

SCION OF DARKNESS



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By Marcello De Velazquez

SCION OF DARKNESS

A Ravenloft: Mist Hunters Adventure

The island of Kiru is visible in the distance, and within the jungles that blanket it, the temple that you seek. The jungle doesn't rest, however, and neither should you; with death fast on your heels, you must set off in pursuit of your quarry.

The eleventh in the *Ravenloft: Mist Hunters* series of adventures.
An adventure for 7th-level adventurers.



CONTENT WARNING: horror, gore (blood, dismemberment, impalement), oppression (xenophobia, genocide, humanoid hunting, being hunted, ritualistic murder), murder, self-harm, abuse (forced amputation, optional possession, threats, intimidation), environmental hazards (jungle), possible phobia triggers (insects, snakes, leeches)

Reference the [Mist Hunters' Safety Kit](#) article and *Van Richten's Guide to Ravenloft* for tips and tools on running a safe and fun game.

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ADVENTURE PRIMER

The world consisted of predators and prey. You were either hunting or you were running.

—Charlene Weir

This adventure is designed for three to five 7th-level characters and is optimized for four 7th-level characters.

Scion of Darkness occurs on Kiru Island in Valachan, in the thick of its jungles and within a long-secluded shrine.

BACKGROUND

KABE WHIPPORWILL recently sent the characters to **VALACHAN**, a domain of survival horror and deadly trials. There, the characters were to venture to **KIRU ISLAND**, seek out a shrine, and recover an **AMBER SARCOPHAGUS** rumored to contain a **VESTIGE**. Upon arriving in Valachan, however, they were approached by the domain's **DARKLORD, CHAKUNA**, and forced to participate in a deadly contest of wilderness survival and Humanoid hunting—the **TRIAL OF HEARTS**.

During the race to the shrine, the characters learned they were not alone. Two other groups have also been forced to endure the trial: the native **SHUARAN** and domain **NEWCOMERS**. After overcoming **DEADLY BEASTS, CARNIVOROUS PLANTS**, and **TREACHEROUS HAZARDS**, the characters reached the southern shores of Valachan—Kiru island is in sight.

The operatives don't know the fate of the trial's other competitors or how far away their pursuers are. They must press on to Kiru Island, get to the shrine, and secure the vestige before someone else does!

OVERVIEW

The adventure's story is spread over **four parts** and takes **3 hours** to play. The adventure begins with a Call to Action scene. "Extending Play" sidebars in the adventure provide guidance on how to expand the adventure to occupy a four-hour time slot. These estimations don't include time spent in pregame and postgame discussion:

Call to Action: The Story So Far. The characters begin their second leg of the Trial of Hearts on the southern shores of Valachan. Kiru Island lies across the cove.

Part 1: Sangui Cove. The characters must cross Sangui Cove to reach Kiru Island, by canoe or by other means. However, it isn't as simple as rowing there.

Part 2: Kiru Island. With pursuers closing in, the characters face their competition and must overcome them to reach the shrine and win the trial.

Part 3: Overgrown Shrine. Arriving at the shrine, the characters must overcome Chimali, the shrine's dinosaur guardian, discover the amber sarcophagus, and recover the vestige within.

Part 4: Honored Guests (30 mins). During the traditional feast at the trial's end, the characters share their experiences related to the vestige and its Dark Gift with Chakuna.



STORY AWARDS

At certain points in the adventure, you'll see this glyph along with an entry describing how the specified story award is earned or impacted by the story. Ignore the entry if it refers to a story award none of the characters have. If it refers to a story award the characters just earned, it provides information for you and the players.

CHARACTERS HOOKS

This adventure picks up immediately after RMH-09 *The Deadliest Game*. The characters find themselves on the shores of Sangui Cove during the Trial of Hearts.

OUTLANDERS AND FAR TRAVELERS

Characters with these backgrounds possess a talent honed by the austere environments they've endured for portions of their lives. Any claims to this are met with derision among Valachani natives, who consider the Domain of the Hunter the most dangerous in existence. Characters with these backgrounds who have experience traveling in jungle might still find spotting danger here concerning. These characters have advantage on Wisdom (Perception) and Intelligence (Nature) checks made to notice and identify natural threats.

