the Sea of Fallen Stars.

As you progress further, dark clouds begin to rapidly coalesce just over the shoreline to the east. "Looks like a storm," observes Captain Chiang. "It's brewing our way. If we remain as close as we are to the shore and keep on our course, we'll surely catch the brunt of it. But if we steer far enough into open water to avoid it, we'll lose precious time."

Captain Chiang is inclined to brave the storm. However, the adventurers are welcome to influence her decision. Let the players discuss what course of action they'd like to follow. If the party decides to stay on course, run the *Sudden Storm* encounter. If they decide to steer further into open water, run the *Tentacles from the Deep* encounter.

SUDDEN STORM

EXPECTED DURATION: 10 minutes

The Chiang sailing ship stays its course, sailing into the storm. Captain Chiang instructs the deckhands to batten down the cargo on deck in anticipation. Ask the players how they would like to prepare for the oncoming storm. Keep their preparations in mind as the storm hits and the various events below play out.

The clouds ahead loom dark and heavy. The crew works silently, securing cargo, hatches, and themselves.

As everyone makes ready to tackle the storm, you are all caught unaware when the wind suddenly whips up and heavy rain starts to pour from above, painfully pelting the ship's deck and its passengers. Almost unnaturally, the waters kick and buck as the storm suddenly descends upon you in full force.

During the storm, Captain Chiang and her crew remain on deck, each one tethered to various points along the ship. Yi Zhong tethers himself to the ship's forecandle to better watch the waters ahead. Orrin retires to the safety of the bunks below decks.

CRASHING WAVE The waters grow more and more violent as the storm rages. As the crew and passengers brace themselves, a gigantic **wave** rises and crashes onto the deck of the ship, causing the ship to lose 1 **Hull Integrity** point. All adventurers on the main deck must make a DC 18 Constitution saving throw. Characters that are tethered to the deck or have made otherwise appropriate preparations make this save with advantage. Adventurers who fail the saving throw take 12 (2d10) bludgeoning damage and fall prone as the wave crashes into them. Adventurers who succeed take half as much damage and do not fall prone.

SOUL OVERBOARD! After the wave's initial hit, the adventurers hear a loud scream as the traveling **wave** washes the captain over the ship's rail, her tether having snapped. The captain manages to grab onto the rail from over the ship's edge. Any adventurer adjacent to the captain when this happens may attempt to pull the captain onboard with a successful DC 13 Strength (Athletics) check. Adventurers advancing from anywhere else in the ship to rescue the captain discover that the entire rain-swept deck has become difficult terrain. Give each adventurer an opportunity to act in this situation. If none of the adventurers act to save the captain or everyone fails in their attempt to do so, another wave crashes against the ship and the captain falls overboard. She is lost to the stormy waters unless the PCs have any magical means to locate her and presumably revive her.

CARGO HOLD BREACH After the wave passes, the ship is buffeted and tossed to-and-fro, but suffers no additional damage. Misfortune strikes one more time before the storm abates, however. Below deck, several **barrels** tied up in the cargo hold burst through their retaining ties and careen out towards the sleeping area. Adventurers on the main deck hear the crashing sounds from below. Adventurers who are below decks

when this happens must make a DC 16 Dexterity saving throw. Those who fail take 15 (3d8) bludgeoning damage and are restrained as barrels full of dried fish slam into them and pin them against the hull of the ship. Adventurers who succeed take half as much damage. It takes a successful DC 16 Strength (Athletics) check to escape being pinned underneath a barrel. While this happens, barrels slam into the hull, causing the ship to lose 1 **Hull Integrity** point.

SAVE ORRIN! Orrin finds himself likewise pinned underneath a **barrel**. Water rushes over him through a breach in the hull and Orrin immediately begins drowning, making death saving throws every round per the rules for drowning.

The main deck remains difficult terrain during this portion of the adventure. Adventurers who reach Orrin may move the barrel off him with a successful DC 14 Strength (Athletics) check. Even if Orrin is not saved, his body remains on board, the crew mutters something about "hoping he can be raised in Tantras." See below under *Development*.

ENCOUNTER INTENT

This **Sudden Storm** narrative encounter is intended to slightly soften up the adventurers for the combat encounter afterwards (either **Froghemoth Raid** or **Haunted Vessel**). Characters should lose some hit points and decide whether they need to take a short rest or spend resources to recover afterwards.

DEVELOPMENT

After the events below deck resolve, the storm abates, leaving the ship in calm waters once again. Depending on how the adventurers respond to the various challenges, Orrin and the captain may lose their lives while weathering the storm. If the captain dies, QI NGO WIN, THE First mate, takes her place for the rest of the adventure. The trip south takes an extra 1/2 day longer.

If Orrin perishes, his body is wrapped up and lashed to a bunk in preparation for a *raise dead* spell to be cast upon it once the ship arrives at Tantras. If this is needed, his family's close ties to the church of Selune cause the clerics there to raise him without asking for immediate payment (they will settle up with House Marsh later). From then on, all Charisma checks made by the characters to convince Orrin of any course of action are made at disadvantage for the rest of the

adventure. If raised from the dead, Orrin will also obviously be less than hale and hearty at his wedding.

Assuming Captain Chiang survives, she takes stock after the storm dies down and determines that her instinct was correct: despite having to deal with the storm, the ship has lost no time on its journey south to Tantras. Move onto *Ending the First Day*.

XP AWARDS

If the adventurers succeed in preventing any loss of life during the storm, award each character 300 XP.

TENTACLES FROM THE DEEP

EXPECTED DURATION: 10 minutes

The Chiang ship veers eastward, away from land and from the storm.

A sense of relief washes over you as the storm clouds vanish in the distance behind you and the day seems to pass without incident. It is late afternoon and the sun sits just above the horizon after cutting a lazy arc across the big sky.

The peace of the afternoon is disturbed when something solid hits the ship's belly with an unnerving "THUD". The deck below you lurches, but you manage to keep yourself from losing your balance. A few moments later, a second "THUD" fills the air and the ship lurches from impact again.

Every character on the ship must succeed on a DC 14 Dexterity saving throw or fall prone where they stand. Characters with proficiency with water vehicles gain advantage on this save. Those with *alertness* or who cannot be surprised succeed on it automatically.

After resolving the saving throws, the water around the ship explodes in upward-shooting sprays as 6 gigantic tentacles burst out of the water. The tentacles belong to Wobbles, an octopus that once belonged to Salvar Brix, a wizard of Mulmaster who has since immigrated to Ylraphon. Wobbles was magically enlarged to Colossal size and escaped into the Dragon Reach during a recent civil disturbance in Ylraphon. Adventurers who encountered Wobbles in *YLRA01-02 Uneasy Lies the Head* recognize the creature due to its coloration.

The characters will not actually be fighting Wobbles himself, however. During this battle aboard the ship, they only have the opportunity to do battle with his tentacles. Try to strongly discourage attempts to attack the colossal octopus directly, instead of its tentacles. If

they do so, they will be abandoning the ship and passengers they are here to defend, and such a battle may deplete the characters' resources more than is intended at this point in the adventure. (If statistics for Wobbles beyond the traits of its tentacles as provided below become absolutely necessary, you can use the frogheemoth stats provided in the appendix as a substitute for Wobbles, but make it Colossal in size, give it 225 hit points, and remove its *Shock Susceptibility* trait.)

THUD! Two **tentacles** come slamming down on top of the main deck, rocking the ship violently and causing the ship to lose 1 **Hull Integrity** point. Adventurers adjacent to either set of smaller stairs at the fore and aft of the ship must make a DC 16 Dexterity saving throw. Adventurers who are prone make the save at disadvantage. Those that fail take 19 (3d8+6) bludgeoning damage as a gigantic tentacle comes crashing down on them.

LOOK OUT BELOW! After the initial volley of strikes, one of Wobbles' tentacles slams into the mainmast, causing the ship to lose 1 **Hull Integrity** point. There is a cry of horror from up above as Jiu Li Cho who had been keeping watch up in the crow's nest falls out of her station and clings precariously to rigging above the deck. The characters have one round to save her before she falls to the deck. Wobbles' constant thrashing against the ship renders the decks difficult terrain. A character who is directly below Jiu Li may attempt to catch her by making a DC 16 Strength (Athletics) check. If assisted by another character, the check is made with advantage. If the check is successful, the deckhand falls safely into a character's arms. If the character fails the check, Jiu Li takes 14 (4d6) bludgeoning damage from the 40' fall, falling unconscious and will begin making death saves.

GRASPING TENTACLES Each of the 6 tentacles chooses a target on board the ship, favoring adventurers over NPCs. The tentacles are long enough to reach anyone on the main deck and about halfway up the main mast. Each target is subjected to a **tentacle slam** attack: +10 to hit vs. AC, dealing 19 (3d8+6) bludgeoning damage. Any adventurer or NPC hit by one of these attacks is additionally grappled by the tentacle. As with the previous events, the decks are difficult terrain. If the tentacles run out of targets to grab, they make attacks against the ship itself, potentially causing the ship to lose 1 **Hull Integrity** point for each tentacle attack.

TIME TO ACT After the tentacle slams, the characters finally get a chance to act. Targets of the previous event's tentacle attacks are considered adjacent to a tentacle and may attack it. Other adventures need to make their way to the nearest tentacle. A character or NPC grappled by a tentacle may escape with a successful DC 16 Strength (Athletics) or Dexterity (Acrobatics) check.

Each tentacle has AC 15 and 20 hit points, with resistance to fire damage and lightning damage. When a tentacle is reduced to 0 hit points, it retreats under the water, unceremoniously dumping any grappled characters or NPCs onto the deck. If there are any tentacles left above the water after all the characters have taken a turn, those tentacles each make another tentacle slam attack. Creatures that are grappled when this second set of tentacle slam attacks are made take 19 (3d8+6) bludgeoning damage as they are slammed onto the surface of the deck and released. The characters get one more chance to attack, after which any remaining tentacles retreat into the depths of the Dragon Reach, finally ending Wobbles' assault.

ENCOUNTER INTENT

This *Tentacles from the Deep* narrative encounter is intended to slightly soften up the characters for the combat encounter afterwards (either *Froghemoth Raid* or *Haunted Vessel*). Characters should lose some hit points and decide they need to take a short rest or spend resources to recover afterwards. This is also an opportunity to challenge the players to protect the sailing ship (by having the tentacles attack the ship, causing it to potentially lose hull integrity points) to prevent a delay in the journey.

DEVELOPMENT

Depending on whom the tentacles attack, some of the *Golden Blade's* crew may have lost their lives. Additionally, the ship may sustain enough damage to warrant repair (delaying the ship by one day). Once the consequences of this encounter have been determined, move onto *Ending the First Day*.

XP AWARDS

If the characters succeed in preventing enough damage to avoid delaying the ship, award each character 300 XP.

ENDING THE FIRST DAY

After the storm or tentacle attack, the rest of the day passes without incident. Captain Chiang is appreciative of whatever help the characters provided and gives them a *potion of greater healing* and a *potion of heroism*.

At twilight, before the full dark of the evening, Captain Chiang (or the first mate if the captain is dead) confers with the crew and adventurers once again. The ship has the option of resuming its course closer to land. Travel would be faster, but the fog banks that roll into the sea might make navigating difficult. Alternatively, the ship can sail further out into open waters, allowing for easier navigation by the stars but possibly taking more time.

Once again, let the players discuss what course of action they'd like to follow. This choice will determine what occurs on the next day.

The characters also need to decide how much or how little they wish to rest. There are crew members to keep watch at night, so the characters need to determine if any of their group spends any part of the night keeping watch with them.

SOUTHBOUND, DAY 2

During the night, regardless of how much time the characters decided to spend resting or keeping watch, the seas have grown distressingly choppy, and resting proves difficult. Any adventurer may take a short rest without difficulty, but attempting to take a long rest requires a DC 18 Constitution check to gain any benefits. Adventurers who fail the check are unable to peacefully do so. Characters with the sailor background automatically succeed this check.

For this second day of travel, if the party decided to brave the fog, run the *Froghemoth Raid* encounter. If they decided to continue further into open water, run the *Haunted Vessel* encounter. Both encounters take place before the sun rises on the second day of the voyage.

FROGHEMOTH RAID

EXPECTED DURATION: 40 minutes

In the darkness of pre-dawn, the characters may be below decks trying to sleep, or they may be on deck keeping watch. Wherever the characters are, there are only two crew members on deck when a raiding party consisting of 4 **bullywugs** swims out from the shore to

raid the ship for supplies. The rest of the crew and passengers are in their bunks below decks, trying to get some sleep despite the choppy waters.

The bullywugs are raiding the ship to gather supplies and not necessarily to cause harm to anyone. Their main aim is to spirit away as much of the cargo as they can for their “frog god,” Sluurpglork, a **froghemoth** lurking beneath the waves and trailing the ship.

The bullywugs climb onto the deck from the aft portion of the ship, dash to the cargo in Cargo Area 2, and throw barrels and boxes overboard to drag back to shore and to their camp. There are 16 pieces of cargo, and it takes one bullywug its movement and action to hoist a crate into the water. It takes a passive Perception of 13 to hear the bullywugs boarding. Adventurers who are below decks hear clicking sounds through the hull as the raiders scale the ship’s sides to get on deck.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** The **froghemoth** has 84 hp
- **Weak party:** The **froghemoth** has 124 hp
- **Strong party:** The **froghemoth** has 244 hp and +2 to hit and damage.
- **Very strong party:** The **froghemoth** has 284 hp and +3 to hit and damage.

ENCOUNTER INTENT

This *Froghemoth Raid* combat encounter should be very difficult and is intended to tax the characters by the end. Characters should be challenged to the point of needing to decide whether to take a long rest during *Welcome to Tantras* at the end of this act, potentially delaying the voyage. They may decide to delay the journey further by retrieving cargo from the waters as per the guidance in *Development* below.

DEVELOPMENT

If none of the adventurers are on deck when the raiding party boards, one of the deckhands rings the alarm bell, alerting everyone on board to the raid. If none of the adventurers respond to the call, the bullywugs succeed in stealing all of the cargo in Cargo Area 2 (the crew members are not capable enough combatants to stop them).

If the adventurers respond, two of the bullywugs attack while the other two continue to throw cargo overboard. On the second turn of combat, the **froghemoth** climbs aboard and starts attacking, preferring adventurers over NPCs.

The bullywugs all retreat if they manage to throw all the cargo overboard. If the **froghemoth** is defeated, any remaining bullywugs dive back into the water and retreat, hauling away whatever cargo is in the water. If the bullywugs and the **froghemoth** are defeated, the ship may delay itself one day to retrieve any cargo tossed overboard.

Once the bullywugs and **froghemoth** are defeated or have retreated, move on to *Welcome to Tantras*.

XP AWARDS

In addition to any combat experience the adventurers earn, each character also receives 300 XP if 8 or fewer pieces of cargo were stolen by the bullywugs.

TREASURE

If the **froghemoth** is defeated and remains on the ship, it regurgitates 200 gp worth of assorted jewelry before dying, remnants from past devoured victims.

HAUNTED VESSEL

EXPECTED DURATION: 40 minutes

A couple of hours before sunrise, as the ship plies the Dragon Reach through the night, everyone on deck witnesses a strange sight. If none of the adventurers are present on deck, a deckhand on watch rings the alarm bell, summoning everyone.

Cutting through the inky darkness of deep night, a small light appears in the distance. It grows closer and closer, gradually revealing itself to be the drifting remnants of a small, derelict vessel, its features bobbing in and out of sight in the dim light.

The only light on the vessel is a bright, orange glow that flickers through a porthole on its stern. Only the torchlight of those keeping watch on the deck of the *Golden Blade* illuminates the rest of the ship.

Adventurers who spoke to Sebastian Emberstar earlier will recognize that this is likely the ghost ship he spoke of.

Captain Chiang is cautious about approaching the drifting vessel, though she is open to salvaging whatever of value may be found aboard. Unless the adventurers object, she pulls *The Golden Blade* alongside the derelict ship, and deckhands bridge the gangplank across, connecting the two decks. See *Map 2: Derelict Vessel* for the drifting ship’s layout.

Captain Chiang expects the adventurers to take the lead, but if none volunteer to board the derelict vessel, two crew members cross over to the old ship and head aft towards a door in the vessel's stern.

The door leads to a small hold (area B on Map 2). When the adventurers enter, read the following:

Three beds line each side of the hold, at the rear of which rests a plain, wooden desk. Desiccated, charred corpses rest on three of the beds closest to the door. Another corpse in similar condition sits on a chair, slumped over the desk. A mounting built into the desk surface clasps a fist-sized crystal that emits the flickering reddish-orange glow.

