

# DON'T DIE IN THE JUNGLE

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A 5E ONE-SHOT ADVENTURE DESIGNED FOR CHARACTERS LEVEL 1-5



A Homebrew Adventures Podcast  
Original Adventure





# INTRODUCTION

Don't Die in the Jungle is an adventure written for both new players and D&D veterans alike. In this adventure, your group of 1st-5th level adventurers will have to work together to survive the jungle. They will encounter traps, they will have to use their stealth and they will have to fight to survive. are you ready?!

## ADVENTURE OVERVIEW

The Party is hired to retrieve an old family heirloom that was stolen from a Noble in Waterdeep and taken to a small village in the jungles of Chult. They will have to infiltrate the enemy's camp and retrieve the heirloom and return it to its rightful owner.

## SETUP

**Vincent Van Hyden** is an eccentric Noble from Waterdeep who is known to be quite brash with guests and acquaintances. It was no surprise to the people of Waterdeep to hear that his Villa was robbed just a few nights ago. Having a vast amount of money, he was able to hire a tracker to figure out who it was that robbed him. Having gathered this intel, he is determined to retrieve one specific item that was stolen from him, a precious music box.

Each Party member can either be from the same small village or from separate small villages just outside of Waterdeep (they can make up the village name or you as the DM can), you decide. There were notices put up throughout the surrounding area on the fantasy Craigslist notice boards. **Vincent Van Hyden** is searching for a few adventurers to retrieve his family heirloom. A handsome offer is said to be rewarded. The Party may have found the notice posted themselves, or maybe someone recommended them for the job. However they come across the notice, they will be traveling to Waterdeep.

If you are running this game for new players, it may be best to start the adventure with them already on the road and traveling to Waterdeep. Otherwise, with more experienced players, you may start in their towns/town and let them decide how they get to Waterdeep.



## ~Adventurers Wanted~

Vincent Van Hyden seeks  
the help of worthy  
adventurers to retrieve  
an item stolen from his  
Villa just 3 nights ago.

Must be brave, must  
be quick and must  
not die.

Handsom reward!!!

Please report to Villa Van Hyden Post haste



## ROLEPLAYING VINCENT VAN HYDEN

Human Man, 55 years old. He is a very stuck up man and a big philanthropist. He is a collector of trinkets from across Faerun. He will talk down to the Party and doesn't like wasting time. He tends to have the attitude that people annoy him when they talk to him. So any interaction he has with the party, make the party feel like they are wasting his time.

## THE JOB

You arrive in the city of Waterdeep. This City is much larger than you imagined. The stories you have heard of this place definitely did not disappoint! You stand in awe as you step foot for the first time in the City of Splendors. You have been summoned to the city for a job that promises to pay well. You all have come on hard times and need the money to help your families. So when you volunteered for the job and received the summons, you all swore you would not come back home empty-handed. As you make your way through the city, you arrive at the address that was given to you. It is the Villa of Lord Hyden of Waterdeep! As you take it all in, you are ushered into the Villa by a maidservant. She leads you into a study where an older gentleman sits.

The Study is a very nice room. Rich carpeting, expensive drapes, a desk sits in the middle of the room and near the large window are 2 wingback chairs. There sits Vincent. **Vincent Van Hyden** will remain sitting and staring out his study window as the maidservant leaves the party there. He won't speak first, but if the players haven't greeted him or done anything after a few minutes, Vincent will jump straight into explaining the job he has to offer. He keeps his back turned to them as he stands up and peers out his study window as he explains the job to them.

### JOB INFO

- His Villa was raided several days ago in the middle of the night while he was sleeping.
- A lot of belongings and gold was taken from the raid, but all he wants back is the one of a kind music box made of the finest wood.
- He has gathered information on the whereabouts of the thieves. They were tracked back to the jungles of **Chult**. His trackers claimed to have seen a camp a few hours inland from the coast of the jungle near the **Ruins of Mezro** (See Map). He needs the party to sneak in, retrieve the box, return unseen if possible and accomplish this task by any means necessary. He says it should be a very easy stealth mission.