VALACHANI CHARACTERS

Characters from the Domain of the Hunter are familiar with the general landscape of the mainland and surrounding waters. They also might be privy to tales of jungle dangers, but credible accounts from survivors of the Trial of Hearts are few and far between. Valachani characters are likely to know most of Valachan's notable features, its two major settlements, Oselo and Shuaran, and of course, its Darklord, Chakuna.



CALL TO ACTION: THE STORY SO FAR

Estimated Duration: 20 minutes

The adventure begins on the southern shores of Valachan. Across Sangui Cove, the sun sets behind Kiru Island. Canoes have been moored here so those undertaking the Trial of Hearts can reach the island.

The trial began the previous morning: competitors were sent racing into the jungle in search of the shrines, followed by the Darklord Chakuna and her hunters. Reiterate the Trial of Hearts rules often; the characters must realize the stakes at hand...or heart.

Themes: anticipation, race against the clock, trepidation

VALACHAN: DOMAIN OF THE HUNTER

Darklord: Chakuna

Hallmarks: Diabolical traps, hostile wilderness, survival games.

In the jungles of Valachan, survivors must guard their hearts lest something monstrous eat them. For some, that risk is worth the reward of the unusual plants and magical creatures this land is home to. But Valachan is fiercely protected by its Darklord, the devious and immortal hunter, Chakuna. She roams the jungles hunting dangerous beasts—and when she grows dissatisfied with that, she draws Humanoid quarry into a fatal contest.

Pitted against other conscripts in a game of cat and mouse, Chakuna's prey struggle to survive the deadly rain forest and one another, all while being pursued by the Darklord. Quicksand and other deadly hazards cover the terrain, and populations of stealthy werepanthers support the Darklord. But desperate outsiders might also find unlikely allies who oppose Chakuna and her horrific hunts.

For more information about this domain and the people who reside there, refer to *Van Richten's Guide to Ravenloft*.

CHARACTER INTRODUCTIONS

Allow each player a minute or so to introduce their character, describe their appearance and mannerisms, and establish the reason why they're working with Alanik and Kabe. Be sure to give everyone equal time in the spotlight and be prepared to gently stop players if they run on. Character introductions are crucially important for the players to understand who the other characters are, to build a basis for roleplaying opportunities, and for you as DM to learn more about the characters so you can create story elements that really speak to them.

Award inspiration (explaining what inspiration is and how it works) once everyone's had a turn.

PROMOTED!

Impressed by the characters' investigation in previous adventures (or by their reputation, if this is their first *Ravenloft: Mist Hunters* adventure), Alanik promotes the characters to lead field operatives within the Ray Agency.

While this means additional duties—such as searching for the urn—it also means opportunities for greater rewards and other possible benefits, firsts and foremost being the removal of the gp limit on nonmagical equipment that the characters have access to.

OUTFITTING FOR THE INVESTIGATION

Before proceeding on this leg of their investigation, the characters decide what they brought with them on their journey:

Mundane Equipment. The Order of the Guardians has offered the characters access to its substantial resources to aid in their investigation. Each character has access to any mounts and nonmagical equipment from the *Player's Handbook*, as well as the material components for any spell they have prepared (or known for casters who don't prepare spells). Following the characters' promotion, the gp limit on these acquisitions has been removed. The characters are still bound to the normal rules regarding carrying capacity and, at your discretion, may find themselves in a situation that precludes being able to haul around too much—while their resources are great, the Order discourages frivolous requests.

Magical Equipment. As they adventure, the characters “unlock” magic items for later use. The group begins this adventure with one copy of each of these unlocked items and then decides who'll use them. At the end of the adventure, each item is returned to the character who brought it with them. Magic items that are destroyed or that lose their magic, such as a quaffed *potion of healing* or an exploded *horn of blasting*, however, are removed from the character's investigation journal and are no longer unlocked; the character must find another one if they want to use it in a later adventure. The character who brought an unlocked item to the table has ultimate discretion in who gets to use it. They should, however, note that their investigations require teamwork and cooperation.

EXAMPLE: OUTFITTING FOR INVESTIGATION

Peter's character, Gregov the Fighter, is preparing for their next adventure. He requisitions a greatsword, a longbow and some arrows, and a suit of plate armor. He's also heard rumors of werewolves, so he asks for a silvered dagger . . . just in case. In his previous adventures, Gregov unlocked a *horn of blasting* and a *potion of healing*. The group decides who should carry the horn and the potion. At the end of the adventure, both items are returned to Gregov. However, if a character uses the potion, or if the *horn of blasting* explodes during the adventure, Peter crosses it off the investigation journal where it was unlocked.