This is the glow that was visible through the porthole earlier. Characters who make DC 22 Intelligence (Investigation) checks realize this radiance is the exact same color as the comet that was in the sky when the ship left Ylraphon.

As soon as anyone gets within 10 feet of the desk, the crystal flares with intense coppery-orange light. Four **ghosts** arise -- one out of each of the four corpses, and four **specters** appear in various spots around the derelict vessel's main deck. The undead spirits fight until vanquished.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** remove 1 **ghost**
- **Weak party:** remove 1 **specter**
- **Strong party:** add 2 **specters**
- **Very strong party:** add 1 **ghost** and 2 **specters**

THE FLAMESOUL STONE Whenever one of the spirits takes damage, the glowing crystal flares intensely and a trail of energy shoots from the corpses into the crystal. Observant adventurers will realize that the monsters are somehow tied to the crystal and the corpses.

A DC 15 Arcana or Religion check will reveal that (A) the crystal is magically bound to its mounting, and (B) the undead are bound to the crystal. If it were removed or destroyed, the undead would disperse.

If the PCs attempt to destroy the crystal, use the following stats: AC 15, HP 100, vulnerable to thunder damage, immune to poison, necrotic, psychic, fire, and nonmagical bludgeoning, piercing or slashing damage.

The mounting which holds the crystal to the desk is made of several iron claws, and is much stronger than it

looks. All attempts at removing the crystal by force are initially unsuccessful. If the PCs made the earlier Arcana check to determine that it is magically bound here, they will know that an additional DC 20 Arcana check or *dispel magic* spell or the like is necessary to end this effect before the crystal can be physically removed. Once the magic has been negated, it takes two successful DC 18 Strength checks to pull back enough of the claws to remove the crystal, at which time any undead still attacking will disperse.

WHAT'S GOING ON WITH THIS HERE BOAT?

As the Tyranny of Dragons came to an end, members of the Cult of the Dragon scattered out to the secret corners of Faerûn to regroup. A handful of cultists boarded a ship out of Phlan with a magic relic found in the catacombs of Valhingen Graveyard. This relic—a glowing crystal called the Flamesoul Stone—exhibited magic properties related to undead, though the nature of those magic properties were unknown to the cultists at the time.

The cultists sailed across the Moonsea, down the River Lis, and into the Dragon Reach. They assumed false identities and traveled from port to port, secretly conducting experiments on the crystal in open waters where no one could see their activities.

Recently, the Flamesoul Stone started reacting to an otherworldly presence. The crystal drove the cultists to act against one other until only two remained. The remaining cultists fed their souls into the crystal and died. Crewless, the derelict vessel drifted aimlessly around the Dragon Reach until it was found by the Chiang sailing ship bound for Tantras.

ENCOUNTER INTENT

This *Haunted Vessel* combat encounter should be very difficult and is intended to tax the adventurers by the end. Characters should be challenged to the point of needing to decide whether to take a long rest during *Welcome to Tantras* at the end of this act, potentially delaying the voyage.

DEVELOPMENT

If none of the adventurers followed the crew members into the derelict ship's hold, when the undead appear the crew members come dashing out and back onto the *Golden Blade* with the monsters in tow. The monsters follow the crew members onto the Chiang ship and start attacking, favoring adventurers over NPCs and moving below decks if targets present themselves there. Otherwise, the adventurers engage the undead on the drifting ship.

Once the undead disappear or are defeated, the adventurers may search the derelict ship undisturbed. Captain Chiang wants nothing to do with the haunted vessel and eagerly leaves it to drift away.

Removed from its mounting, the Flamesoul Stone functions as a trinket (see *Player Handout 7: Magic Items*). It radiates faint necromancy and evocation magic. The PCs may wish to discuss whether one of them plans to keep it, take it back to Sebastian Emberstar, sell it (they can get 500 gp for it), or do something else with it entirely.

XP AWARDS

In addition to any combat experience the adventurers earn, each character also receives 300 XP if the adventurers figure out how to make the spirits disappear (by disposing of the corpses and removing the crystal from its mounting).

TREASURE

If the adventurers thoroughly search the hold, they find a sack heavy with chunks of jade under the corpse-occupied bed. These are pieces of the Jade Idol found in *DDEX1-2 Secrets of Sokol Keep*, acquired by the cultists before leaving Phlan. The chunks of jade are worth 200 gp altogether.

Once the adventurers overcome the attacking spirits and explore the ship, move on to *Welcome to Tantras*.

INTERLUDE: WELCOME TO TANTRAS

EXPECTED DURATION: 15 minutes

A NICE PLACE TO VISIT, BUT...

Exploring Tantras is beyond the scope of this adventure, especially if it is being played within the prescribed 4-hour time span. The characters may shop and rest, but nothing noteworthy happens beyond that.

If you are playing this as part of a non-Adventurers League campaign, you may use this as a launching point for adventures within the city, which is particularly suited for campaigns that focus on political intrigue. See the Tantras sidebar below, build upon that information, populate the city on your own, and create conflicts for the characters to tackle.

Depending on how the preceding encounters play out, the Chiang ship arrives in Tantras either in 2-1/2 days (as scheduled) or perhaps delayed by one or two days.

The ship veers eastward towards the shoreline. In the distance, a port city comes into view. As you draw closer, your eyes start to capture the rich details about the city: ships coming to and going from a wall-enclosed bay, well-off merchants and industrious trades-people walking the busy streets, grand villas dotting various neighborhoods, a resplendent temple of Torm atop a high hill, and flags fluttering in the wind bearing the city coat-of-arms: three stars above a cresting wave. You have arrived at Tantras!

Show the players *Player Handout 5: Crest of Tantras* so they may see the city's coat-of-arms.

TANTRAS

Capital City; Population 23,500 (as of 1491 DR)

Tantras is Vesperin's capital city, though its population is significantly smaller than that of its neighbors, Calaunt and Raven's Bluff. The city is the seat of Vesperin's government and is home to the Golden Lords, a council of highly powerful and influential merchants. The Golden Lords rule as an oligarchy, ensuring that most of the wealth made in Vesperin somehow makes its way into Tantras. Wealth and influence determine one's standing as a Golden Lord, so the council changes in number and in roster as fortunes are made and lost.

Society. Most of the population is wealthy. Trade consortiums and far-reaching merchant houses have their headquarters within the city walls. The cost of living is incredibly high, but due to the vast fortunes of the city's residents, even the middle class lives just below the cusp of wealth. A lower class does exist in the city, mostly indentured servants who live far below the middle class's standard of living.

Everyone within the city walls—whether resident or visitor—is expected to adhere to the populace's culture of diplomacy and

decorum. Tantras are formal and polite with folks in civil society whom they might otherwise kill in the wilds.

Appearance. The city's riches are discernibly reflected in its people and architecture. The average citizen wears the finest clothing and jewelry (in stark contrast to the ragged uniform of the indentured servants that tend to them). Gilded carriages ply between manors and estates decorated by rare woods and precious metals. Gold and silver are exchanged openly, and purchases are made with little thought or concern.

Development. Lately, the Golden Lords have been growing more and more distant from the people and the world at large. They are becoming complacent, delegating power to subordinates and insulating themselves from their duties as rulers while they lavish themselves in opulent pursuits. This is causing dissatisfaction among the various powers within Tantras. Whispers of revolution are circulating. In the innermost circles of the most politically active merchant houses, hushed conversations speak of a sole Golden Lord who is vying to snatch the rulership out from under the other Golden Lords.

Upon docking, the *Golden Blade* is greeted at the gangplank by a carriage from House Chiang, which has been sent to escort the adventurers to the Chiang Emporium.

A magnificent red carriage, trimmed with gold and coupled to a team of six white horses, awaits you at the bottom of the gangplank. The driver smartly helps you aboard and then drives you on your way. Your trip is a short but impressive one, along wide boulevards past gilded estates and sprawling mercantile establishments.

Before long, your carriage arrives at an enormous house built of grey marble. Twisted spires adorn this dazzling piece of architecture, and the Chiang Emporium crest rises above the door. You are ushered through a palatial, regalia-filled hall, with high ceilings supported by elaborately carved pillars, and led into a sitting room the size of a small cathedral. Your arrival is announced as a pair of richly dressed Shou women—one wizened with age, the other younger and of stunning beauty—rise to greet you.

Lady **Lin-Woh Chiang** is the head of the Chiang Emporium in the Sea of Fallen Stars, and is Mistress Mei Chiang's superior. Her headquarters are in Calaunt, but she has traveled to Tantras to see her daughter, **Ting-Ting Chiang**, off to Ylraphon for the wedding.

Lin-Woh welcomes the characters as servants arrive to offer them refreshments of fresh fruits and pastries with cooked meats. She inquires briefly about their trip and expresses gratitude for their agreeing to provide a protective escort for Ting-Ting.

If Orrin Marsh has come with the party, he and Ting-Ting are introduced to each other. Otherwise, they will be introduced later when Ting-Ting boards *The Golden Blade*.

The PCs are welcome to restock provisions, supplies, spell components, etc. Tantras is a prosperous trade city and just about any mundane item can be bought in the mercantile district adjacent to the docks. Spellcasting services (including *raise dead*, if necessary) may be contracted at any of the major local temples, which are those dedicated to Torm, Milil, Tempus, Tymora, Selûne, Gond, and Lathander.

If the characters have been sorely taxed by the journey south, Lin-Woh welcomes them to spend the night, so that they may take a long rest before their return journey. Doing so also restores all the *Golden Blade's* **hull integrity** points. However, it adds an additional day to the journey, which may affect whether the bride and groom return to Ylraphon in time.

ROLEPLAYING LIN-WOH CHIANG

Lady Lin-Woh Chiang is the head of the Chiang Emporium in the Dragon Reach. An aged Shou woman who dresses in rich garments and fine silk robes, she keeps her hair tied in an elaborate knot with jeweled pins. Based in Calaunt, she is accustomed to dealing with the treacherous Merchant Dukes who rule that city, so she is seldom surprised by betrayal. She always has backup plans. She can be arrogant in her business dealings, but is quite charming when she wishes to be.

Quote: *"To put the world in order, we must first put our business in order. To put our business in order, we must first put our family in order."*

ROLEPLAYING TING-TING CHIANG

Ting-Ting is one of House Chiang's youngest trade representatives. Her stunning beauty is matched only by her natural poise and professionalism. A passionate young woman, she hides the depth of her emotions with perfect etiquette and careful control of her physical composure. She is generally reserved, speaking in gentle, controlled tones. But when conducting business, her demeanor is strong and firm.

Quote: *"Married life will surely be wonderful, as long as it doesn't interfere with my duties to House Chiang."*

PICKING UP CARGO

The Chiang Emporium has received three crates of weapons for the Emberstars, and four crates of

fireworks for the Ironhearts. These can be loaded onto the ship without difficulty. If the PCs express no particular preference, the weapons will be loaded into **Cargo Area 1** and the fireworks will be loaded into **Cargo Area 2**, but each of the cargo areas can hold any one set of crates.

ZHENTARIM MISSION

If there are any Zhentarim in the party, they have little difficulty asking around to locate their half-drow contact, Somidorr Danthan (NE half-elf male **assassin**) and picking up their three crates of silks from his dockside warehouse. Six **bandit captains** load the crates into a wagon. By default, the silk crates will be placed into whichever of the three **Cargo Areas** is not yet full.

ROLEPLAYING SOMIDORR DANTHAN

Somidorr is an elderly half-drow smuggler who has operated in Tantras for over a century. Originally from the southern nation of Durpar, in the Shining Lands, he's bald, with skin and eyes as dark and brown as forestwood. Hailing from a land where traders are more highly skilled than in other nations of Faerun, Somidorr made a number of shrewd decisions early on in his illicit trade, becoming very rich and dangerous. He's always sought to increase his own power with the acquisition of magical items, and doesn't care who he takes them from or how, which led him to ally with the Shadowcloaks. He knows Jotan Silverhammer leads the Shadowcloaks in Ylraphon, and that the dwarf is a trusted associate of the Night Hood, who leads the entire guild from Calaunt. Somidorr fears the Night Hood greatly, and is eager to make sure any deal with the Shadowcloaks goes smoothly.

Quote: *"No trouble, no complications, and no loose ends."*

PREPARING TO SET OUT

When the adventurers have made their preparations, Ting-Ting Chiang (female human (Shou) **noble**), scion of House Chiang boards the ship. Ting-Ting is accompanied by her lady-in-waiting, Lei Fa Wu, (female human (Shou) **commoner**, use the **Sailor Personality Traits** table found earlier in **Part 2** to determine her personality).

As Ting-Ting comes aboard, adventurers who succeed in a DC 14 Wisdom (Insight) check notice Yi Zhong shooting Orrin Marsh occasional disapproving looks. This can be further pursued in Act III under "Life's Sweetest Reward."

Depending on whether the adventurers take a long rest here or not, they spend either a full day or a mere couple of hours in Tantras. Once the adventurers set sail on the return voyage, move on to **Act III**.

ACT III. THE DRAGON REACH, NORTHBOUND

LIFE'S SWEETEST REWARD

Having received the new passengers and cargo, the party heads back north towards Ylraphon.

GENERAL FEATURES

The general features of *The Golden Blade* are the same as those listed earlier.

Your departure from Tantras is a noisy one, as members of the Chiang Emporium shake hand clappers, blow noise makers, set off fire crackers, and yell out blessings and well-wishes to the bride-to-be. You quickly leave Tantras behind and once again face the open waters of the Dragon Reach.

A SHOU AFFAIRE

EXPECTED DURATION: 10 minutes

On the first day of the return journey, Ting-Ting and Lord Orrin spend most of the time together, with Orrin regaling Ting-Ting with the ups and downs of recent events in Ylraphon and, Ting-Ting in turn sharing the trade news from Tantras with Orrin.

At some point, Orrin retires below decks. Ting-Ting remains on deck, and a dramatic scene develops in front of the adventurers, shortly thereafter.

Ting-Ting and Yi Zhong are locked in conversation by the aft-most taffrail. Yi Zhong is visibly upset, but speaking in quiet tones, while Ting-Ting does her best to stay composed.

When the two notice you, Yi Zhong hastily breaks away from the scene, flashing you a forced smile as he heads back to his post at the bow. A pained look sweeps over Ting-Ting's face, as she turns to face the trailing wake of the vessel, unable to look your way.

Questioning either Ting-Ting or Yi Zhong reveals the following information.

- Ting-Ting and Yi Zhong have been secret lovers for the past year. Trading assignments abroad provide them with opportunities to be together, as they often sail on the same ships—away from the watchful eyes of House Chiang.
- Wishing to continue this romance, Yi Zhong is unhappy with the upcoming wedding and has made

numerous attempts to persuade Ting-Ting to call it off.

- Ting-Ting is unwilling to do so, feeling bound by duty to go through with the wedding for the prosperity of her family's trade. She is deeply in love with Yi Zhong. However, Ting-Ting and Orrin seem to get along well enough that she sees a decent future as Orrin's wife.
- The secret lovers were hoping to have one last rendezvous during the voyage north, but Ting-Ting has instead ended the romantic relationship now, rather than making it even more difficult for her to acquiesce to her family's desires later. She hopes that she and Yi Zhong can remain friends, but Yi Zhong wants nothing less than to win Ting-Ting back completely.

The adventurers may wish to continue to talk to Orrin and/or Ting-Ting to advise for or against their marriage. Continue to adjudicate these efforts as described in **Act II** under **Influencing the Wedding**.

After the blowout, Ting-Ting and Yi-Zhong avoid each other for the rest of the day.

ROLEPLAYING YI ZHONG FAN

Yi Zhong has spent more of his life on a boat than on land. He is warm, approachable, and always composed. In addition to being a capable diplomat and negotiator, he is the Chiang Emporium's best navigator. Yi Zhong has traveled to many of House Chiang's trading outposts throughout the Moonsea and the Dragon Reach. Of all his life experiences, however, the most passionate has been his secret love affair with Ting-Ting Chiang. Her arranged betrothal to Orrin Marsh is almost too painful for him to even speak of.

Quote: "Never underestimate the perils that dwell within the Dragon Reach. Respect for its waters has kept me alive throughout my travels."

WALHARROW'S LEGACY

EXPECTED DURATION: 30 minutes

NOTES ON PACING

If you have at least 2.5 hours remaining, you can run two encounters during the northbound trip. Run this one on the first night, and then proceed to "Northbound on the Dragon Reach – the final night" for a second one.

If you have less than 2.5 hours remaining, there is no encounter on the first day of the northbound trip. Instead, this encounter, **Walharrow's Legacy**, occurs at the end of the second day -- on the final night before the PCs arrive back in Ylraphon.