- He will offer the party 150gp each for the retrieval. Double if they get it done in 24 hours.
- There is a ship with a full crew waiting to leave the port and take them to the island and is leaving in 1 hour.

If the party has a conversation or interacts with any of the servants in the Villa, a DC 15 Persuasion (Cha) check reveals that **Vincent Van Hyden** rarely leaves his Study and exhibits odd behaviors. The servants claim they have heard him barking in the middle of the night before.

There are plenty of shops and armories in Waterdeep the personal cart driver can take them to if the party chooses to stock up before they leave. But they are pressed for time and must hurry to the ship.

## THE SHIP

Your driver takes you to the port where you see many ships docked. This hub of activity is something you have never seen before. You see many different types of ships manned by many diverse crews. Some ships have colorful sails and some look very intimidating. The driver points you to the ship that you need to board as he drives the cart away. You then step aboard a very sleek ship that is a bit smaller than the rest of the massive ships on the dock. There is some sort of mechanical system attached to the back of the ship and you realize this ship has no sails. As you all finish boarding, the crew begins the process of setting out to sea.

On this ship is 1 **Ship Captain** and 9 **Ship Crew**. (You can find their stats in the Appendix).

The crew is hustling to get the ship ready. They are untying the boat from the dock and shouting orders to each other. The Captain will remain in his quarters until they are already out at sea. The piece of machinery at the back of the boat is a motor that is powered by stored lightning. When the ship sets out to sea, it takes off extremely fast. Read this aloud when the ship takes off from port:

You hear a crewman yell, 'Out to sea, mates!' You see the crew begin to tie ropes around their wastes and grab on to whatever is sturdy around them and then the same crewman yells in your direction "You might want to grab on to..." But his words are cut short as the ship lunges forward in such a forceful motion and at such speed you don't have anytime to react as you head out to sea at high speeds.



(Because of the ships un-natural speed, the trip to **Chult** will only take 2-3 hours when it should normally take a day's sailing)

The party will need to make a **DC 12 Dexterity** check to remain stable on their feet. Those who fail the check are thrown onto their backs and take **1 point** of damage. If any of the party roll a 1, they are knocked overboard due to the force of the ship. The ship steadies itself a few minutes after it takes off and it's smooth sailing.

## 1. THE DECK

The deck of this ship is kept pretty clean and organized. You see 9 crewmen hustling about their duties. Some mopping, some working on repairs and others working the ships navigation. To the front of the ship you see barrels of tar and a wooden door that a few crewmen have gone in and out of. To the rear of the ship you see a bronze door that has intricate carvings in it and a sign above it that reads "Captains Quarters. In the middle of the deck is a set of stairs that leads to the lower portion of the ship.

The crew are all mostly hard workers and short tempered and tells the party that everyone earns their keep and pitches in. Have a few members of the crew assign work duties to the party members (This is optional, you may also just describe the trip and arrive at the jungle island and skip any in between with exploring the ship and doing work duties). Any open acts of defiance or disrespect will cause the crewmen to be aggressive and start a fight if need be.

If a fight breaks out and initiative is rolled, only the amount of crewmen to match the parties number will be in combat (2v2, 3v3, etc...). After 1 full round of combat, the **Ship Captain** will hear the commotion and come out and order his men to stop. He orders everyone to get back to work, including the party, or he'll throw them below the deck and tell Vincent they were lost at sea.

## 2. CAPTAINS QUARTERS

You are standing inside the Captains quarters. It is very well organized and kept in clean condition. There are several desks along the eastern wall with maps and papers laid out with several trade routes marked on them. There is a bed on the southern wall with rich covers and silk sheets. To the west of the room you see a small dining table with a glass of wine freshly poured and by the door that leads in here are 2 smaller closets.



(Image courtesy of RonPepperMD on DeviantArt)



The Captain always keeps his quarters locked up tight. The party will have to be cunning if they try and get in there.