ORDER OF THE GUARDIANS RING

Characters with this magical ring (more information can be found in the [Mist Hunters Safety Kit](#) article) can obtain another dose of the anti-charm tonic from

Alanik—provided the last dose they obtained has been used.

ABI-TEOS'S MACHETE

Radaga bestowed upon the characters a special treat before departing Dementlieu for Valachan: *Abi-Teos's machete*—a particularly sharp (and devious) vorpal sword able to cut through flora like a hot knife through butter (see handout 1). It does demand a price, however: blood. As Radaga hands it to the character who wishes to wield it, she issues a curt warning, “Be careful with that, it’s devilishly sharp.”

THE HUNT CONTINUES

Kabe has sent the characters to search for an amber sarcophagus in a shrine located on Kiru Island. The characters are to return to Dementlieu after recovering the vestige contained within.

Upon arriving in Valachan, the character were quickly set upon by werepanther hunters in service to the domain’s Darklord, Chakuna. She had the characters captured and forced them to participate in the Trial of Hearts—a deadly game of predator and prey as the competitors race to Kiru Island. Chakuna outlined the following rules for the trial:

- The domain’s borders are closed while the trial is underway.
- Once the trial begins, alliances between participating teams are forbidden.
- Teleportation and planar shifts of any kind are prohibited.
- Once in the jungle, contenders may kill one another for any reason.
- Teams must reach and hold the shrine at Kiru Island.
- The trial doesn’t stop until Chakuna arrives at the shrine and acknowledges the winning team there.
- Failures are left to rot where they fall in the jungle.
- Rules violations are punishable by death.
- Winners will be escorted out of Valachan in safety.

HUNTER OR PREY: WHAT’S THE SCORE?

This adventure uses the Hunter Score to determine the participants’ progress throughout the Trial of Hearts. The adventure provides guidance on when to adjust this score and when to refer to it, however, not all solutions can be accounted for—consider adjusting the score based on speed, and efficient or clever gameplay.

- A Hunter Score tracker is provided in appendix A.
- Remind players that their characters are in a race for survival. Frequently describe fresh tracks, blood splatter from a fight, armor or weapon scraps, or some other sign that competitors are ahead.

At the beginning of the adventure, if more than half the characters have the Ahead of the Game story award, the Hunter Score starts at +2. Otherwise, it starts at zero.

CALL TO ACTION: DECISION TIME!

Scoring: –1 for a short rest, –2 for a long rest

The race through the jungle thus far has been dangerous; Chakuna’s hunters and the other competitors are hard on the characters’ heels...or are they?

An opportunity for a short or long rest presents itself, but doing so might set the characters back. Proceed to part 1 once the characters are ready.



PART 1: SANGUI COVE

Estimated Duration: 30 minutes

From the shores of mainland Valachan, the characters can see Kiru Island. Somewhere upon it is the shrine they seek and the amber sarcophagus within. They must cross the cove waters to the isle's waiting shores, whether by using the canoes provided or by other means.

Themes: endurance, deathly pursuits

CROSSING THE COVE

Scoring: +1 for sabotaging the leftover canoes

If more than half the characters have the Ahead of the Game story award, the characters find fifteen single-seat canoes, each with a paddle. Otherwise, they find canoes equal to half the number of characters (rounded up) and the remains of three destroyed canoes. There are also indications that a group has already reached the shore and pushed off.

Looking from the sandy banks and across the mist-veiled cove, Kiru Island is barely visible. Sangui Cove's waters are choppy. A storm approaches, rocking the beached canoes. You hear rustling in the jungle as your pursuers draw closer.

AREA FEATURES

Sangui Cove has the following features:

Dimensions & Terrain. Beyond the jungle fringe is a sandy shoreline, which imparts a view of the six-mile stretch of inlet water that leads to Kiru island. The island's jungle barely clears the veiling mist surrounding it.

Lighting. The setting sun ushers in a dark, starry night. If the characters took a long rest, they awaken to gray skies (bright light).

Weather. Days and nights are equally humid, and the rolling thunder forecasts a heavy coastal storm.

Canoes. The conveniently placed single-seat boats are constructed from bamboo and stretched hides. The canoes have AC 11, 11 hit points, immunity to poison and psychic damage, and a speed of 1½ mph.