Captain Walharrow II—daughter of the famous minotaur pirate, Captain Walharrow (from *DDEXI-9 Outlaws of the Iron Route*)—leads her father’s old crew aboard their pirate ship, the *Baphomet’s Blood*, on raids throughout the Moonsea and the Sea of Fallen Stars. As luck would have it, the Chiang ship is the next vessel to cross the dread pirate’s path (show players *Player Handout 6a: Captain Walharrow II’s Skull & Crossbones*).

A violent impact shakes the ship in the middle of the night. In the glow of the lamplight on the Chiang ship’s deck, you see that another ship painted pitch black has rammed the side of your vessel. The black ship’s masthead is carved in the likeness of an immense bull’s head, and its horns—each forward-sweeping and 12 feet long—have penetrated your ship’s hull, locking the two boats together.

Figures clad in black leather appear from the shadows of the black ship, swinging across ropes to board your vessel. As the invaders arc through the air towards the Chiang ship’s deck, their battle cries fill the air.

“BLOOD FOR WALHARROW!”

The two ships’ impact causes the *Golden Blade* to lose 2 **Hull Integrity** points. The *Baphomet’s Blood* rams the Chiang vessel directly amidships, right between **Cargo Area 1** and **Cargo Area 2**.

The pirate raiding party consists of Captain Walharrow II (a **minotaur**), 2 **bandit captains**, 1 **priest**, and 4 **swashbucklers**. 3 more pirate deckhands (simple sailors who are non-combatants) remain aboard the *Baphomet’s Blood*, ready to disengage the two ships. See *Map 3: the Baphomet’s Blood* for the pirate ship’s layout.

Two of the pirates remaining aboard the *Baphomet’s Blood* light torches throughout the black ship’s deck after the raiding party swings onto the Chiang ship. Despite the intimidating battle cry, the raiding party’s goal is to steal whatever precious cargo there is on board. However, they’re also open to abducting passengers (favoring the NPCs, who don’t put up much of a fight) to be sold into slavery later.

Of the Chiang ship’s crew, 2 deckhands are on the main deck for the night shift. Ting-Ting and Orrin are also on the main deck having what was previously a quiet, night-time chat.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 1 **bandit captain** and the **priest**
- **Weak party:** Remove the **priest**
- **Strong party:** Add 1 **priest**
- **Very strong party:** Add 1 **bandit captain** and 1 **priest**

ENCOUNTER INTENT

This *Walharrow’s Legacy* combat encounter is intended to challenge the adventurers by potentially jeopardizing the journey and cargo. If the ship lost any **Hull Integrity** points earlier on in the adventure, the impact can cause the ship to lose enough **Hull Integrity** points to warrant delaying the journey for repairs. Additionally, losing the crates of fireworks and weapons affects the mayoral race at the end of this adventure, and losing the crates of silks would jeopardize the Zhentarim mission.

It should be extremely challenging for the adventurers to prevent any loss of cargo. Feel free to send additional waves of swashbucklers if the party is having too easy a time of preventing cargo loss, or allow some swashbucklers to go below decks for cargo if necessary. The intent of the encounter is for the PCs to have to make choices about which cargo to save and which cargo may be lost.

TACTICS

Since the crew and passengers are more valuable alive than dead, the pirates use non-lethal strikes whenever possible. Exception: If any of the characters say anything about having encountered Captain Walharrow from *DDEXI-9 Outlaws of the Iron Route*—regardless of how that encounter played out—Walharrow II furiously tries to outright kill those characters.

Walharrow uses her *Charge* ability to try to knock adventurers overboard. Unless they have a swim speed, characters knocked overboard must make a DC 10 athletics check to swim 10 feet back to the ship, and then climb (DC 5, as there is rigging and nets) 15 feet to return to the deck.

The bandit captains engage the adventurers head-on, attempting to knock people unconscious so they can take them captive. The priest focuses on healing injured pirates, in addition to dealing damage to the adventurers,

The swashbucklers focus on stealing cargo. Half of them start taking crates from **Cargo Area 1**, while the

other half takes crates from **Cargo Area 2**. On their first turn each swashbuckler will move to a cargo area and pick up a crate, if there is one there. On their next turn they will return to the *Baphomet's Blood* and deposit it there, returning on the following round for another crate if any are left.

If any of the cargo areas is empty or the swashbucklers have taken all the crates from it, the swashbucklers then attempt to subdue and capture NPCs. These are not given detailed combat statistics here, but in general, every round or two the pirates should be able to knock out a non-combatant NPC, and then drag them to their ship.

DEVELOPMENT

If Walharrow II is slain, on their next turn all remaining pirates scoop up a piece of cargo or unconscious NPCs as they can, and retreat back to their ship. Once they all re-board, it takes one round for the *Baphomet's Blood* to pull free of the Chiang ship and sail away.

If the Chiang ship pursues the pirate vessel, the pirates start throwing NPCs and crates into the waters of the Dragon Reach to distract the pursuers. It takes one round to fish a crate or an NPC out of the water. During those rounds, the *Baphomet's Blood* gains enough distance to make pursuit impossible.

XP AWARDS

In addition to any combat experience the adventurers earn, each character also receives 500 XP, less 100 xp for each crate lost or NPC captured.

TREASURE

If the adventurers board the *Baphomet's Blood*, a thorough search reveals stolen valuables in the cargo hold below decks: several crates of exquisite fabrics worth 100 gp and a barrel of fine Turmish bourbon worth 100 gp.

Additionally, searching among the pirates' bedrolls scattered about in the cargo hold, the adventurers discover a small chest bearing an escutcheon (round, metal plate) stamped with a bull-horned skull and crossbones. This is Captain Walharrow II's personal chest. It contains her father's solid gold nose ring (worth 125 gp), a jewel-encrusted goat skull (worth 75 gp), and a map of an unknown island depicting the location of a hidden treasure cove (show players *Player Handout 6b: Captain Walharrow II's Map*). This map is of the fabled Isle of Dread, though this is nigh impossible to ascertain due to the lack of markings on the map.

NORTHBOUND ON THE DRAGON REACH, THE FINAL NIGHT

The night before the Chiang ship arrives at Ylraphon, the adventurers encounter one final obstacle. Choose or roll for the encounter on the table below, keeping in mind your tastes and the tastes of your players.

1d3	ENCOUNTER	ENCOUNTER TYPE	DIFFICULTY
1	Ominous Scratchings	Combat	above average
2	Dealings in the Night	Interaction, combat	above average
3	Sabotage!	Interaction	easy

The sections below detail the encounters above.

OMINOUS SCRATCHING

EXPECTED DURATION: 30 minutes

In the middle of the night, scratching noises are heard scraping at the ship's hull (where many monsters are trying to claw their way through). It takes some effort to pinpoint where they are coming from, requiring a successful DC 18 Wisdom (Perception) check. Characters who succeed in the check can ascertain that the scratching noises are coming from a portion of the hull by **Cargo Area 3**, below the level of the water.

A moment after the sounds begin (whether the position was discovered or not), a portion of the hull bursts open (causing the ship to lose 1 **Hull Integrity** point) and a torrent of water begins to gush into the cargo hold. 3 aquatic **ghasts** and 6 aquatic **ghouls** pour in through the hole, into the cargo hold, and head for the nearest targets to attack. These ghasts and ghouls were once sea elves who turned away from the elven deities and were cursed with undeath through vile rituals in the name of Orcus. Sometimes called lacedons, these aquatic monsters have a swim speed of 30 feet, but are otherwise just like their land-dwelling counterparts.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 1 **ghast** and 2 **ghouls**
- **Weak party:** Remove 2 **ghouls**
- **Strong party:** Add 1 **ghast**
- **Very strong party:** Add 2 **ghast**

ENCOUNTER INTENT

This *Ominous Scratching* combat encounter is intended to challenge the adventurers by potentially jeopardizing the journey and cargo. If the adventurers don't act quickly enough, the ship can lose 5 **Hull Integrity** points to warrant delaying the journey for a day to make the repairs. Additionally, losing the crates of fireworks affects the mayoral race at the end of this adventure.

DEVELOPMENT

The sound of the breach awakens everyone on board the ship. Anyone who was asleep may not act during the first round of combat as they wake themselves.

The crew's first priority is sealing the breach, though this is difficult to do with the invading undead. If repairs to the breach do not begin in 2 rounds, the ship loses 1 **Hull Integrity** point per round following. On the 4th round, enough water flows into the hold that the one of the crates of fireworks in **Cargo Area 3** is irretrievably washed out into the depths of the Dragon Reach. On the 6th round, the second crate of fireworks washes out and is forever lost.

Once the crew is safe and can repair the breach without fear, they work together and make the repairs skillfully and efficiently.

After dealing with the monsters and the hull breach, move onto *Welcome Back to Ylraphon*.

XP AWARDS

In addition to any combat experience the adventurers earn, each character also receives 500 XP if they defeat the ghosts and ghouls before the ship loses enough **Hull Integrity** points to require a delay.

TREASURE

Each ghost wears an arm band made of nautiloid shells (remnants of their former lives as sea elves). The shells are quite rare and, altogether, the arm bands are worth 400 gp.

DEALINGS IN THE NIGHT

EXPECTED DURATION: 30 minutes

Unwelcome visitors board the Chiang ship and make unpleasant demands.

In the darkness just before midnight, the sharp peal of the alarm bell fills the air around the ship. A panicked deckhand cries from the main deck, "Captain! Captain! We've got visitors!"

3 **coven sea hags** have climbed aboard the ship and are standing on the forecastle. The hags' 3 **green guard drakes** swim in the waters around the ship, ready to climb aboard should the hags need defending. 2 deckhands, one of whom is ringing the alarm bell on the ship's mainmast, fearfully face the hags. Captain Chiang, the rest of the crew, and passengers quickly rise from bed and join the situation on deck.

The hags need either three creatures (to sacrifice to dark powers in a debased ritual) or the shipment of fireworks (3 crates, as spell components for their weird magic) and have boarded the Chiang ship to acquire them. Despite the deckhands' reactions, the hags are not outright hostile and would gladly bargain for any combination of 3 crew members, passengers, or crates of fireworks.

Ting-Ting joins the group on the main deck shortly after the hags board. When she does, the hags turn their attention to her and bargain for her intensely. Ting-Ting is incredibly beautiful and the hags would like nothing more than to despoil that beauty in the name of their dark deities. If the hags' attempt to acquire her goes beyond a few seconds of discussion, there may be an awkward moment as both Orrin Marsh and Yi-Zhong Fan try to position themselves to defend Ting-Ting.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 **green guard drakes**
- **Weak party:** Remove 1 **green guard drake**
- **Strong party:** Add 2 **green guard drakes**
- **Very strong party:** Add 3 **green guard drakes**

ENCOUNTER INTENT

This *Dealings in the Night* interaction encounter is intended to challenge the adventurers by potentially jeopardizing the crew and cargo. The encounter is intentionally hard, so the players must make the difficult choice between bargaining with the hags or facing them in combat. Losing the crates of fireworks and NPCs affects the mayoral race at the end of this adventure.

DEVELOPMENT

The hags initially bargain with the crew and adventurers, offering to pay 100 gp in ancient-barnacle encrusted coins for 3 of any combination of deckhands, passengers, or cargo crates. Captain Chiang does not

want to deal with these vile creatures and urges the adventurers to kick them off the ship. If the adventurers attempt to bargain, the hags can go as high as offering 400 gp plus a boon of luck for each of the adventurers. Feel free to roleplay this, requiring various Charisma (Persuasion) or (Intimidation) checks as the characters bargain with the hags.

If the hags' conditions are agreed upon, they tie up the unfortunate individuals in seaweed, drag any crates bargained for overboard, and leap into the Dragon Reach with their captives and goods, never to be seen again. Each adventurer earns the *Boon of the Sea Hags* story award.

If the party attacks the hags or refuses to meet their demands, combat begins. The 3 green guard drakes leap aboard the deck to help the hags. The hags and drakes focus on defeating the adventurers, leaving the NPCs for capture afterwards. If the hags succeed in stealing away any of the NPCs or crates of fireworks, those NPCs and crates are lost for good.

Whether the hags are bargained with, defeated, or retreat, move on to *Welcome Back to Ylraphon* once the encounter is resolved.

XP AWARDS

In addition to any combat experience the adventurers earn, each character also receives 500 XP if they successfully defeat or drive away the hags without losing any crew members, passengers, or cargo.

TREASURE

One of the hags carries a ragged pouch made of halfling skin, tattooed with the symbol of the goddess Umberlee, containing 400 gp worth of barnacle-encrusted coins. If the hags are defeated or driven away, the pouch falls off the hag's body and lands with a jingle and a thump onto the ship's deck.

SABOTAGE!

EXPECTED DURATION: 30 minutes

Someone aboard the ship has motivations that are dangerous to the party. As the Chiang ship draws closer to Ylraphon, the saboteur strikes.

It is early during the final evening of your return journey. Tomorrow, Ylraphon will be within your sights. At this moment, you, the entire crew, and all of the passengers are on the main deck enjoying the cool of twilight.

Let the players interact with the NPCs, prompting conversations accordingly based on the various NPC personalities and motivations. Topics of conversation may include:

- Who among the three candidates should take the office of mayor in Ylraphon
- Whether Ting-Ting and Orrin love one another, or whether this is more a business transaction than a marriage
- If the adventurers are looking forward to the wedding ceremony
- Yi Zhong approaches one of the adventurers, confides in the adventurer about his relationship with Ting-Ting, and asks them to convince Ting-Ting to call off the marriage.
- The adventurers working for Zor Affapanov might decide that the time is right to convince Orrin to call off the wedding.

After a few minutes of interaction, misfortune strikes. Loud snaps sound from above as the rigging around the mainsail starts to sever and unwind. Eyes shoot upward towards the mainmast as several events happen.

TUMBLING SAIL The mainsail comes tumbling down onto the deck. All adventurers on the lowest section of the main deck must make a DC 14 Dexterity saving throw as **sail battens** crash down from overhead. Characters that fail the saving throw take 14 (4d6) bludgeoning damage, and characters that succeed take half that damage.

The sail battens pin Captain Chiang and Fan Yi Zhong down onto the deck and threaten to crush them. The way the sail has fallen, lifting one end to rescue one individual makes it difficult to rescue the other—the adventurers have to choose who to prioritize. Saving the captain is an obvious choice, but a panicked Ting-Ting implores the adventurers to save Yi Zhong's life.

It takes a successful DC 20 Strength (Athletics) check to rescue one of the pinned individuals. Rescuing the other requires making a DC 20 Strength (Athletics) check at disadvantage. After these checks are made, the weight of the sail bears down, inflicting 10 (2d8) bludgeoning damage on anyone who remains pinned under the sail battens. If either Captain Chiang or Yi Zhong take this much damage, they are killed outright.

LISTING SHIP Portions of the sail have crashed onto the ship's larboard side, smashing down the gunwale

and teetering off the side of the ship. As the battens are moved to rescue the pinned individuals, the sail begins to tip overboard, causing the ship to list drastically portside. Cargo lines snap and the crates of weapons and fireworks on deck start to slide down off the deck and overboard. The adventurers have one round to act to try to save the cargo, while the crew focuses on hauling the sail back on board.

It takes at least 4 individuals to keep each batch of cargo from sliding off the ship, and the attempt requires a DC 16 Strength (Athletics) group check. If there are fewer than 4 individuals attempting to save a batch of cargo, the group check is made at disadvantage. If at least half of the group succeeds, they manage to keep their batch of cargo on board. Failing the check means that one crate of cargo from their batch falls overboard and sinks down into the depths of the Dragon Reach.

After the initial group checks are resolved, the adventurers need to make another DC 16 Strength (Athletics) group check to keep the remaining cargo on the ship. As with the previous check, if at least half the group succeeds, none of the cargo from their respective batch falls. Failing the check results in one additional crate of cargo falling overboard. After this second round of checks is resolved, the crew manages to haul the bulk of the sail back on board, righting the ship.

ENCOUNTER INTENT

This *Sabotage!* interaction encounter is intended to challenge the adventurers by potentially jeopardizing the crew and cargo. Throughout the various events, the characters have to choose between saving one thing or another.

DEVELOPMENT

Once the events above are resolved, an examination of the fallen sail reveals evidence of sabotage: the sail riggings were intentionally severed at various places, causing them to break after a span of time. The crew and passengers are at a loss as to who the saboteur might be, and no one wishes to needlessly accuse anyone.