### TREASURE

In the Captains Quarters the party will find a chest containing 2 *potions of healing*, 2 diamonds (500 gp each), 200 gp, 50 sp and a bronze compass. The two closets are locked and will require thieves tools to open or a DC 10 strength check to break them down. Inside the closets the party will find many fine Captain clothes, a *scimitar*, a *short crossbow*, a *dagger* and a whistle.

### 3. CREW'S QUARTERS

You find yourself in what appears to be the crew's quarters. You see bunks lining the walls and they are all unkept. Clothes litter the floor and it smells quite terrible. In the center of the room you see a small table with playing cards strewn about and you see 1 **Ship Crewman** lying in the farthest bunk with what appears to be a puke bucket clutched in his hands.

The crewman doesn't acknowledge the party if they wander round the room. He just continues to vomit loudly into his bucket every few minutes.

A DC 15 perception check will reveal a hidden compartment in the floor in the far corner of the bunk-room. A bronze handle will catch the eye of the player who made the check. If the party attempts to open the compartment, the sick crewman will warn them against opening it. If the party opens it anyways, the sick crewman will yell 'THIEF! THIEF!' and draw the attention of 3 **Ship Crewmen** from outside the door. The **Ship Crewmen** don't take kindly to thieves and will attempt to lock them up below deck.

### TREASURE

In the hidden floor compartment is a secret stash of treasure the crewmen put away for themselves. 200 sp, 1 pearl necklace, 30 cp, 2 emeralds, 30 gp and 1 plain gold plated ring.

### 4. BELOW DECK

As you descend the stairs that head below deck, you catch the smell of rotted fish and other smells you can't quite make out. When you reach the bottom, through the dim light that comes through the planks above, you see barrels of supplies, hanging meats and cooking utensils. Towards the rear you see several small empty cages

with hand and feet braces that appear to be used for holding prisoners.

The party will only find rotted meat and utensils down here, nothing of great value. This is where everything is stored for the crews voyages and any prisoners that are kept on the ship are kept down here in the cages. There are 4 cages, each holds 3 creatures each.

### DEVELOPMENTS

- **Good:** If the party is cooperative with the **Ship Crew** and they stay away from trouble, the crew will do their job and make sure the party arrives at the island as promised and gives them 12 hours for them to accomplish their plans before the ship departs back to Waterdeep.
- **Bad:** If the party did not cooperate, caused problems or even got caught stealing, the crew will continue to be hostile and give the party only 6 hours to accomplish their plans before returning to Waterdeep. Also the crew and the **Ship Captain** will make them turn over anything they got from the island when they return to the ship, including the Music Box, if they wish to make it back to Waterdeep alive.