PUSHING OFF

Scoring: -1 for being delayed by the storm (up to twice)

The characters must decide how they intend to cross the bay—a four-hour trip by canoe. A character who makes a successful DC 12 Intelligence (Nature) estimates the storm will arrive in two hours, giving them time to make for the island. After two hours crossing the cove, the storm falls on them—pummeling the characters with rough wind, rain, and flotsam hurled about the waters and skies!

At the end of each hour of travel through the storm, the characters must make a DC 14 Wisdom (Survival) group check to navigate the storm. Characters proficient with water vehicles add their proficiency bonus to this check. Further, creatures sharing a canoe have disadvantage on their check.

If the group check fails, the characters are delayed in reaching Kiru Island. Any character who fails their check is blown into the waters as their canoe is destroyed! They must now swim to Kiru Island and gain 1 level of exhaustion in the process.

After two hours, proceed to “Hunter or Prey...What's the Score?”

EXPANDING PLAY: ROUGH WATERS

If you want to extend the play experience, the churning waves brought upon by the coastal storm has sent most sea life to safer waters. However, Chakuna has awakened a **giant shark**, who frequents the cove in search of sport. The shark has an Intelligence score of 10 (+0), speaks Common, and uses the storm to deadly advantage. It lives to prevent others completing the Trial of Hearts, mocking challengers as it destroys canoes and consumes those capsized. Likewise, from the skies, a **chimera**, similarly blessed by the Darklord, delights in destroying airborne challengers. Neither creature fears the storm's presence.

HUNTER OR PREY...WHAT'S THE SCORE?

After three hours, the storm passes. Those that navigated the storm, reach the island's rocky shores. They quickly spot others that arrived through other means. The nearby jungle fringe hides their quarry. If the group's Hunter Score is -3 or lower, go to Captured!, below. If not, proceed to part 2.

Captured! Chakuna emerges from the bush with casual malevolence, a hunting party of four werepanthers (**weretigers**) next to her! In her view, she gave the characters their best chance at survival and now their lives are at their ends. But she's willing to make them one “offer.” Rather than kill them all, she believes the jungle would be satisfied if she took the arm of “just one” of them character and let them continue the trial. She holds out a vicious flint dagger, pointing at each person, asking “Will it be you?” The first character accepting the offer loses their right arm just below the shoulder. They take 5 (2d4) slashing damage and gain two levels of exhaustion. Finally, they gain the Captured by Chakuna story award.



CHAKUNA

Darklord of Valachan

Chakuna's still-beating heart is hidden within the jungle, a sacrifice she made to save her people, the Oselo, from the genocide of the previous Darklord. But with the death of one Darklord, the jungle's demands for blood did not cease. So, as the new Darklord, Chakuna created the "just" and "fair" Trial of Hearts, a monthly, forced competition race through the treacherous jungle. Survivors arriving at the end of the trial might be rewarded with Chakuna's mercy.

Chakuna is tall and lithe with light-brown skin and bedraggled black hair. Her simple dress is tattered and stained with old, dark blood.

What They Want. She wants to remain the Darklord—believing others would abuse the power and responsibilities the position brings. She wants to protect the Oselo and is more than willing to do that at the expense of other Valachani and Mist-Placed travelers.

Heartless Overlord. While most Oselo would never wish the violence and death they experienced on anyone else, Chakuna rationalizes her role as Darklord. She makes compromises, but they're justified in her mind—her actions aren't atrocities. She believes she "isn't as evil" as Urik von Kharkov, the previous Darklord. The Trial of Hearts is "kind" compared to the mass murders he committed. The jungle is merciless, not her. She simply does what must be done.



CAPTURED BY CHAKUNA

You are in pain, shock, and not yet accustomed to the loss of a limb. For the duration of this adventure (and RMH-09 *The Deadliest Game*, any attack rolls or ability checks made for a task that requires the use of two hands is made with disadvantage. With time, however, as an acquired amputee you heal, develop alternative ways to perform tasks, build strengths, and regain functionality.

In addition, as part of your character's development and advancement, consider the courage it takes to go through such pain and adversity and how that changes them. What new strengths do you develop? How do your problem-solving skills improve as you adapt? Are you more insightful about how people treat you? Has it affected your sense of humor?

Opportunities for recovery will present themselves in the future.

DEALING WITH AMPUTATION

Amputation can be traumatic—especially when it's due to the cruelty and evil acts of another. Before proceeding with this portion of the adventure, gauge your players' comfort level first; adjust as needed.