Not wanting to lose time, Captain Chiang and the crew focus on repairing the mainsail. The repairs take several hours and do not significantly delay the voyage home. The adventurers are free to try to root out the saboteur, if they feel so inclined.

Characters succeeding in a DC 17 Intelligence (Investigation) check discover that the rigging was cut

with a fine-edged blade: the ropes were weakened by being cut partway and then frayed under the strain. If they approach the crew about this, they learn the details below.

- None of the crew have blades fine enough to have made such a clean cut. The crew readily shows their possessions, including items they may have by their respective bunks. None of them own anything beyond functional knives with nicked, worn blades. Anything more functional than a cheap knife is pointlessly more expensive for the crew.
- Characters who search below decks and succeed in a DC 14 Wisdom (Perception) check, however, notice a curved filleting knife at the cook's station at the starboard side of the cargo hold. The knife is easily keener than any non-weapon blade on board.
- Searching the cook's station reveals a hempen fiber tucked among some discarded fish bones. The fiber matches those of the sail's rigging.

The clues point to Che Yiu, the ship's cook (choose another crew member to take over as ship's cook if Che somehow perished in a previous encounter).

IF THE SABOTEUR IS DISCOVERED, they surrender and confess to the deed, claiming that an unknown force has threatened them with harm should the wedding go forward on schedule. Captain Chiang ties up the saboteur, keeps him (or her) under constant watch at the forward section of the cargo hold, and the rest of the journey proceeds without further incident. Move on to *Welcome Back to Ylraphon*.

IF THE SABOTEUR IS NOT DISCOVERED, Captain Chiang pushes northward towards Ylraphon, leery as she may be about the circumstances. If the adventurers keep watch on deck overnight (together or in shifts), no further acts of sabotage occur. If none of the adventurers keep watch during the night, however, everyone awakens the next morning to discover that the saboteur struck once more: the boxes of fireworks were left opened on deck, exposing them to rainfall during the night and ruining them in the process. Move on to *Welcome Back to Ylraphon* below.

XP AWARDS

Each character receives 500 XP if they successfully discover the saboteur.

TREASURE

If the adventurers save Captain Chiang from being pinned, in gratitude, she gives the adventurers a series

of finely made wooden statuettes depicting her ancestors. Each statue is expertly crafted, with golden hands and faces and mother-of-pearl accents. There are 8 statues in all, and each statue is worth 50 gp.

WELCOME BACK TO YLRAPHON

EXPECTED DURATION: 5 minutes

Finally reaching the end of its journey, the *Golden Blade* arrives at its home port. Before they arrive, however, the characters pass the Trollcrag Mountains—the westernmost arm of the Earthspur range—and encounter a disconcerting sight.

The sun hasn't yet risen when you, the crew, and the passengers of the *Golden Blade* congregate on the forecastle. After last night's incident, the flickering lights of Ylraphon are a welcome sight. You are taking in the sight of your final destination when something in the distance catches your eyes. Just past the town, atop the crest line of the Trollcrag Mountains nearest to Ylraphon, stands an immense humanoid shape bathed in torchlight the size of a house fire.

The creature is gigantic. Even from a distance, you can tell that the figure stands at least 30 feet tall. As the ship draws closer, details about this figure become clearer: its charcoal-black plate armor, its fiery red hair and beard, the tower-sized greatsword it holds in its hand, the tree it uses as a torch. A fire giant stands atop that mountain, watching over the land.

Booming footsteps resound in the distance and, to your dismay, several more torch-bearing fire giants emerge above the crest line, joining the first giant in silent watch. As if that were not enough, an army of smaller humanoids joins the group on the mountaintop, seemingly allied with the fire giants.

Give the players a few moments to discuss what they see. After several tense moments, the giants and their army simply turn and walk away, their firelight disappearing behind the mountain range.

Move on to **Act IV**.

ACT IV. THE CRANE WIFE

MY CRANE WIFE
ARRIVED AT MY DOOR IN THE MOONLIGHT
ALL STAR BRIGHT AND TONGUE-TIED I TOOK HER IN
WE WERE MARRIED
AND BELLS RANG SWEET FOR OUR WEDDING
AND OUR BEDDING WAS READY WHEN WE FELL IN
- THE DECEMBERISTS, "THE CRANE WIFE 2"

AN OPEN SMILE ON A FRIENDLY SHORE

As Ylraphon draws closer, the Chiang ship receives a flashy welcome.

A bright flare in the dark sky interrupts the unease of the moment. Two more flares light up the night as fireworks shoot up over Ylraphon. "The Chiangs have spotted us!" cries the captain, joyfully. "Our arrival is being celebrated."

You are close enough now to the shore to see that a series of floating structures have been erected just off the docks. Red and white floating platforms and buildings connected by wooden bridges bob gently in the Ylraphon waves. As the sun rises in the east, its rays glint off the gold leaf trimming the structures. Ylraphon has never seen such a grand setting for a wedding.

The structures are the Floating Fortunes, an ad hoc pavilion built by House Chiang for the wedding ceremony (see **Map 4: The Floating Fortunes**). The Chiang ship steers towards it, docking at the jetty between areas 6 and 9 so its passengers may disembark. There, the wedding party is welcomed by Mei Chiang.

The ship draws alongside the floating structures, a Chiang Emporium sailor guiding the way via signaling flags. The gangplank is lowered onto a small jetty, upon which stands Mistress Mei Chiang. "Welcome back, everyone," she calls. "And welcome to the Floating Fortunes," she adds, indicating back to the floating structures with a sweeping gesture.

On the Floating Fortunes and elsewhere around town, preparations for the wedding are being made. Anyone of note in Ylraphon has some part or other to play in the preparations. Mistress Chiang informs the party that the three mayoral candidates are in various locations around the wedding pavilions, each taking

care of assorted business. Clearly aware of the characters' involvement in her fellow Merchant Councillors' political machinations, she wryly tells the characters they should hurry to find their respective candidates to report the success or failure of the tasks assigned to them in **Act 1**. After welcoming the adventurers, Mei heads to **Area 1**.

MURDEROUS COMPLICATION

Unbeknownst to anyone, the fire giants seen earlier are plotting to rain havoc on Ylraphon one day soon. Their first act towards that end is to disrupt the Chiang-Marsh wedding. The fire giants have recruited an **assassin** named Xieng Luong, to murder one of the town's major players. Depending on how the previous parts of the adventure went, the assassination attempt occurs either before or during the wedding ceremony:

IF THE JOURNEY WAS NOT DELAYED OR WAS DELAYED BY ONE DAY, the assassination attempt occurs before the wedding. See **The Floating Fortunes** for details and guidance in this case.

IF THE JOURNEY WAS DELAYED BY TWO OR MORE DAYS, the assassination attempt occurs during the wedding ceremony. See **A Keening Bell** for guidance on how to play events out, using the location descriptions in **The Floating Fortunes**.

Choose the order of Xieng Luong's targets by rolling on the following table.

TARGET OF ASSASSINATION ATTEMPT

1D6	TARGET	BEFORE CEREMONY	DURING CEREMONY
1	Mei Chiang	Area 1	Area 1
2	Ting-Ting Chiang	Area 3	Area 1
3	Orrin Marsh	Area 5	Area 1
4	Jei Mao Hong	Area 4	Area 1
5	Gwynora Ironheart	Area 7	Area 2
6	Serge Affapanov	Area 8	Area 7

Mei Chiang, Ting-Ting, and Serge Affapanov use the **noble** stat block, Jei Mao Hong uses the **commoner** stat block, Orrin Marsh uses the **knight** stat block (with some modifications), and Gwynora Ironheart uses the **spy** stat block (with one modification). See **Appendix 1: NPC/Monster Statistics** for details on these stat blocks.

THE FLOATING FORTUNES

EXPECTED DURATION: 120 minutes

The Floating Fortunes are awash with activity as the wedding hour draws closer. During this time, the players should seek out their respective mayoral candidates to report their successes or failures, interact with the NPCs to accomplish goals, or simply explore.

The PCs will likely want to deliver their various cargoes to those who hired them to do so. As they locate these various NPCs, they can collect their payments:

- If the adventurers accomplished at least one of the tasks given by each of the mayoral candidates, they receive the recompense promised to them by that candidate.
- If the party contains any Zhentarim and they delivered at least one crate of silks from Tantras, Clank and Zoya will pay 200 gp (total, to be split evenly among the party) as agreed upon.
- Mistress Chiang also awards them as promised for successfully accompanying Ting-Ting and Orrin back to Ylraphon: either 500 gp for arriving on schedule or 50 gp for a delayed arrival.

When the time is right (ideally with the party split, exploring the various locations and interacting with the NPCs), trigger the assassination attempt—see *A Bend in the Wind* for guidance on how to run the assassination encounters.

AREA 1: MARITAL FORTUNE (CEREMONIAL PLATFORM)

The ceremonial platform, dubbed *Marital Fortune*, is stunning and built far beyond function. The floating platform's polished hardwood floor echoes dully under your footsteps. A raised platform dominates one side of the platform, upon which the bride and groom will make their vows. Columns flank the platform, four to each side, carved with motifs of cranes in flight. A wide bridge connects this platform to the main spectators' platform, while smaller walkways connect to floating rooms to either side—quarters for the bride, groom, and officiant.

Mei Chiang is here, overseeing the final preparations. She shares the following in conversation.

- House Chiang has been quietly working on the Floating Fortunes for some tendays now.

- It is a wedding gift for the bride and groom, who will decide together what to do with it afterwards. Ting-Ting and Orrin may decide to convert it to their permanent residence, use it as an extension of the Chiang Emporium, disassemble the pavilions and repurpose them as sailing vessels, etc.

AREA 2: NEIGHBORLY FORTUNE (AUDIENCE PLATFORM)

Neighborly Fortune, the audience platform, is little more than a large, open space in which spectators can stand to watch the wedding. Thick pilings surround the platform, each connected by hempen ropes that form a guard rail for attendees.

Right now, the only individual here is a lone servant swabbing the deck.

AREA 3: BRIDAL FORTUNE (BRIDE'S QUARTERS)

Ting-Ting is preparing for the wedding in *Bridal Fortune*, her own private platform. Her quarters are the size of a small cottage and are comfortably furnished, providing the bride with several places to recline. Flowing linen curtains line the walls, gently billowing in the breeze coming through windows beyond. A stretch of curtains has been pulled open, revealing a window facing away from Ylraphon and looking out onto the waters of the Dragon Reach.

The bridal gown, a long-trained dress of traditional Shou design, hangs on one of the walls. The cream dress is adorned with golden cranes standing in fresh water. Its sleeves are decorated with feather patterns, giving it an impression of wings. Crane down lines the collar and cuffs in exquisite tufts.

Ting-Ting sits in this pavilion, quietly contemplating her upcoming marriage. She is being attended to by 3 waiting-women (Lei Fa being one of them, if she survived the trip from Tantras). All the waiting-women are non-combatant Shou **commoners**.

There are no superstitions regarding seeing the bride before the ceremony, though Ting-Ting has been mostly left alone to her thoughts for the past couple of hours. She welcomes the company of the adventurers and shares the information below in conversation.

- Ting-Ting truly desires to live up to her familial duties. She understands how important it is that her family is welcoming a non-Shou into the house. Furthermore, she feels fortunate that she and Orrin

get along so well. The wedding is arranged—more of a business deal than real love. But Ting-Ting does see a potentially happy life with Orrin.

- Despite her dedication to duty, Ting-Ting's heart aches for Yi Zhong. She truly loves him and only ended their relationship out of loyalty to her family.
- The Crane wedding dress is a gift from House Lao, another Shou merchant family and prominent supporter of the Lords' Alliance. It is a vintage Shou heirloom that has been passed down through many families over many generations. Ting-Ting herself will eventually pass it on when the time comes.

AREA 4: DIVINE FORTUNE (OFFICIANT'S QUARTERS)

Divine Fortune, the wedding officiant's quarters, is simple and functional, in contrast to the rest of the other pavilions. A middle-aged monk in ritual garb kneels prostrate on the floor, meditating with his hands clasped in a tangle of fingers in front of him. Nearby rests an open wardrobe, upon which hang the officiant's mantle and civilian clothing. On a small desk beside the wardrobe sit a brass censer, a palm-sized iron burner from which ensues the smell of pungent incense, and a series of wooden prayer cards collected together on a loop of rope.

A steep stair rises along the wall by the door, leading up to a rooftop balcony. A bridge extends out from the balcony, connecting the *Divine Fortune* pavilion with the balcony on the adjacent *Familial Fortune* pavilion.

The monk in the room is Jei Mao Hong, a male human (Shou) **commoner** and traveling priest of Waukeen. He is meditating, but does not prohibit the adventurers from interacting with him. He does not cast spells, though he may perform priestly functions such as offering advice, hearing confession, absolving sins, giving the blessing of marriage, baptizing, etc. The first adventurer who partakes of any of his priestly services gains a blessing of Waukeen that grants them advantage on their next ability check, saving throw, or attack roll.

Jei Mao Hong has one other blessing from his goddess: He can psychically sense if anyone in his presence is speaking or taking actions because of having been charmed, mind-controlled, or otherwise magically influenced to say or do those things. If at any point he senses such effects, especially affecting Ting-

Ting or Orrin, Jei Mao Hong immediately informs the family or associates of the affected person.

AREA 5: FAMILIAL FORTUNE (GROOM'S QUARTERS)

Orrin Marsh stands unnervingly still in *Familial Fortune*, the groom's quarters, clearly lost in intense thought. For the occasion, he is wearing a traditional wedding suit of Shou fashion, with twin medallions around his neck bearing the symbols of two goddesses, Selûne and the Red Knight. His only movement is fiddling with the tassel at the end of the silver-plated sword on his hip, a blade which is clearly only ceremonial. The groom's pavilion itself is furnished and stocked with food and drink, but Orrin partakes in none of that.

A stair rises along the wall furthest from the door, leading up to a balcony above. The balcony is connected to another balcony on the *Divine Fortune* pavilion by a wooden bridge stretched out over the water below.

Orrin was being tended to by two squires, but he dismissed them an hour ago in order to have some privacy. His desire for company has since returned and he welcomes any adventurer who visits him. He shares the information below if spoken to.

- Despite the wedding being arranged, Orrin is now eager to be married. He has grown fond of Ting-Ting. The time they spent together on the ship served to reinforce their relationship.
- Nonetheless, based on Ting-Ting's body language and facial expressions, the young noble has deduced that Ting-Ting is hiding something. Orrin wants to know if the adventurers are aware of anything related to this. If the characters wish, they can easily convince Orrin that she is simply masking the nervousness or apprehension that can come with such an occasion, since that is what he would prefer to believe.
- His main concerns for himself are living up to the two families' standards. His aunt and cousin are highly respected in town, yet both defer to him as the heir to the family's noble title. Becoming the first non-Shou to marry into House Chiang will put him under even greater pressure. Though Orrin isn't much for expressing his emotions, he shared these worries with Ting-Ting during the return journey, and she was very supportive and encouraging of him.

AREA 6: WORLDLY FORTUNE (GUEST ALTAR AND WEDDING GIFT DEPOSITORY)

This open-air platform, *Worldly Fortune*, is reserved for the wedding presents the bride and groom will receive. Guests have already deposited numerous packages, pouches, sacks, barrels, and chests which line either side of the platform.

A small altar sits on one end of the platform, upon which pious guests have placed offerings of fruit, flowers, candles, incense, and small prayer scrolls.

No gifts worth stealing will be deposited here until directly before the ceremony, and at that time they will be watched over by an honor guard of seven **swashbucklers**, friends of Orrin and Sir Bresden from their adventuring days. If battle breaks out during the ceremony, one Swashbuckler remains to guard the gifts, not intervening in any events that transpire. The other six leave the area as quickly as possible to find Sir Bresden and inform him of what has occurred, and are unable to intervene in battle.

If the characters visit this area before the ceremony, Sebastian Emberstar can be found here dropping off the Emberstar Exchange's gift to the soon-to-be-married couple. Sebastian is jubilant if Yi Zhong made it back alive. If Yi Zhong perished, Sebastian does his best to present good spirits, though doing so is difficult.

AREA 7: ATTENDANT FORTUNE (SPECIAL GUESTS' PLATFORM)

A raised series of bleachers take up most of *Attendant Fortune*, where the Chiang and Marsh families and special guests can view the wedding in seated comfort. The rows rise one above the other, with a side stairway leading up to the upper rows.

Gwynora Ironheart is here, overseeing the finishing touches being made to the seating area. The Ironhearts' dwarven craftsmanship was commissioned by the Chiangs for help in building the Floating Fortunes. Gwynora has no intention of letting anything less than perfection represent her clan. So, she is supervising two other dwarves in the application of Attendant Fortune's final decorations.