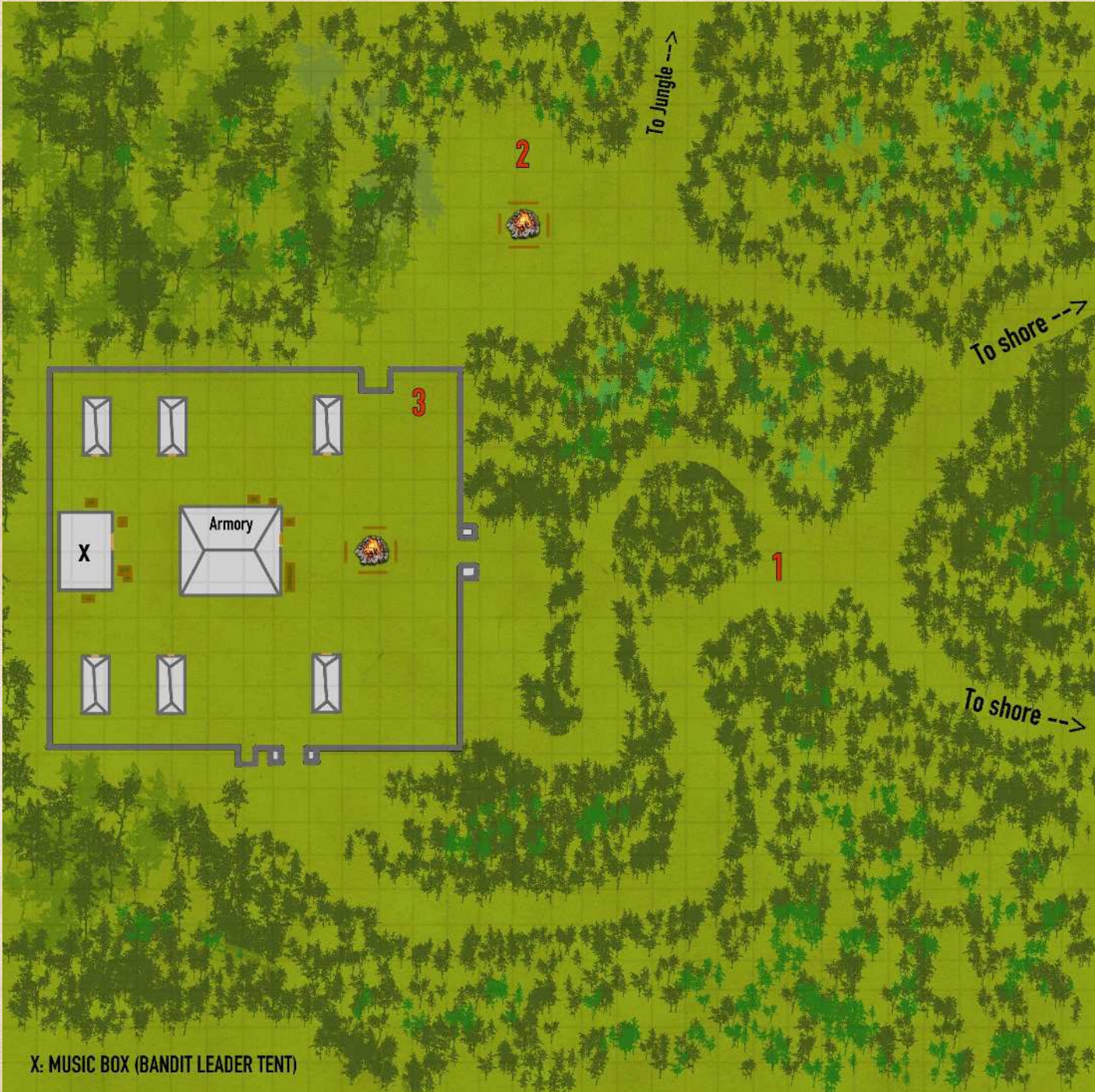
## THE JUNGLE

The ship will arrive just off the shore on the east side of the island (See **Chult Map**). The Ship will drop anchor and the party will need to row a small boat from the ship to the shore. Depending on the **Good** or **Bad** development, the **Ship Captain** will tell the party how long they have until the ship leaves. At this point the sun has started to set and darkness is falling on the island.

As you step foot on the shores of Chult, you can feel the difference in this region. The temperature is much hotter and humid as you feel your bodies start to sweat and you hear the sounds of small creatures and insects coming from the jungle tree-line. You are standing on a small beach clearing and as you look into the dense Jungle you notice 2 small clearings that lead into the jungle. One 50 ft to your left and one 50 ft to your right.

The jungle is dense and hard to see in the cover of night. Any creature with Darkvision will be fine, others may need torches. The party may encounter wild animals (more than just the **Tiger** in area 1).







## 1. THE CROSSINGS

This is a cross section of paths in this part of the jungle. An opening in the center about 60 ft round where the party can see the intersecting paths. There will be a **Tiger** lurking here in the trees just outside the opening. A DC 12 perception check will hear the rustling in the trees made by the **Tiger** and that will give the party a chance to react or hide. A DC 15 Investigation check will find a dead body of a **Bandit** just in the tree-line by where the **Tiger** was. He has a *scimitar* clutched in his dead hand, 5 gp in his pocket and bite marks all over him.