Don't dwell on describing the amputation itself, summarize the act as being cruel and painful. While Chakuna derives a modicum of satisfaction and righteousness from it, she removes the limb with surgical precision only possible by a powerful Darklord.

While the pain, shock, and injury bear an immediate penalty, assure the player that they adapt in time, and that healing (natural or magical) and a prosthesis become available in the future.

PART 2:

KIRU ISLAND

Estimated Duration: 60 minutes

The characters press on through the thick, danger-ridden jungle, growing ever closer to the shrine and victory. However, they're being hunted by the isle's creatures, Chakuna, and as they learn later, a team of opponents.

Themes: natural danger, viciousness, being watched

THE JUNGLE

Scoring: -1 for extended tracking

Kiru Island is blanketed in oppressive rain forest. Most competitors of trials past entered this jungle and never returned. Before entering the jungle, characters can search for signs of others' past arrivals. A successful DC 15 (Wisdom) Survival check reveals that someone has taken great care to conceal a group's recent passing into the jungle. On a failure, this discovery comes after an extensive search (-1 Hunter Score). The number or identity of the persons is beyond any ability to discern.

The jungle is uninviting. Underbrush stubbornly returns to place after passing. A lingering, thick haze hangs in the air. Dense foliage softens light. The droning of wildlife resonates.

Chakuna and her hunters hungrily pace the shoreline for a time—the characters should take advantage of the head start the Darklord subtly offers them.

AREA FEATURES

The jungle has the following features:

Dimensions & Terrain. Kiru Island spans four miles from east to west and one mile between its long, rocky, sand-swept north and south shores. Dense, lively jungle dominates its surface, every inch teeming with chilling awareness. It cunningly veils its deadliness—creatures have disadvantage on Wisdom (Perception) checks. Tangled vines dangle from the 60-foot-high canopy. Flying creatures must succeed on a DC 20 Dexterity (Acrobatics) check or be constricted by vines and branches and held 10 feet off the ground. Removing tangled victims is a chore (-1 Hunter Score). Vegetation and roots grow from the soft, dark soil floor. Unusually bright flora blooms en masse, swaying in subtle predation.

Lighting. During the day, dim light filters through the jungle canopy. At night, darkness reigns.

Predatory Haze. The ever-present essence of Valachan hangs in the jungle air. For every half hour spent in the jungle, the characters find the jungle growing denser and oppressive; heightening the feeling of being stalked. At appropriate moments, encourage players to describe how this manifests among characters. A successful DC 15

Intelligence (History or Nature) check relates this feeling to the hunting spirit that the Trial of Hearts honors.

PACE YOURSELF

Scoring: +1 for a fast pace, -1 for a slow pace, -1 for rescuing tangled fliers

The race to the shrine forces the characters to quickly distance themselves from their pursuers. Kiru Island's jungle is difficult terrain. At a normal pace, contestants can get anywhere on the island within an hour. If the characters move at a slow pace, their competitors gain ground; (-1 to Hunter Score). If they move at a fast pace, the characters gain crucial time (+1 Hunter Score) at the expense of alertness. The jungle doesn't impede Chakuna's or her hunters' pursuit.

CHAKUNA'S PREYSENSE

The Darklord is the dominant predator in her realm, and the Trial of Hearts is how she pays blood homage to the living jungle. She elusively feeds on the trepidation of her prey. Consider including the following scenes to keep the players on their toes:

- The flayed remains of a giant boa dangle from a branch.
- A character's name is written in blood splatter on a tree trunk.
- A distant voice hisses: "The jungle hungers for you!"
- One character feels a talon scraping across their flesh.

NATURALLY DANGEROUS

Scoring: -1 for missing or losing the tracks

Kiru Island's jungle is an extension of Valachan; the jungle tests survival instincts and actively hunts those within it. Among its natural threats are patches of quicksand (chapter 5 of the *Dungeon Masters Guide*), and vibrant prickly oleanthers that if touched, secrete a venom similar to wyvern poison (chapter 8 of the *Dungeon Master's Guide*).

Creature Information. Huge **mantraps** grow throughout the jungle, while the blood-spattered tree growth in areas where Chakuna has claimed prey hang heavy with beating hearts (**death's heads**) possessed by the souls of former contestants. The characters should encounter at least one such danger along their path to the shrine.