During the ceremony, she forgoes sitting in Attendant Fortune, watching instead from the Neighborly Fortune, among the common folk of Ylraphon.

AREA 8: CULINARY FORTUNE (KITCHEN PLATFORM)

Culinary Fortune is a dedicated kitchen. Cooks prepare a variety of succulent dishes to be served to the guests before and after the wedding. Three stoves sit at three corners of the platform. A large work table provides the team of cooks here space for preparing food. A pantry cabinet sits along one edge of the platform, filled with ingredients. Two boats are tied to this platform, giving the cooks a means to reach the shore should they need to fetch anything from town.

Amidst the bustle of the cooks and kitchen staff, Serge Affapanov is here, barking orders and sampling dishes. He urges approaching adventurers to keep their distance and stay out of the way, ushering them onto the connecting bridges if they wish to speak to him.

If the characters he approached at the start of the adventure were unable to convince Orrin to call off the wedding, he quietly exclaims, "There's still time!" Serge asks the adventurers to pay Orrin a visit at Familial Fortune (*Area 5*) to make one last attempt to convince him.

AREA 9: WANDERING FORTUNE (BOAT PARKING)

One corner of the Floating Fortunes has been left open for guests arriving by boat.

This corner of the pavilions is dedicated to boat-parking. Guests (mostly House Chiang scions from other regions) start arriving an hour before the wedding. By the time the ceremony is minutes away, *Wandering Fortune* is filled with boats of varying make. See *Map 4: The Floating Fortunes* to see how the parked boats are arranged.

A BEND IN THE WIND

When it feels like the right time within the narrative (at least after the adventurers have all had some time to interact with the NPCs), Luong and his strike teams attack. Roll initiative and use the guidance below.

There are 4 strike teams in all. You may either choose where each strike team appears, or roll 1d8 for each strike team and have them appear in the corresponding area (Areas 1 through 8). Each team should target a different area of the Floating Fortunes, preferably areas where the adventurers can engage them:

- On the first round of initiative, 4 **slithering trackers** climb onto one of the pavilions and attack the occupants. (Encounter difficulty: medium)
- On the second round of initiative, Xieng Luong (male human (Shou) **assassin**) is carried onto the Floating Fortunes by a **water elemental**. Luong is equipped with a *bowl of commanding water elementals* called the **Oath Basin of Alyolvoy**, which he used to summon the elemental. Luong and the elemental swim to his target's location or onto the bridge nearest his target. (Encounter difficulty: hard)
- On the fourth round of initiative, 4 **hell hounds** appear in a burst of flame and attack anyone present. (Encounter difficulty: medium)
- On the sixth round of initiative, 2 **invisible stalkers** fly in and start picking off nearby targets (encounter difficulty: medium).

The assailants fight to the death.

RUNNING THE ASSAULT

No scaling information is presented for these strike teams. Instead, you may increase the difficulty of this scenario by combining strike teams and decrease the difficulty by delaying one or two of the teams' arrivals, or omitting a team or two altogether.

Each team on its own (except for Luong's) should present a moderate challenge to an optimized party. However, combining two teams or having the party split up while dealing with different strike teams should present a good final battle.

THE CROWD

The NPCs and other occupants within the Floating Fortunes do not participate in combat when the assault begins. They are common folk who are not trained or equipped to deal with the threats. Once combat begins, civilians flee using the bridges or dive into the waters to swim to shore. However, if the adventurers do not deal with the strike teams in a timely fashion, civilians start perishing to the attacks.

THE ASSASSIN

Xieng Luong is a martial artist and fanatical cultist, though the only sign of that history is the curling wave symbol he wears on his black robes. Characters who participated in the events of *YLRA01-01: Her Dying Wish* recognize this symbol as the one worn by the Sunken Shadows, a splinter group of the Cult of the Crushing Wave who tried to assassinate Orrin and Bresden Marsh. However, though he still bears a relic of the cult, Xieng Luong broke off from them long ago—he serves a different master now.

PARTING SHOT

When Xieng Luong is reduced to 0 hp (regardless of whether the damage is lethal or not), the assassin exclaims, "Dark Whisperer, grant me power to strike my foes down before I am defeated!" He then explodes in roaring flames that blossom out from him in a 10-foot radius sphere. Anyone caught within 10 feet of Luong must make a DC 18 Dexterity saving throw, taking 23 (4d10) fire damage on a failure, and half as much damage on a success.

When the flames dissipate, all that is left of Luong is a pile of smoldering ashes and his **Oath Basin of Alyolvoy** (a *bowl of commanding water elementals*).

Once the adventurers have dealt with the attackers, move on to the **Conclusion**.

A KEENING BELL

The moment of the wedding has arrived! Friends, family, and civilians alike are all welcomed to celebrate. Orrin's aunt and cousin gather with the rest of the bride and groom's immediate family and wedding entourage on *Marital Fortune* (**Area 1**), waiting to play their parts in the ceremony. Special guests sit in *Attendant Fortune* (**Area 7**) while casual acquaintances and strangers fill *Neighborly Fortune* (**Area 2**) to capacity.

The adventurers are considered special guests and may observe the ceremony from anywhere they wish. They are not limited to watching in the two audience areas, and may even stand as part of the entourage on *Marital Fortune*.

Anyone on *Marital Fortune* will be present when, just minutes before the ceremony starts, news comes of a fire at the House Marsh compound, likely started by fireworks. Orrin's aunt Lady Aislyn and cousin Sir Bresden excuse themselves, leaving to take care of this emergency but insisting that the ceremony go on as scheduled and promising to return soon. (In fact, this fire was arranged by the assassin Xieng Luong as a distraction, due to Sir Bresden's fierce reputation as a swordsman.) They depart just as the ceremony begins, and will not be back in time to intervene in the assassination attempt.

Fireworks shoot up into the air in a grand display, lighting up the night sky bright as day. The clangs of hand cymbals fill the air as the wedding guests show their enthusiasm for the evening ceremony. At the ceremonial platform on the Marital Fortune pavilion, the officiant raises a heavy, tubular wedding bell up by a string. He raps a fist on the bell, producing a surprisingly loud yet pleasant ring that resonates throughout the Floating Fortunes.

The crowd goes silent as the bride and the groom emerge from their quarters and walk formally to their places on Marital Fortune.

The ceremony is composed of passages recited by the officiant, ritual ringing of the wedding bell, and the burning of strong incense to cleanse the occasion.

Finally comes the time for the taking of vows. The officiant turns to Ting-Ting, who hesitates. The crowd waits for Ting-Ting's answer with bated breath. Before she can respond, however, chaos breaks loose.

In the middle of the ceremony, the strike teams outlined in *A Bend in the Wind* attack the event. Luong and his team go straight for his first assassination target (whose location is indicated in the *Target of Assassination Attempt* table earlier in this part of the adventure). The other strike teams enter the scene from various points along the perimeter of the Floating Fortunes, preferably near points where they can engage the characters.

Follow the guidelines given in the *Running the Assault* and *The Crowd* sidebars. Since the Chiangs and mayoral candidates are more grouped together, rather than being spread out, there is a bigger chance of them being attacked or taking collateral damage. Also, the crowd is bigger at this time, and cutting through them as they flee can prove difficult. Limit movement options, impose difficult terrain, and call for Strength or Dexterity checks as you see fit to simulate adventurers working their way through crowds.

XP AWARDS

In addition to any combat experience the adventurers earn, each character also receives 1,000 XP if they successfully prevent the assassination target from being killed.

TREASURE

Xieng Luong's *Oath Basin of Alyolvoy*.

CONCLUSION

It takes a couple of hours to tend to those wounded in the attack. While this is happening, Mistress Chiang and the mayoral candidates discuss what just occurred and what to do next. Lady Aislyn and Sir Bresden also return during this time, announcing that the assassination was part of larger coordinated attack—the hell hounds who started the fire at the Marsh compound attacked them as they arrived.

No one knows who or what orchestrated the attacks. Considering the target, though, the assault reeks of political motives.

THE WEDDING (?)

Once the injured are taken care of—and if the bride, groom, and officiant are in good health—the Chiangs insist on continuing the wedding. Stopping the ceremony would be seen buckling to the forces that plot against Ylraphon, and none of the households will have that!

The bride, groom, officiant, and wedding party take their place once more on Marital Fortune. The ceremony resumes, but how it concludes depends on whether or not Orrin and Ting-Ting remain committed to seeing it through.

If Orrin and Ting-Ting remain true to their duties: They make their wedding vows. The celebration concludes, and everyone returns to town, leaving the newly married couple to spend their first night together on the Floating Fortunes. The adventurers earn the **Chiang Goodwill** story award.

If the characters convinced either Orrin or Ting-Ting to back out: At the point where they are asked to make their vows, the one (or both?) with reservations is unable to do so, and halts the ceremony. Ting-Ting retires to *Bridal Fortune* in tears to contemplate her future. Orrin walks off to *Familial Fortune* to wait for the Marshes. The wedding party and the crowd are very surprised by this. The Chiangs hastily usher all the guests (including the adventurers) off the Floating Fortunes. Representatives of House Chiang and House Marsh seek out the bride and groom. They have some matters to discuss. The adventurers earn the **Chiang Enmity** story award.

EPILOGUE: THE MAYOR'S RACE

Depending on how events progressed during the adventure, the three mayoral candidates earn or lose the favor of the populace. Use the **Favor of the Populace** table below to determine how much **Favor** each candidate garners or loses. Each character may also cast a vote for one of the candidates which count as one favor. Tally up each candidate's total, and tell the players which candidate their actions benefitted most. The final result appears in YLRA01-04 *Down in Flames*.

FAVOR OF THE POPULACE			
CONDITIONS	AFFAPANOV	-FAVOR- IRONHEART	EMBERSTAR
Deliver the weapons (no losses)	2	0	0
Deliver the fireworks (no losses)	0	2	0
Protect the crew (no crew deaths)	0	1	0
Deliver the Flamesoul Stone to Sebastian	0	0	2
Orrin marries Ting Ting	0	1	2
The wedding is called off	2	1	1
Per character vote for Serge Affapanov	1	0	0
Per character vote for Gwynora Ironheart	0	1	0
Per character vote for Sebastian Emberstar	0	0	1
Total Favor			

You find yourself walking off the docks at Ylraphon and onto the cobblestone streets, feeling solid ground beneath your feet for the first time in several days. Waves of uncertainty wash over you as you reflect upon the past few hours, the attack, the wedding, and the mayoral election. And what of the fire giants, looming in the nearby Trollcrag Mountains? What role will they play in the coming days?

The lights of the Floating Fortunes glimmer out in the distance, swaying and bobbing on the waters of the Dragon Reach. Above them, just barely visible in the night sky, the crimson comet looms...

REWARDS

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

EXPERIENCE (MIN: 4,500/MAX: 7,500 EACH)

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

COMBAT AWARDS

NAME OF FOE	XP PER FOE
Noble	25
Spy	200
Commoner	10
Knight	700
Bullywug	50
Froghemoth	5,900
Ghost	1,100
Specter	200
Ghast	450
Ghoul	200
Minotaur	700
Bandit Captain	450
Priest	450
Swashbuckler	700
Sea Hag (Coven)	1,100
Green Guard Drake	450
Slithering Tracker	700
Assassin	3,900
Water Elemental	1,800
Hellhound	700
Invisible Stalker	2,300

NON-COMBAT AWARDS

TASK OR ACCOMPLISHMENT	XP PER CHARACTER
Sudden Storm (Act II)	300
Tentacles from the Deep (Act II)	300
Lizardfolk Raid (Act II)	300
Haunted Vessel (Act II)	300
Ominous Scratchings (Act III)	500
Walharrow's Legacy (Act III)	500
Dealings in the Night (Act III)	500
Sabotage! (Act III)	500
Conclusion (Act IV)	1,000

TREASURE

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

TREASURE AWARDS

ITEM NAME	GP VALUE
Froghemoth's jewelry (Act II)	200
Cultists' jade (Act II)	200
Ghasts' arm bands (Act III)	400
Walharrow's booty (Act III)	400
Hags' coins (Act III)	400
Capt. Chiang's statuettes (Act III)	400
Chiang Emporium's payment (Act IV)	50 to 500
Serge Affapanov's reward (Act IV)	500
Ironheart Clan's reward (Act IV)	500
Emberstar Exchange's reward (Act IV)	500
Zhentarim reward (Act IV)	200

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 the system provided in the *Adventurers League Dungeon Master's Guide*.

OATH BASIN OF ALYOLVOY (BOWL OF COMMANDING WATER ELEMENTALS)

Wondrous item, rare

Unremarkable at first glance, this bowl's metallic blue finish shifts and swirls subtly and slowly when examined. The basin's command phrase is inscribed in Primordial (Aquan) with glyphs inlaid in silver along its inside lip. The ability to read or understand Primordial is not required to use the bowl's magic, as merely focusing on the bowl reveals its command phrase.

POTION OF GREATER HEALING

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF HEROISM

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

The characters can earn the following story awards during play. These are also described on **Player Handout 8X: Story Awards**.

BOON OF THE SEA HAGS

You bargained with sea hags, trading lives or goods for the benefit of those wicked creatures. They promised you a boon of luck, and the hags deliver on that promise: you have received a boon of bad luck.

The next time you receive a point of Inspiration, it works in reverse, forcing you to roll with Disadvantage when you spend that point of Inspiration. As per the usual rule, you cannot have more than one point of Inspiration at a time, so you must spend any Inspiration you receive before you can get another one.

Once this happens three times, this boon loses its effect, but the story award remains.

Characters who made a bargain with the sea hags that included a “boon of luck” receive this story award.

CHIANG GOODWILL

Your service to the Chiang Emporium has earned you their respect. Word of your deeds travels fast between the Chiang’s numerous mercantile posts. From there, your reputation spreads among Shou communities throughout the Sword Coast and beyond.

You gain advantage on Charisma-based ability checks that involve interacting with individuals from House Chiang. Additionally, you gain advantage on those same checks that involve Shou individuals who are friendly or neutral towards House Chiang and the reigning Shou empire.

You lose this story award and any of its effects if you ever earn the **Chiang Enmity** story award.

Characters earn this story award if Orrin Marsh and Ting-Ting Chiang were married at the end of the adventure.

CHIANG ENMITY

Whether willful or not, your actions have somehow subverted the Chiang Emporium. Word of your deeds travels fast between the Chiang’s numerous mercantile posts. From there, your ill reputation spreads among Shou communities throughout the Sword Coast and beyond.

You gain disadvantage on Charisma-based ability checks that involve interacting with individuals from House Chiang. Additionally, you gain disadvantage on those same checks that involve Shou individuals who are friendly or neutral towards House Chiang and the reigning Shou empire.

You lose this story award and any of its effects if you ever earn the **Chiang Goodwill** story award.

Characters earn this story award if they or other members of their group talked either Orrin Marsh or Ting-Ting Chiang (or both) into backing out of the wedding.

LOCAL PURSUIT

You have become involved with a local institution in Ylraphon. You may choose **one** (and only one) of the “Local Pursuit” story award options described in **Player Handout 8Y: Local Pursuits** for successfully completing this adventure. This signifies your character having the opportunity to become more involved with day-to-day life and significant institutions in Ylraphon. You may gain only one of the story award options listed for completing this adventure, though you may later gain additional ones if other adventures grant these story award options.

This award is available to characters who successfully completed this adventure.

YLRAPHON ADVENTURERS GUILD

You may join the Ylraphon Adventurers Guild if you either obtain one of the Local Pursuit story awards (as described above) or are willing to pay 50 gp initial dues as described in **Player Handout 8Z: The Ylraphon Adventurers Guild**. This grants access to the Guild Delving downtime activity described in that handout, as well as other benefits to be seen in future modules set in Ylraphon.

This award is available to characters who bring Orrin Marsh and Ting-Ting Chiang safely back to Ylraphon.

PLAYER REWARDS

The characters earn downtime and renown in accordance with the guidance prescribed by the *Adventurers League Dungeon Master’s Guide*.

DM REWARDS

In exchange for running the adventure, you earn XP, gp, and downtime days in accordance with the guidance prescribed by the *Adventurers League Dungeon Master’s Guide*.

APPENDIX 1. NPC/MONSTER STATISTICS

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

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

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

GWYNORA IRONHEART, SPY

Gwynora Ironheart uses the **spy** stat block with the following change:

- **Tool proficiencies:** Gaming Set (Playing Cards) +5

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 any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

ORRIN MARSH, KNIGHT

Orrin Marsh uses the **knight** stat block with the following changes:

- **Intelligence** 20 (+5)
- **Skill proficiencies:** History +7
- **Tool proficiencies:** Gaming Set (Chess Set) +7

BULLYWUG

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (–2)	10 (+0)	7 (–2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

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

FROGHEMOTH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages —

Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, but not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use tongue or bite.