### DEVELOPMENTS

- From this opening the party can see a faint red glow coming from over the trees to the west and northwest. It's camp fire light coming from the bandits hideout.
- There will be random **Bandit** patrols walking the perimeter in groups of 3-5 every so often. Keep your party stealthy and on their toes.

## 2. BANDIT PATROL STATION

This area is where the bandits have setup a patrol station for those on patrol duty. There will be **6 Bandits** in this area. Four will be sitting around a campfire and two will be pacing back and forth. If the party quietly arrived here, they will hear one of the bandits pacing say, 'They should be back by now! What is taking them so long!' If the party hangs around too long without doing anything there will be a patrol unit of three bandits coming from the east trail and may get surprised by the unit.

You come upon a clearing. An area in the jungle that has been cleared out and managed. This appears to be some campsite that was made pretty recently. You see a group of men sitting around a campfire and a couple others pacing back and forth. These men appear to be rough and unwelcoming. Just past them to the south of their camp you can make out a stone wall in the light of the fire.

There is a small opening in the wall to the south of the camp. This is the North entrance into the bandit compound. This is the entrance that the patrol uses to come and go. If a fight breaks out in area two, after one round it will draw the attention of those inside the compound and they will come rushing out to join the fight.

### DEVELOPMENT

If any fight breaks out between the party, and the bandits outnumber the party, no one in the party dies, they just get knocked out and captured and sent to the Arena.

## 3. BANDIT COMPOUND

The Bandit compound is a makeshift camp inside the walls of some old ruins. The walls are stone, 10ft high, 3 ft thick and are in pretty good shape for how old they are. There are some weak points where the wall is starting to crack from age.

- **East Entrance:** The east entrance is the main entrance to the compound. Two guard towers are on either side of the entrance on the outside, about 15ft high. There will be a bandit guard in each tower. A DC 12 perception/investigation check will spot the guards before they spot the party. If the party enters through this entrance, they will be in the open and near the big campfire. They have a higher chance of being spotted if they are not careful.
- **South Entrance:** The south entrance is identical to the east entrance. There will only be one Bandit guard on duty in a tower at the south entrance. The Guard will be sleeping and snoring loudly. If the party enters through this entrance, they will be behind some of the bandits tents and will have more cover to sneak around. **TRAP:** A DC 15 check will find the trap. There will be a trip wire at this entrance that will trigger 2 brass bells attached to the end of the tripwire. The noise will alert the guard in the tower. A DC 10 check will be needed to disarm the trap.
- **North Entrance:** The north entrance is just a collapsed part of the wall. The patrol uses this entrance to go back and forth to the patrol camp on the outside. There is someone going in and out of this entrance every 5 minutes.

### DEVELOPMENTS

- The compound consists of bandit tents lining the north and south wall. There is an Armory in the center of the compound. Various weapons and supplies are being held here. Mainly lower grade weapons. Short-swords, light crossbows, arrows, etc... There is a small structure in the back of the compound. That is the quarters of **Daylen Blackstrand**, the leader of this group of bandits. It is a one room wooden building with just a bed and a few tables inside. The music-box will be in there on a nightstand next to his bed where he will be sleeping. There are a total of 45 total bandits in the area. There will be 25 bandits inside of



the compound sleeping in their tents. with the others on the guard towers and the others on patrol.

- **Daylen Blackstrand:** He is a human mercenary who is typically hired by various people in power to carry out assassinations and kidnappings. He and his mercenary group tend to raid expensive homes to make money on the side. He has led this group for quite a while. He is always looking to make a quick coin and will do whatever benefits him and his crew. He considers himself to be a "High-class" man and will always be willing to negotiate if it benefits him.

If the party successfully sneaks into the camp and is successful at retrieving the music-box, they can make their way back to the ship and make their way back to Waterdeep. Perhaps have a random bandit scout spot them as they are outside of the compound making their way back to the ship and he alerts the others and have a chase happen to keep them on their toes! Otherwise if they get caught or overpowered, they will become knocked out and taken to the **Arena**.

### TREASURE

- Inside the armory the party will find a few scimitars, some leather armor, 3 light crossbows, 10 spears, a wooden shield, cooking pots and pans and barrels of random food.
- In **Daylen's** quarters the party will find an antique music-box, a chest with 250 gp, 600 sp, 4 diamonds, a gold necklace and 1 potion of healing.

### THE ARENA

The arena will be just south of the compound about 1 mile. It is an old gladiator arena used by locals many years ago. The party will wake up from being knocked out inside of a cage inside the arena.

You begin to feel the warmth of the sun on your face as you open your eyes to find yourselves inside of a wooden cage. As you come to, you realize it is early morning. It's maybe an hour after daylight, you are unsure as you are still trying to gather your bearings. As you begin to look around you see that you are in some kind of ancient gladiator arena. It is very large and circular and made of stone and you are on the floor of the arena. The walls that circle you all are about 25ft high. You find yourself on the east side of the arena in front of an iron gate and you can see a large gate on the north side, the south side and the west side of the arena as well. At the center of the arena you see a circular platform a few feet off

the ground and 2 feet in diameter. You also see 4 other circular platforms. One near each gate. Floating near the center platform are 2 orbs. One on either side of the platform. You notice that all your gear and weapons are inside those orbs. Half in one, half in the other. All any of you have on you are your clothes. You look up and see a crowd of bandits seated around the arena staring down at you and cheering. You see one man sitting on a makeshift throne, and as you lock eyes with him, he raises a hand and silence falls upon everyone. He stands and says "You made a big mistake coming here."

You can let the party wrap their heads around what is going on. Let **Daylen** introduce himself and question why the party showed up. After a little bit of conversation, **Daylen** tells the party that they are going to be the entertainment for the morning. If the party did any bargaining with him, he will say that maybe they can discuss it later, if they survive. He explains that this a favorite game of theirs. No one has survived yet.

It is time for the game to begin! We have gone too long without good entertainment. You invaded our camp and now you must face our champions. If you survive, I will decide your fate. If you die, well, then you die! Isn't this fun?! Here, you might need these!"

**Daylen** throws 3 daggers into the arena next to the party's cage. As the daggers fall, the party hears a sound like the sound of a pulse of energy as a transparent blue dome covers the arena. Leaving the party on the inside and the bandits on the outside.

### DEVELOPMENTS

- Depending on your party size and level of players, you might need to scale the combat. If the players in the party are 1st-3rd lvl, use a couple **Norkers** and a **Tiger**. If your party is 4th-5th lvl, use two **Ogres** (and throw in a Norker or two if it's a big party).
- The platforms in the arena are switches that either release the weapons, or open a gate and release another creature or trap. Two of the switches are good and will release and open the orbs one at a time dropping the heroes weapons. The other three are traps. One opens a gate and releases another creature, the other two are booby trapped with spikes that shoot up causing 1d8 of damage. The platforms are marked on the Arena Map.
- The transparent blue dome that covers the arena is anti-magic. No spells work while inside the dome!





You feel a tug on your cage as a rope from the other side of the wall yanks the front of your cage open. You step out of the cage and gaze upon the transparent blue dome covering the arena. You hear a loud noise coming from the north gate and it begins to open. For a brief second nothing happens when the gate opens, then with a roar, a \_\_\_\_\_ rushes out.

When the party has successfully recovered their weapons and defeated the monsters that were thrown at them, the dome will disappear and the bandits will have crossbows drawn and pointing at the party. **Daylen** is amused and impressed at the party for winning. He says that even though they survived, he can't just let them walk free without getting something out of it for himself. He will be holding the music-box in his hands since he knows that the party needs it. If the party can negotiate with him and offer him something in exchange for the music box, he'll eventually let them leave without them having to fight their way out.