Tentacle. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. **Hit:** 19 (1d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from the creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

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

ACTIONS

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

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

CAPTAIN WALHARROW II, MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

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

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

WALHARROW II, MINOTAUR SWASHBUCKLER

Captain Walharrow II uses the **minotaur** stat block with the following additional ability:

- **Lightfooted.** The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

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

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

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

REACTIONS

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

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

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

1st level (4 slots): cure wounds, guiding bolt, sanctuary

2nd level (3 slots): lesser restoration, spiritual weapon

3rd level (2 slots): dispel magic, spirit guardians

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage.

SWASHBUCKLER

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

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses darkvision 60ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Coven Challenge 4 (1,100 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

ACTIONS

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

HAG COVENS

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify*, *ray of sickness*

2nd level (3 slots): *hold person*, *locate object*

3rd level (3 slots): *bestow curse*, *counterspell*, *lightning bolt*

4th level (3 slots): *phantasmal killer*, *polymorph*

5th level (2 slots): *contact other plane*, *scrying*

6th level (1 slot): *eye bite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

GREEN GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (−3)	10 (+0)	7 (−2)

Damage Resistances poison

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Amphibious. The guard drake can breathe air and water.

ACTIONS

Multiattack. The guard drake makes two attacks: one with its bite and one with its tail.

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

Hit: 7 (1d8 + 3) piercing damage.

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

Hit: 6 (1d6 + 3) bludgeoning damage.

SLITHERING TRACKER

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

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

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Conditional Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages understands languages it knew in its previous form but can't speak

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

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

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the hide action as a bonus action.

ACTIONS

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

ASSASSIN

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

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

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

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

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

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

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

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

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

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

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

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

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

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

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

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

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

ACTIONS

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

Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

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

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

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

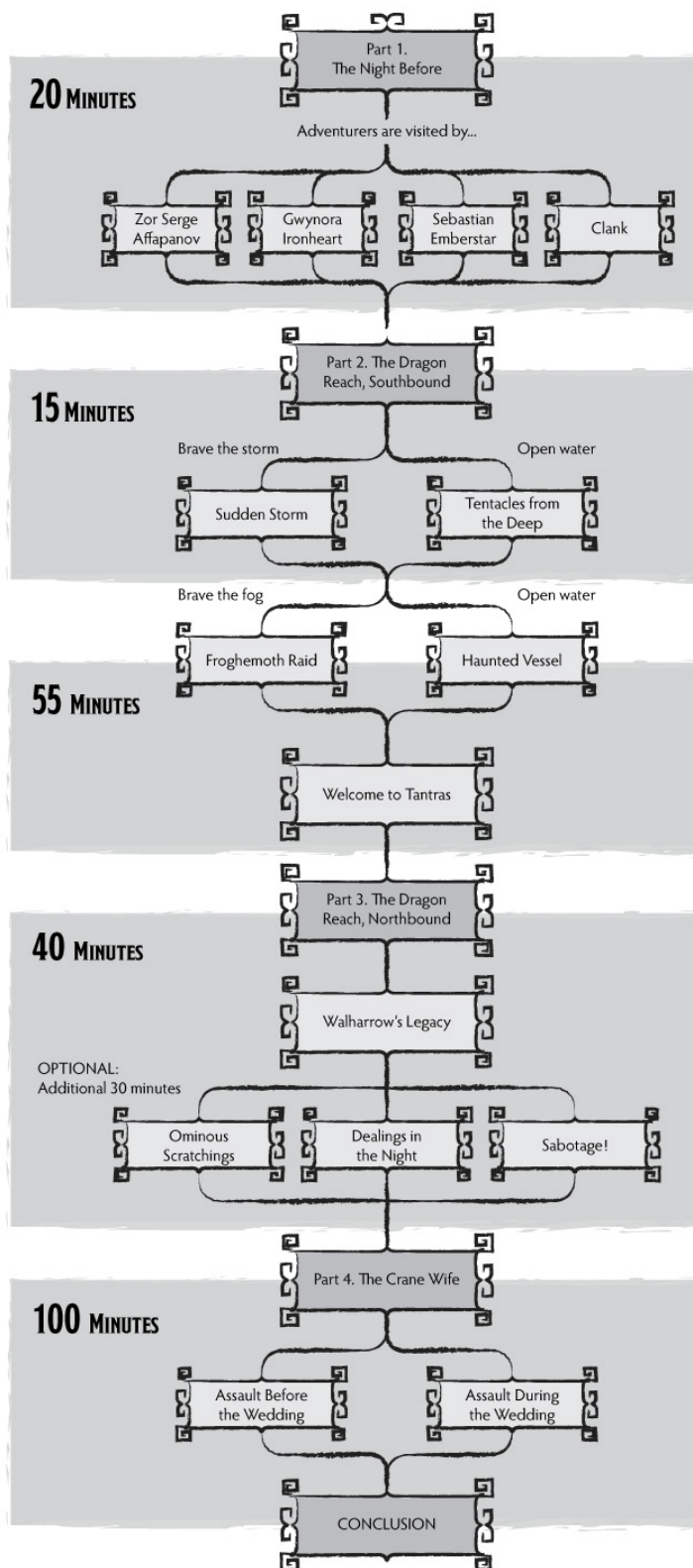
Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

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

APPENDIX 2. ADVENTURE FLOWCHART



APPENDIX 3: NPC SUMMARY

The following NPCs appear or are mentioned in this adventure.

MAJOR NPCs

ZOR SERGE AFFAPANOV (SERJ UH-FAH-PUH-NOV). Male human (Damaran). Formerly of Mulmaster, recently transplanted to Ylraphon. Mayoral candidate who seeks to make the town's Mulmaster refugees more of a prominent force in the community. Member of the Merchant Council that rules the town.

GWYNORA IRONHEART (GWAI-NAW-RUH). Female dwarf (shield). Operator of several Ironheart businesses within Ylraphon. Mayoral candidate whose goal is to strike a balance of power between the merchant houses and the people of Ylraphon. Member of the Merchant Council that rules the town.

SEBASTIAN EMBERSTAR. Male genasi (fire). Head of the Emberstar Exchange and genasi-about-town. Mayoral candidate who aims to place power directly in the hands of the citizens of Ylraphon. Member of the Merchant Council that rules the town.

MISTRESS MEI CHIANG (MAY CHI-AHNG). Female human (Shou). Matriarch of House Chiang and proprietor of the Chiang Emporium in Ylraphon. Mother of Ting-Ting Chiang. Member of the Merchant Council that rules the town.

ORRIN MARSH (AW-RUN MARSH). Male human (Damaran). Scion of House Marsh. Fiancé to Ting-Ting Chiang and the first non-Shou individual to be allowed to marry into House Chiang.

YI ZHONG FAN (YEE SONG FAN). Male human (Shou). Chiang Emporium trade liaison and ship navigator. Secretly Ting-Ting Chiang's lover.

TING-TING CHIANG (TING-TING CHI-AHNG). Female human (Shou). Scion of House Chiang and daughter of Mistress Mei Chiang. Fiancée to Orrin Marsh. Secretly Yi Zhong Fan's lover.

SIR BRESDEN MARSH (SER BREZ-DIN MARSH). Male human (Damaran). Scion of House Marsh. Ex-adventurer and swordsman, older cousin to Orrin.

AISLYN MARSH (AZE-LINN MARSH). Female half-elf (half-drow). Illegitimate descendant of House Marsh. Aunt to Orrin. Member of the Merchant Council that rules the town.

MINOR NPCs

XIU BING CHIANG (SHOO-BING CHI-AHNG). Female human (Shou). Chiang Emporium ship's captain and distant cousin of Mistress Mei Chiang.

ZINJIEN GAO (ZEEN-JEN GOW). Male human (Shou). Chiang Emporium ship's first mate.

QUI NIU WIN (KWEE NU-WIN) Female human (Shou). Chiang Emporium ship's helmsman and chaplain.

JIU LI CHO (JOO-LEE CHOH). Female human (Shou). Chiang Emporium ship's boatswain and deck hand. Cousin of Hen Yee Hwang,

CHE YIU (CHEH YOO) Cook/deck hand and cousin of Jiu Li Cho, male human (Shou)

HEN YEE HWANG (HEN-YEE WONG). Male human (Shou). Chiang Emporium ship's cook and deck hand. Cousin of Jiu Li Cho,

JEI MAO HONG (JAY-MAW HAWNG). Male human (Shou). Traveling priest of Waukeen. Hired officiant of Ting-Ting Chiang and Orrin Marsh's wedding.

SOMIDORR DANTHAN. (SOHM-UH-DOR DAN-THIN). Male half-elf, elderly smuggler of Tantras and ally to the Shadowcloaks.

APPENDIX 4: RUMORS

Characters may choose to seek rumors out, making various checks (such as Charisma (Deception or Persuasion) to converse or carouse with locals to seek information, or Wisdom (Perception) to eavesdrop), with the DCs varying based on circumstances. If the character is specifically seeking information on a topic, try to find a rumor related to it. If a character buys someone a drink, takes the time to establish a special rapport, or otherwise expends real effort or resources, roll twice and give the character both results.

Unless you are specifically running this adventure as part of an ongoing campaign including all of the YLRA-series modules, you shouldn't just roll a d20 for the whole table. Instead, roll **1d6+4** to obtain a rumor intended for this particular module, or simply choose a logical result.

DIE ROLL	RESULT	
1	Some of the refugees have had their minds taken over by brain-eating fungus from the Underdark that got in the air when Mulmaster exploded. (FALSE)	
2	One of the acolytes at the Moonwater is the avatar of the goddess Selûne herself! She sleeps in a hidden vault under the temple. The High Priest, Andorran Bree, has sworn to protect her, that's why he's so secretive—some say he's in love with her! (FALSE)	12 Hostettler's House used to be more tavern than gambling house, until Old Man Hostettler's tiefling wife killed him and took over—that's why they call her the Red Widow! (FALSE)
3	You ever heard of the Shadovar? Shades of Old Netheril who ruled the Anauroch desert? Some say they were defeated, but I hear they still secretly rule places like Sembia and Mulmaster—all those Mulmasterite refugees coming here is prelude to an invasion. (MOSTLY FALSE)	13 Something, or someone, keeps filling the Flooded Forest with monsters from other lands. Some say it's the forest's master, the Mage Who Never Dies. (HALF TRUE)
4	The priests of Chauntea had to flee their shrine in the Old City of Ylraphon when a group of reckless adventurers opened a portal to the Abyss within it. Some new Chauntea priests went out looking for it, and they never returned! (MOSTLY FALSE)	14 A whole caravan of Cormyrean nobles was kidnapped by orcs in the Flooded Forest and locked away in the caverns they call home—I wager their wealthy families would pay a pretty penny to get them back. Some the orc caverns aren't outside town at all, but actually beneath the town, though they say our soil is too soft and muddy for that... (MOSTLY FALSE)
5	I don't trust the merchant houses who rule within the Palisade walls, except for the Ironheart dwarves. The Ironhearts have always been honest neighbors, but all the rest of them care about is money. (MOSTLY TRUE)	15 Over a hundred years ago, in the Year of Rogue Dragons, an old elvish curse made all manner of drakes and wyrms go mad, coming from the swamps to destroy the Old City of Ylraphon and kill everyone who didn't flee—They cursed the land, and now no crops grow around here. That's why food costs so much. (MOSTLY TRUE)
6	House Emberstar will take in anyone. Not only do they allow goblins and half-orcs and the like to join their house, but they even took in former members of the Elemental Evil Cults who begged for shelter after Mulmaster fell—especially fire cultists who could help work metal. (MOSTLY TRUE)	16 Buried around these parts are a thousand <i>orcs/layer</i> blades, made of a magical steel poisonous to orcs. The dwarves of Roldilar used these weapons to break out of the mountain caverns to run in waist-high riot across these lands. No one knows how the orcs managed to drive the dwarves back out decades later, nor what happened to all those enchanted blades! (TRUE)
7	They say the Chiang Emporium have the largest fleet in the Sea of Fallen Stars. A woman at their boat repair shop told me one of their ships is magical, and can fly to the very stars! It's also said they never forget a debt, good or bad, so if you do work for them, it's best to do it right! (MOSTLY TRUE)	17 Gwynora Ironheart already has a grown son, but now she's pregnant again, and her bodyguard's the father! And they're not even married! Gwynora's always been honest and fair, but what kind of example is that for a leader to set? (MOSTLY TRUE)
8	The Affapanovs are nobles from Mulmaster who got wealthy dealing in gems. They lock their enemies away in their deep underground treasure vaults, never to be seen again. (HALF TRUE)	18 The druid Ilasera can reclaim lands from the swamp! It's thanks to her the whole Palisade doesn't sink into the marsh. Without her this would still just be a muddy trading post next to the docks. That's why they can't dig a sewer here—the ground under us is too wet and unstable! (TRUE)
9	House Marsh seems like a good family, but their leaders are all too young. I heard the older generation were all fanatics from one of the Elemental Evil Cults that destroyed the harbor in Mulmaster, and they died trying to destroy the rest of the city. (MOSTLY TRUE)	19 The well at Hunter's Market is the only clean drinking water in town, and anyone who stands near it must tell the truth, thanks to a blessing from Waukeen. (MOSTLY TRUE)
10	No one knows this, but that dwarf paladin Garm Stormbright killed Sir Bresden Marsh's father in that big battle in Mulmaster—he felt so guilty that now he's sworn to never pick up a weapon again. In fact, all the sons of that family grew up without fathers, and it's made them desperate to start families of their own. (HALF TRUE)	20 "Bree-yark" is goblin-language for "we surrender!" (FALSE)
11	A great knight of the Order of the Gauntlet was murdered out on	

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CCC-YLRA01-03: BOUND BY DUTY

PLAYER HANDOUT 1: YLRAPHON AND VESPERIN



PLAYER HANDOUT 2: YLRAPHON'S MAYORAL CANDIDATES

YLRAPHON'S MAYORAL CANDIDATES

Zor Serge Affaponov

PLATFORM:

Central authority in Ylraphon run by the merchant houses, full equality for Mulmaster refugees, ties to the north (Moonsea)

TASKS:

- 1) Protect the shipment of weapons
- 2) Convince Orrin to call off the wedding

Gwynora Ironeart

PLATFORM:

Some increased central authority in Ylraphon, moderate support of the Mulmaster refugees, ties to the south (Vesperin)

TASKS:

- 1) Protect the shipment of fireworks
- 2) Protect the ship's crew

Sebastian Emberstar

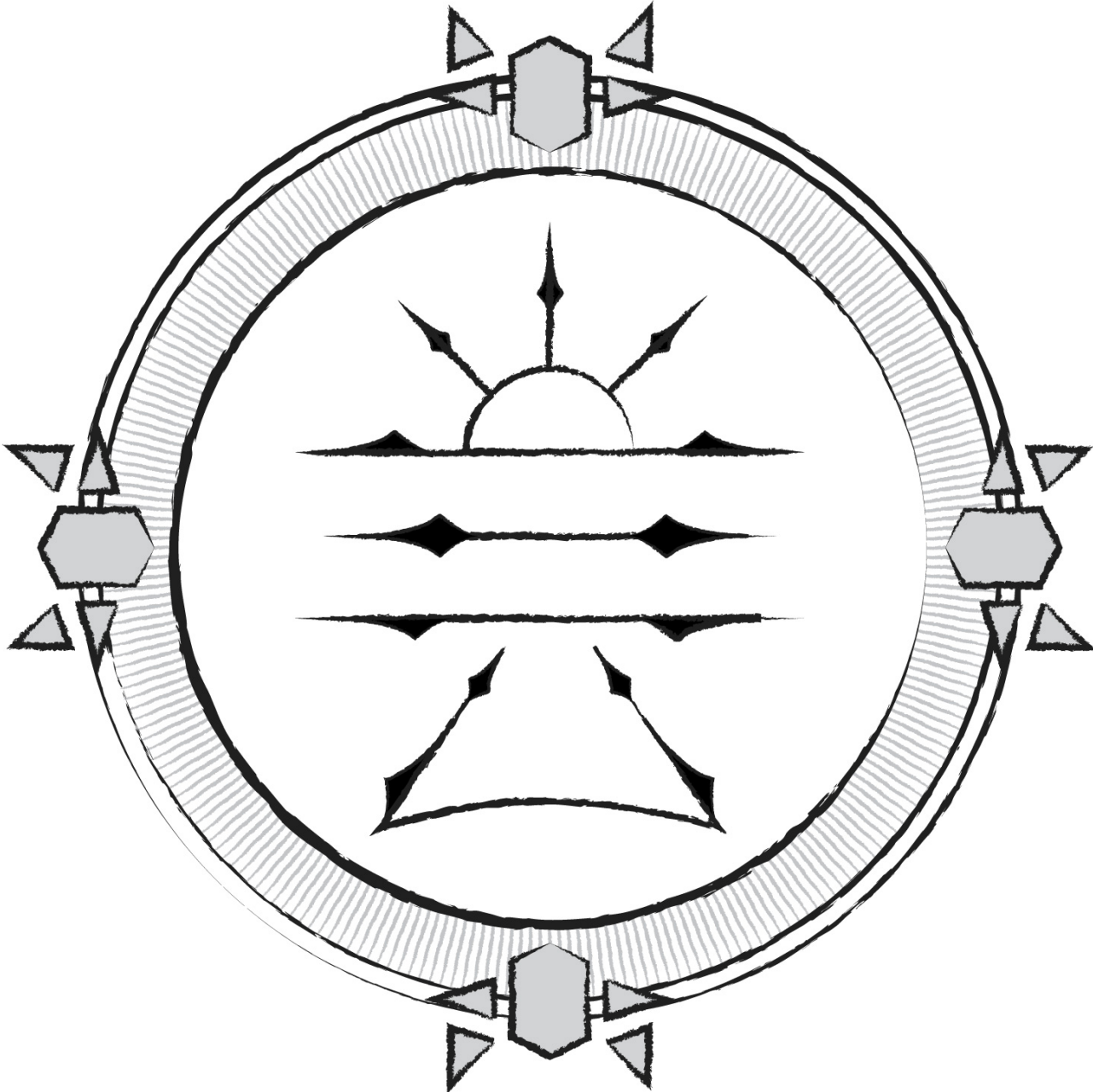
PLATFORM:

No central authority in Ylraphon, minimal support for Mulmaster refugees, ties to both north (Moonsea) and South (Vesperin)

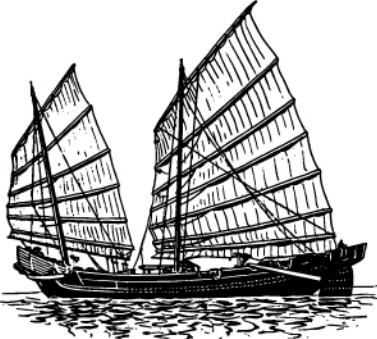
TASKS:

- 1) Protect Fan Yi Zhong
- 2) Return Orrin and Ting-Ting so the wedding occurs

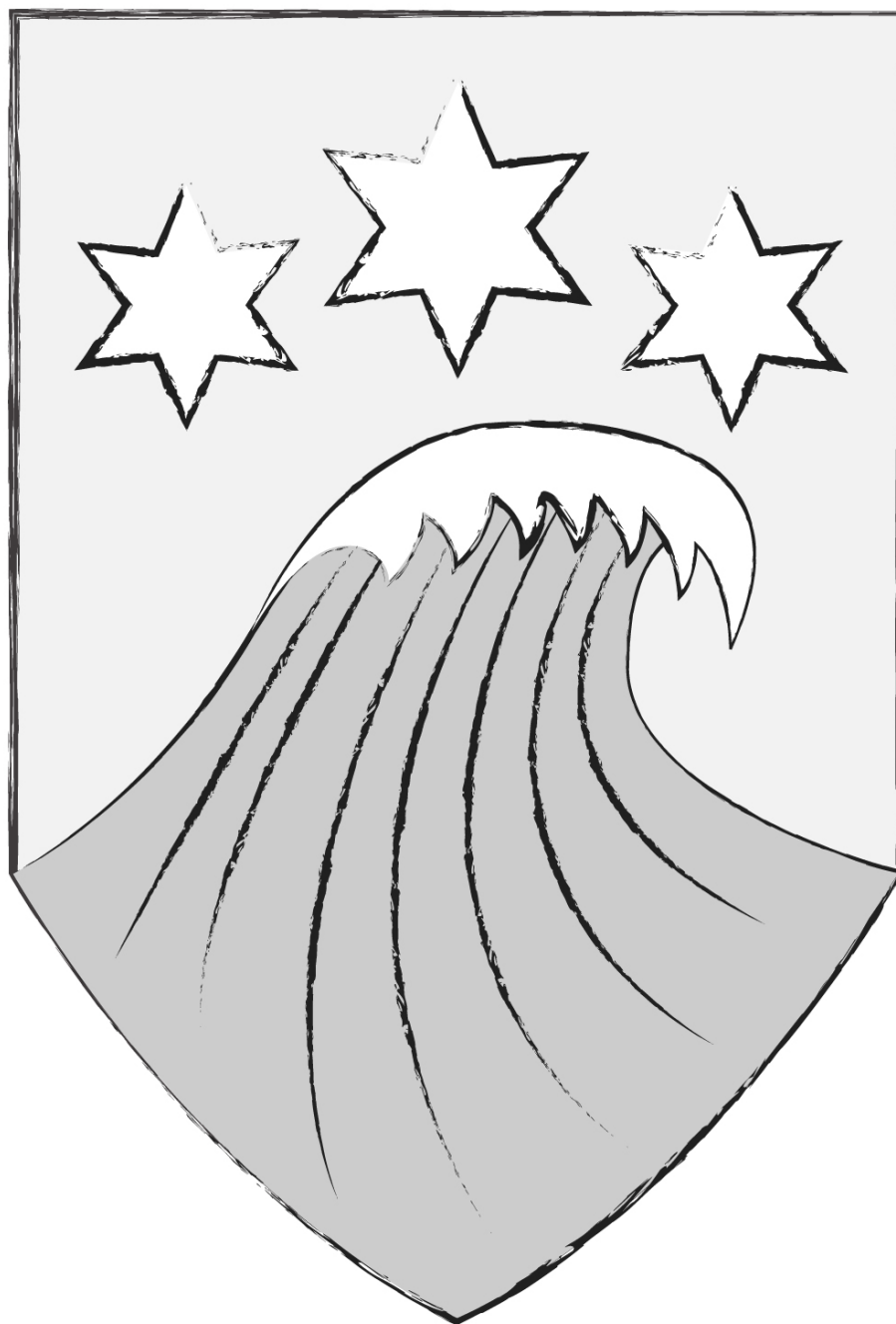
PLAYER HANDOUT 3: CHIANG EMPORIUM CREST



PLAYER HANDOUT 4: CHIANG SHIP RECORD SHEET

YLRA1-3 Bound By Duty		
CHIANG SHIP RECORD SHEET		
VESSEL NAME Golden Blade		
MASTHEAD Lion surrounded by rays	STATE Brightly Decorated	
ARMOR CLASS 8	HP / 5 ft. 10	DAMAGE THRESHOLD 5
HULL INTEGRITY		

PLAYER HANDOUT 5: CREST OF TANTRAS



PLAYER HANDOUT 6A: CAPTAIN WALHARROW II's SKULL & CROSSBONES



PLAYER HANDOUT 6B: CAPTAIN WALHARROW II's MAP



PLAYER HANDOUT 7: MAGIC ITEMS

OATH BASIN OF ALYOLVOY (BOWL OF COMMANDING WATER ELEMENTALS)

Wondrous item, rare

Unremarkable at first glance, this bowl's metallic blue finish shifts and swirls subtly and slowly when examined. The basin's command phrase is inscribed in Primordial (Aquan) with glyphs inlaid in silver along its inside lip. Being able to read or understand Primordial is not needed to use the bowl's magic, as merely focusing on the bowl reveals its command phrase:

*FROM THE PLANE OF WATER, I WRENCH THEE
FROM THE ARCHOMENTAL, I BIND THEE*

While this bowl is filled with water, you can use an action to speak the bowl's command phrase and summon a water elemental, as if you had cast the *conjure elemental* spell. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

FLAMESOUL STONE

Trinket, unique

A fist-sized crystal that produces a flickering coppery-orange glow from within. The light is magical, but isn't bright enough to significantly illuminate any area. Casting *detect magic* on the Flamesoul Stone shows a slight hint of necrotic magic emanating from within. The light from the stone is the same color as the comet that has recently been seen over Ylraphon.

PLAYER HANDOUT 8X: STORY AWARDS

The characters can earn the following story awards during play.

BOON OF THE SEA HAGS

You bargained with sea hags, trading lives or goods for the benefit of those wicked creatures. They promised you a boon of luck, and the hags deliver on that promise: you have received a boon of bad luck.

The next time you receive a point of Inspiration, it works in reverse, forcing you to roll with Disadvantage when you spend that point of Inspiration. As per the usual rule, you cannot have more than one point of Inspiration at a time, so you must spend any Inspiration you receive before you can get another one.

Once this happens three times, this boon loses its effect, but the story award remains.

Characters who made a bargain with the sea hags that included a “boon of luck” receive this story award.

CHIANG GOODWILL

Your service to the Chiang Emporium has earned you their respect. Word of your deeds travels fast between the Chiang’s numerous mercantile posts. From there, your reputation spreads among Shou communities throughout the Sword Coast and beyond.

You gain advantage on Charisma-based ability checks that involve interacting with individuals from House Chiang. Additionally, you gain advantage on those same checks that involve Shou individuals who are friendly or neutral towards House Chiang and the reigning Shou empire.

You lose this story award and any of its effects if you ever earn the **Chiang Enmity** story award.

Characters earn this story award if Orrin Marsh and Ting-Ting Chiang were married at the end of the adventure.

CHIANG ENMITY

Whether willful or not, your actions have somehow subverted the Chiang Emporium. Word of your deeds travels fast between the Chiang’s numerous mercantile posts. From there, your ill reputation spreads among Shou communities throughout the Sword Coast and beyond.

You gain disadvantage on Charisma-based ability checks that involve interacting with individuals from House Chiang. Additionally, you gain disadvantage on those same checks that involve Shou individuals who are friendly or neutral towards House Chiang and the reigning Shou empire.

You lose this story award and any of its effects if you ever earn the **Chiang Goodwill** story award.

Characters earn this story award if they or other members of their group talked either Orrin Marsh or Ting-Ting Chiang (or both) into backing out of the wedding.

LOCAL PURSUIT

You have become involved with a local institution in Ylraphon. You may choose **one** (and only one) of the “Local Pursuit” story award options described in **Player Handout 8Y: Local Pursuits** for successfully completing this adventure. This signifies your character having the opportunity to become more involved with day-to-day life and significant institutions in Ylraphon. You may gain only one of the story award options listed for completing this adventure, though you may later gain additional ones if other adventures grant these story award options.

This award is available to characters who successfully completed this adventure.

YLRAPHON ADVENTURERS GUILD

You may join the Ylraphon Adventurers Guild if you either obtain one of the Local Pursuit story awards (as described above) or are willing to pay 50 gp initial dues as described in **Player Handout 8Z: The Ylraphon Adventurers Guild**. This grants access to the Guild Delving downtime activity described in that handout, as well as other benefits to be seen in future modules set in Ylraphon.

This award is available to characters who bring Orrin Marsh and Ting-Ting Chiang safely back to Ylraphon.

PLAYER HANDOUT 8Y: LOCAL PURSUITS

If you successfully completed this adventure, you may choose one “Local Pursuit” story award. This signifies your character becoming involved with significant Ylraphon activities or institutions. You may gain only one of the story award options listed below for completing this adventure, though other adventures may offer additional ones.

LOCAL PURSUIT: MONSTER HUNTING

You hunt a certain type of creature in the local wilderness during your spare time in Ylraphon. Choose one of the following: black puddings, hags, fire giants, shambling mounds, dinosaurs, umber hulks, beholders (and beholder-kin, such as gauths or mindwitnesses), yugoloths, golems, zombies, red dragons, or hell hounds. (If you have the Favored Enemy feature, you may instead choose one type of humanoid that is your favored enemy.) Record your choice as part of this story award (“*Local Pursuit: Monster Hunting (Creature Type)*”). Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days hunting with experienced trackers. Once during your next game session after this activity, you may inform your DM you are using this benefit to gain advantage on a single attack or initiative roll against a creature of the type you chose for this story award, or on one Wisdom check.

LOCAL PURSUIT: PREACHING THE FAITH

You take on an important role at a local temple or shrine. Choose a deity you worship. If you do not already worship a chosen deity, you must choose one worshiped by a fellow member of your party. Record your choice as part of this story award (“*Local Pursuit: Preaching the Faith (Deity)*”). Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days participating in or leading religious rites (such as weddings, funerals, ordinations, or rituals recognizing holy occasions). If you do so, you gain the benefits of having spent 3 days performing the Recuperating downtime activity (as described in the *Player’s Handbook*), and you begin your next game session with Inspiration.

LOCAL PURSUIT: SHADOWCLOAK SPECIALIST

You have become an influential member or ally of the Shadowcloaks, Ylraphon’s thieves’ guild, and they rely on you for your expertise in a particular illicit activity. Choose any one tool. Record the chosen tool as part of this story award (“*Local Pursuit: Shadowcloak Specialist (Tool)*”). Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days performing illicit activities with the Shadowcloaks in town. Once during your next game session after this activity, you may inform your DM you are using this benefit to gain advantage on a single ability check with the tool you chose for this story award or on a single initiative roll.

LOCAL PURSUIT: TOWN WATCH TRAINING

You help to train the new Town Watch. Choose a type of simple or martial weapon that you and your comrades train with and record it as part of this story award (“*Local Pursuit: Town Watch Training (Weapon)*”). (If you wish, you may choose Unarmed Strike as a weapon for this purpose.) Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days training Town Watch members or recruits. Once during your next game session after this activity, you may inform your DM you are using this benefit to gain advantage on a single attack roll with the weapon you chose for this story award or on a single social interaction check with members of a law enforcement organization (such as the Ylraphon Town Watch).

PLAYER HANDOUT 8Z: ADVENTURERS GUILD OF YLRAPHON

The Adventurers Guild of Ylraphon is a loose-knit league of “dungeoneers, tomb-robbers, errant crusaders, swashbuckling mercenaries, and sundry formidable scalawags of all races and vocations” (according to its charter). It represents adventurers’ interests in town and helps regulate the profitable exploration of the surrounding ruins.

JOINING THE GUILD

To initially join the Adventurers Guild of Ylraphon, a character must speak to Jotan Silverhammer, lieutenant guildmaster and volunteer sergeant of the Town Watch. There is no cost if you obtain one of the *Local Pursuit* story awards (described in Player **Handout 6A: Local Pursuits** or appearing in other adventures), due to your substantial contribution to the town’s prosperity. Otherwise, initial dues are 50 gp, with additional payments of 12 gp a month. These costs are waived, however, for volunteers either who work three shifts a month for the Town Watch. In game terms, this means a character must spend 50 gp to join, and to remain a member, whenever they spend downtime, they must spend an additional 4 gp for every 10 downtime days they spend (though you may be able to substitute downtime for this cost, see below).

If a character who owes these dues fails to pay them as soon as they spend downtime, they must pay them by the end of their next game session or they lose all benefits of guild membership, and must pay the 50 gp initial dues again to regain them.

BENEFITS OF MEMBERSHIP

Members of the Adventurers Guild may delve local ruins in search of treasure. They gain access to the *Guild Delving* downtime activity before or after any adventure set in Ylraphon.