If the party is successful and gets away from **Daylen** and his men, they will need to rush to the ship to make it back on time. Tell the party that after all this time has passed, they only have less than an hour to get back to the ship before it heads back to Waterdeep. Time is of the essence!

## BACK TO WATERDEEP

Once the party returns to the ship and settles any disputes they may have had with the Captain and his men, they set back off for Waterdeep. They make it back in great time and find that the same coach

that brought them to the docks the first time is there waiting for them. The coach takes them back to the Villa where they are ushered inside by the same maidservants. They are ushered once again into the study of **Vincent Van Hyden**.

### DEVELOPEMENTS

- **Vincent** awards the party the 150 gp each, or double if they made it back in 24 hours, and is very happy to see his beautiful music box return.
- There is a secret to the music box. Any DC 15 investigation check will show hidden compartments within the box. Inside the compartments are a gold piece with the word "lucky" written on it and in the other compartment is a recipe for apple pie from **Gertrude Van Hyden**.
- **Vincent** only wanted the music box back so he wouldn't lose his Great, Great, Great, Great Grandmother's recipe. He openly tosses and discards the music box after opening the secret compartment in front of the party and hugs the recipe paper.
- He waves them off and thanks them for a job well done.

## WHAT'S NEXT?

Now that the party has finished their first adventure together. What will they do next? You can use this adventure as a launching point for this group to become adventurers for hire! Maybe let them explore Waterdeep some more and discover just how vast the city is and all the opportunity that awaits them in a city like this. Use your DM skills to take this adventuring party to their next adventure! Thanks for playing Don't Die in the Jungle! For more info about Homebrew Adventures, check out HBAPodcast.com or find our podcast on itunes, stitcher, google play and everywhere else you can listen to podcasts!







## APPENDIX A

### BANDIT

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

**Armor Class** 12 (leather armor)

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25)

### ACTIONS

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

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

### DAYLEN BLACKSTRAND

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

**Armor Class** 15 (studded leather)

**Hit Points** 50 (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)

### ACTIONS

**Multiattack.** The captain makes two melee attacks: one 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.

### NORKER

Medium Humanoid, Chaotic evil

**Armor Class** 16

**Hit Points** 15 (2d8+2)

**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	12(+1)	7(-2)	10 (+0)	7(-2)

**Senses** Darkvision 60ft. Passive Perception 10

**Languages** Goblin

**Challenge** 1/4 (0)

### ACTIONS

**Multiattack.** The norker makes two attacks: one with its bite, one with its weapon.

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

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

### OGRE

Large giant, Chaotic evil

**Armor Class** 11 (hide armor)

**Hit Points** 59 (7d10+21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	8(-1)	16(+3)	5(-3)	7(-2)	7(-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common, Giant

**Challenge** 2 (450)

### ACTIONS

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

**Javelin.** Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.



## SHIP 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)

## 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.

## SHIP CREW

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

**Armor Class** 12 (leather armor)

**Hit Points** 11 (2d8+2)

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25)

## ACTIONS

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

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

## TIGER

Large beast, Unaligned

**Armor Class** 12

**Hit Points** 37 (5d10+10)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	15(+2)	14(+2)	3(-4)	12(+1)	8(-1)

**Skills** Perception +3, Stealth +6

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 1 (200)

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

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

## ACTIONS

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

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





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# ~Adventurers Wanted~

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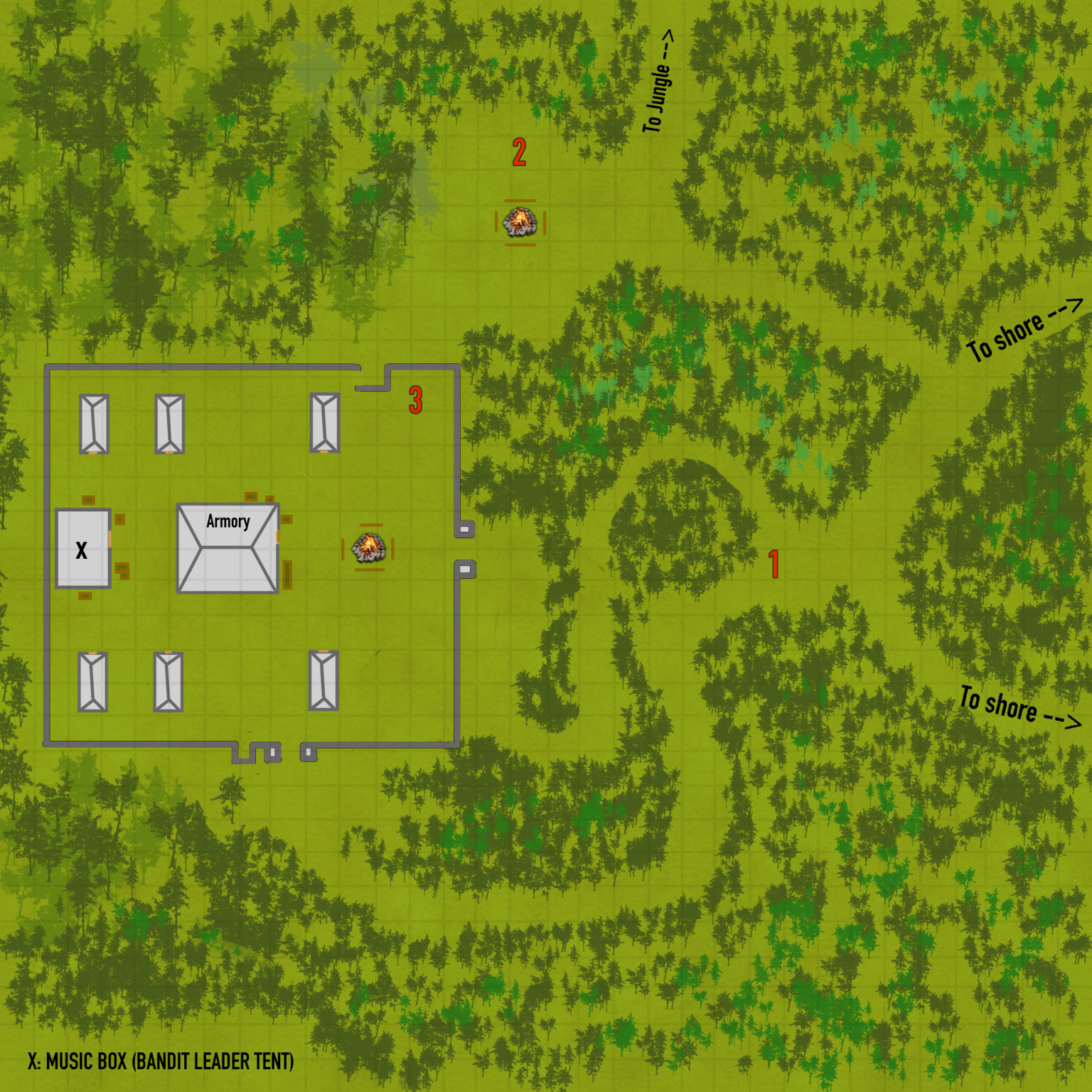
Vincent Van Hyden seeks  
the help of worthy  
adventurers to retrieve  
an item stolen from his  
Villa just 3 nights ago.

Must be brave, must  
be quick and must  
not die.

Handsom reward!!!

Please report to Villa Van Hyden Post haste





To Jungle -->

To shore -->

To shore -->

2

3

1

Armory

X

X: MUSIC BOX (BANDIT LEADER TENT)



# THE ARENA





CALIMSHAN

Fort Beluarian

Port Nyranzaru

MISTCLIFFS

Quomec

Ruins of Mezro

X  
Mercenary  
Camp

X  
Ship  
parks  
here

CHULT

KOBOLD MTS.

PEAKS OF FLAME

THINDOL

SAMARACH