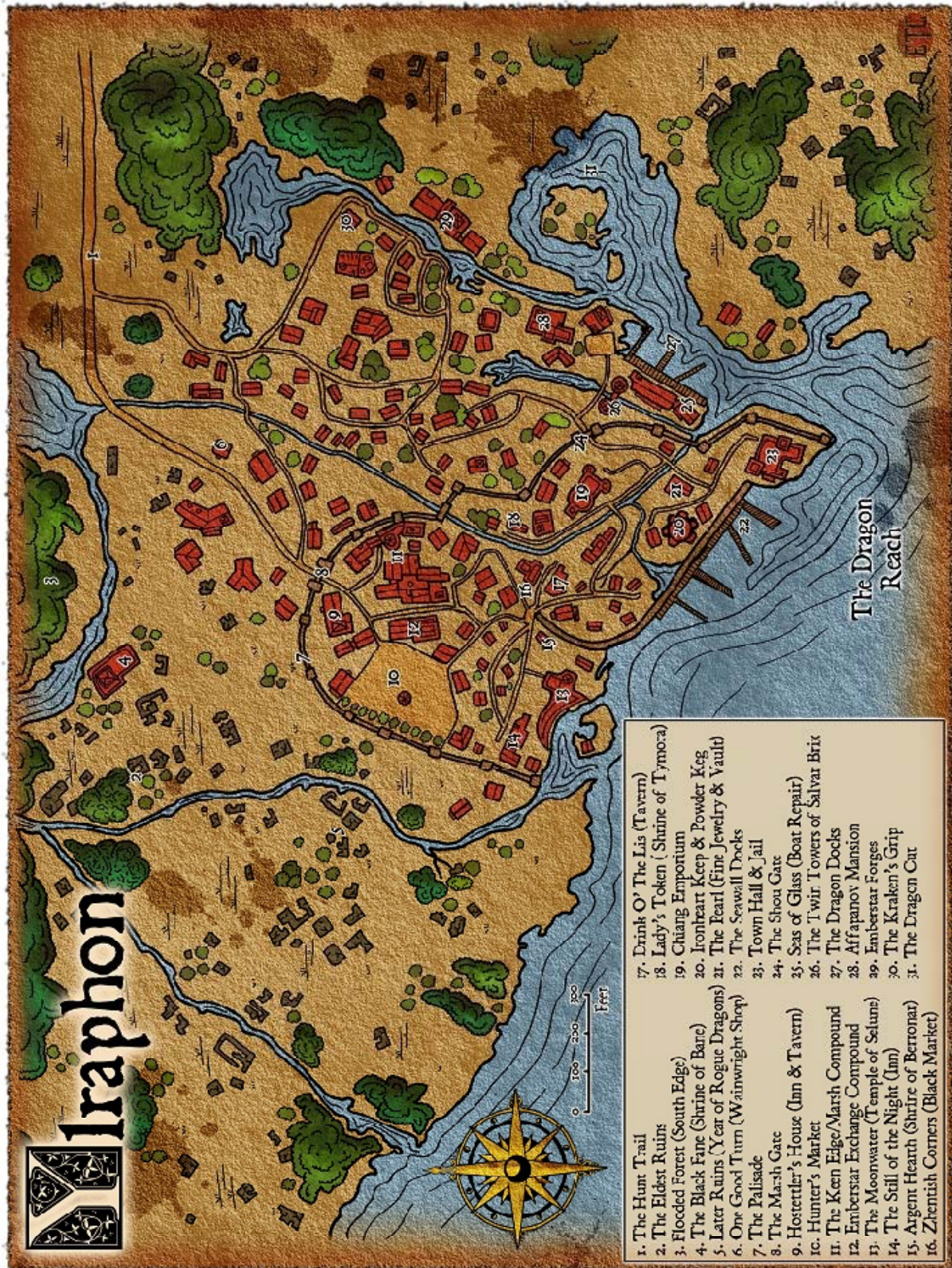
NEW DOWNTIME ACTIVITY: GUILD DELVING

Immediately before or after an adventure set in Ylraphon, you may spend up to 30 downtime days (minimum 10) to attempt to research, find, and explore some of the ruins of Outer Ylraphon in search of treasure. In the presence of the DM, roll percentile dice and add the number of days spent on this downtime activity, comparing the total to the Treasure Seeking Results Table on this page.

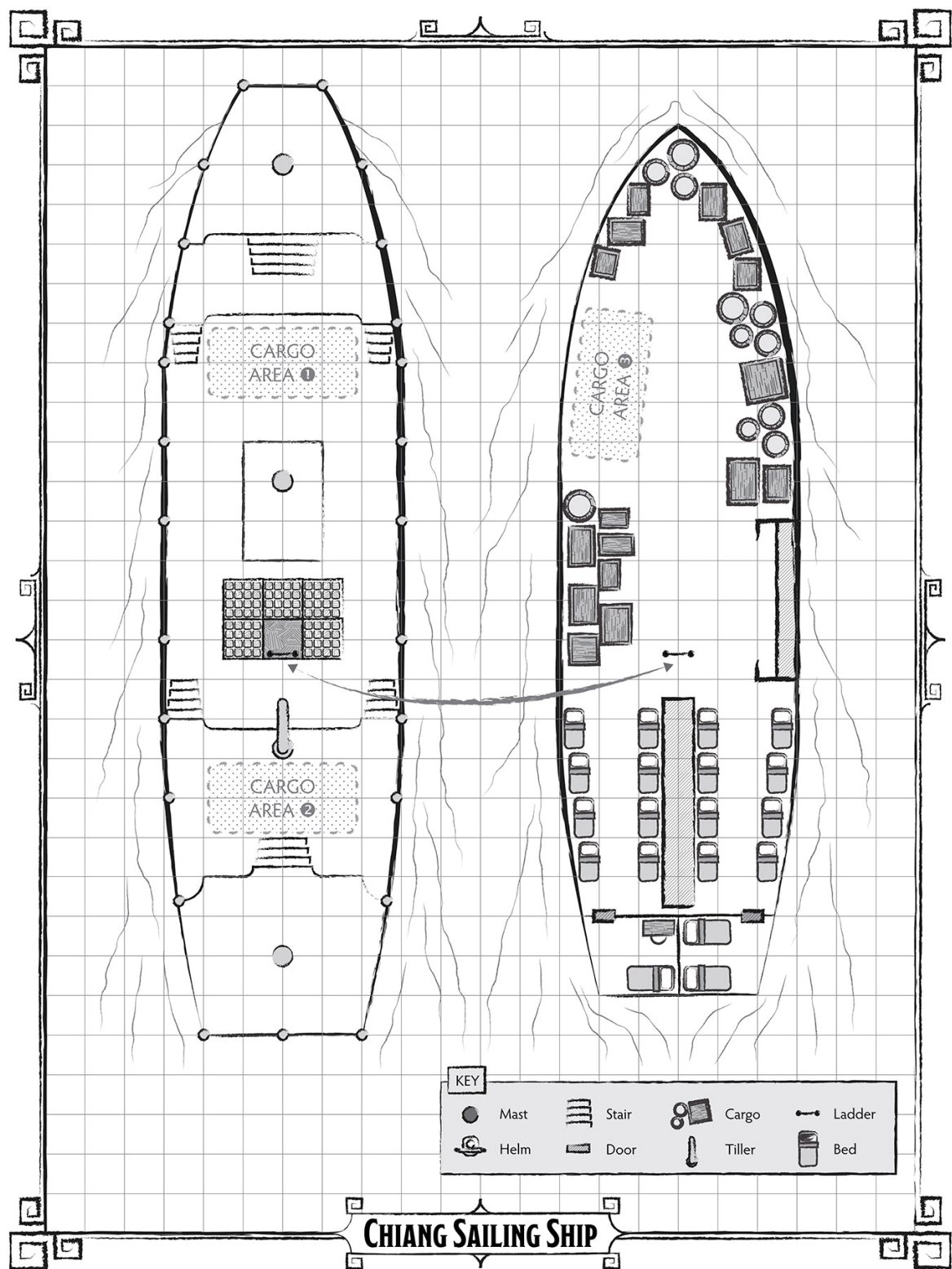
GUILD DELVING TABLE

d100 + DOWNTIME SPENT	RESULT
1-35	A fatiguing and fruitless cavern exploration. You spend 10 gp on expenses and gain 4 levels of exhaustion. For each downtime day you spend recovering before your next adventure, you remove one of these exhaustion levels.
36-50	A difficult and taxing trudge through the Flooded Forest. You gain 2 levels of exhaustion. For each downtime day you spend recovering before your next adventure, you remove one of these exhaustion levels.
51-65	A strange and discouraging affair. You make only enough to recuperate half of your lifestyle expenses.
66-79	A lengthy but unremarkable overland trip. You recuperate half your lifestyle expenses and gain 2d12 gp.
80-89	A profitable expedition to the Underdark. You recuperate half your lifestyle expenses and gain 1d4 x 10 gp.
90-99	An exciting delve into a lost dwarven tomb. You recuperate half your lifestyle expenses and gain 1d6 x 10 gp.
100-109	An unexpected discovery of a long-lost merchant house compound. You recuperate all your lifestyle expenses and gain 1d8 x 10 gp, as well as a book on the history of a Sword Coast city or town. (Have your DM select a title for it.)
110-119	A lost shrine. You recuperate all your lifestyle expenses and gain 1d10 x 10 gp as well as a holy symbol for a deity of your choice.
120 or Higher	Altar of the Ghost Hound. You find a millennia-old shrine to a god you cannot identify, with treasures laid upon an altar deep beneath the ground. You recuperate all your lifestyle expenses and gain 1d12 x 10 gp as well as a <i>potion of healing</i> . <i>If this is the first time you have rolled this result:</i> You also gain a shining copper cloak-pin bearing the image of a flaming spirit hound. Write down “Copper Pin of the Spirit Hound” as a separate story award on your logsheet.

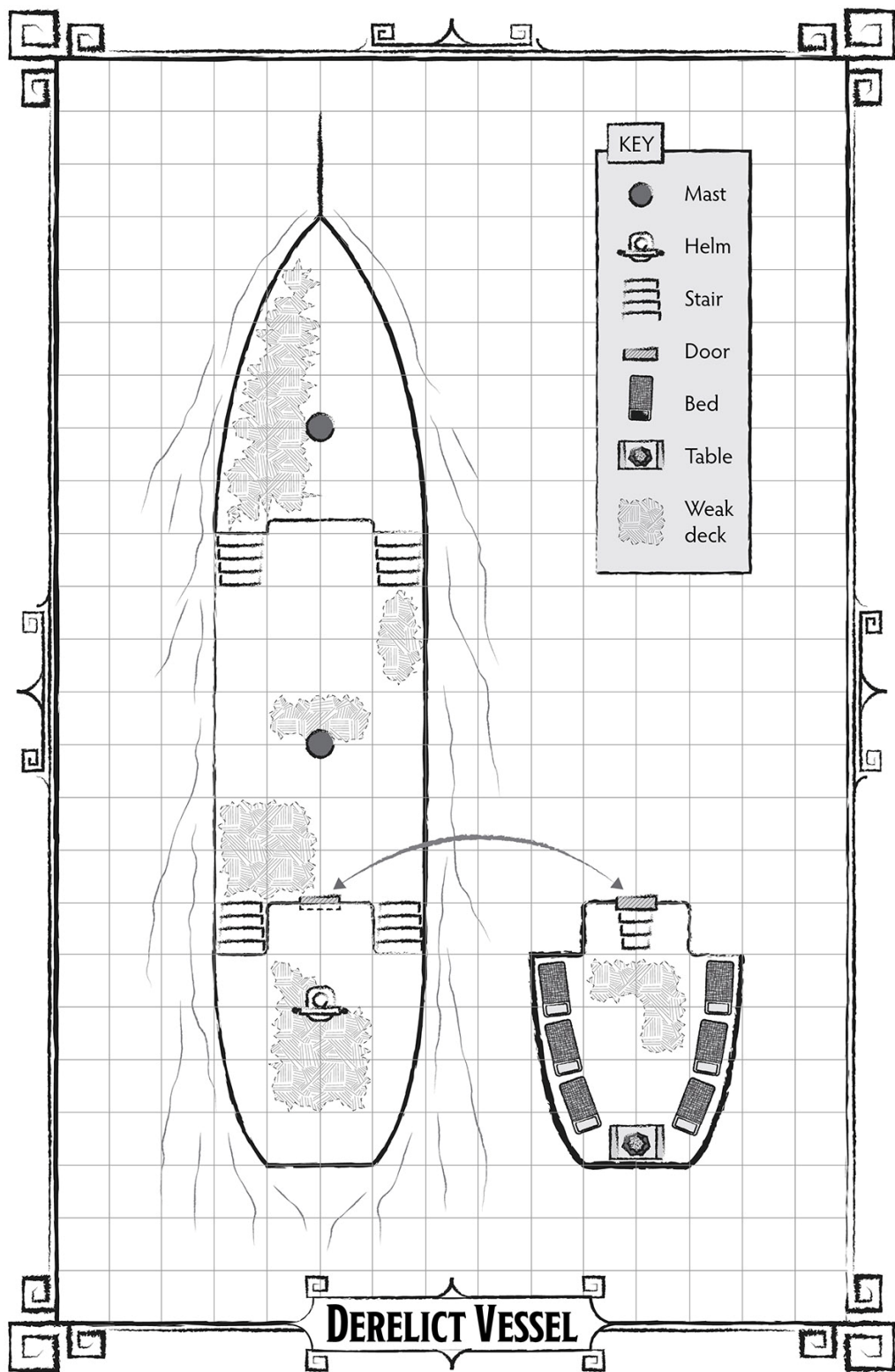
PLAYER HANDOUT 9: MAP OF YLRAPHON



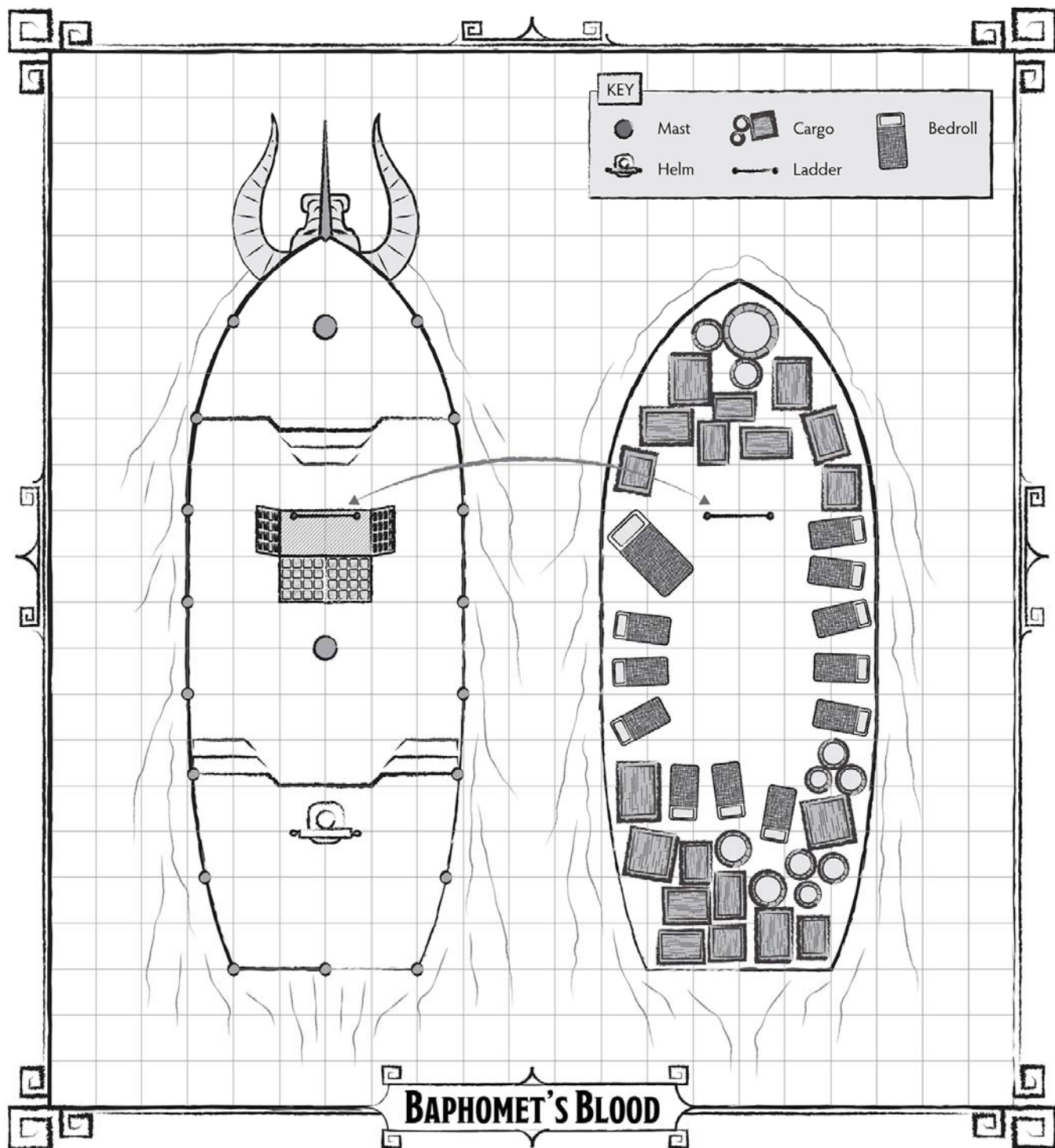
MAP 1: CHIANG SHIP



MAP 2: DERELICT VESSEL



MAP 3: BAPHOMET'S BLOOD



MAP 4: THE FLOATING FORTUNES