EXPANDING PLAY: CAT-ASTROPHE!

The group's presence gains the notice of a pack of **displacer beasts** (one per character). They stalk the party, waiting for the right time to strike! Characters with a passive Wisdom (Perception) score of 15 or higher aren't surprised when they attack!

The pack attacks all they see, however, if any character has the **Captured by Chakuna** story award, the displacer beasts leave them until last, finding them poor sport. If a character is at least 40 feet away from the entire pack at the end of their turn, they may attempt a DC 11 Dexterity (Stealth) check, evading pursuit on a success.

After enduring Chakuna's cowering and the natural dangers, have the characters attempt a DC 15 Intelligence (Investigation) group check. If successful, the characters discover signs of passage—someone is nearby. A successful DC 15 Wisdom (Survival) check can follow the disturbed foliage toward a break in the jungle. If either check fails, it takes the characters extra time to discover a viable route to the clearing (–1 Hunter Score). Proceed to Two Teams Enter; One Team Leaves.

TWO TEAMS ENTER, ONE TEAM LEAVES

The jungle breaks into a clearing, offering a tranquil respite from the grinding trek thus far. But all is not as it seems. Competitors lie in wait to take out the competition. The characters must overcome their opponents—with Chakuna and her hunters on their heels.

The oppressive jungle gives way to open ground, where toppled jungle trees lay amid short grasses. The droning of flies reverberates from several mounds of pungent filth.

AREA INFORMATION

The area (see the Clearing map in appendix B) has the following features:

Dimensions & Terrain. The 70-foot-diameter clearing is blanketed with toppled trees, whose trunks are split in some areas and flattened in others. Ankle-high grasses blanket the uneven ground.

Lighting. The sparse canopy permits bright light to shine.

Piles of Excrement. Two large piles of dung teem with flies, bone, and other expelled matter. The stench wafting from them reaches the fringes and carries the hint of blood. One such pile bears an interesting discovery (see “Treasure”), while the other contains a hidden opponent (see “Come on Out!” below).

Uneven Spots. Dips in the ground near toppled trees are revealed to be the footprints of a huge, taloned creature. A successful DC 18 Intelligence (Nature) check reveals the prints belong to an immense, bipedal reptile.

WHAT IS THAT?

Characters should remember that they're in a race for their lives. However, if they wish to search, a character who makes a successful DC 12 Intelligence (Investigation) check realize the trees were pushed over by a creature. A DC 15 Intelligence (Nature) notice the piles of waste aren't positioned anywhere near the monstrous footprints. A successful DC 17 Wisdom (Perception) check spots movement up a nearby tree at the jungle fringe farthest from them.

COME ON OUT!

Scoring: +2 for talking down Mist-Placed, –2 if the fragmentation grenade explodes

The Mist-Placed team lies in wait to ambush the characters. They've gained ground on the characters, but some, in their harried states, have succumbed to

the Predatory Haze; Beemoe, Klyff'kliff and Seascutt are paranoid and hypersensitive to danger; they have advantage on initiative rolls. Klyff'kliff is missing two of their four arms—the result of Chakuna's dagger—protecting their team on two separate occasions.

MEET THE MIST-PLACED!

The characters aren't the only newcomers forced into the Trial of Hearts. Chakuna has conscripted others and promised them a way home if they survive. The members of Team Mist-Placed found their way to Valachan through mist incursions in other worlds. The members of Mist-Placed are:

Beauin. (bo-WEEN) This fiery-haired, Vistani percussionist competes for the release of her sisters, who Chakuna has captured. Chakuna admires her cunning.

Sergeant Beemoe. (BEE-mow) The galaxy-travelling giff soldier washed up on the Valachan shoreline and was discovered by Oselo fishers before being forced into this guerilla war game.

Nebhaer. (nih-BARR) This steely-eyed, half-elf scout calls the Quivering Forest home, and was swept away to Valachan after encountering strange mists while pursuing a deer. Chakuna admires the forester's accuracy with the longbow.

Klyff'kliff. (CLIFF-cliff) The thri-kreen gladiator doesn't want to return to their home world. Chakuna senses great mental prowess in them; a welcome addition.

Seascutt. (SEE-skut) The last thing the fat, human swashbuckler remembers is admiring a statue carved in Chakuna's likeness. The idol's curse transported the sea bandit to Valachan, where he now seeks to impress the Darklord.

The characters see Beauin (a **bard**) resting against a tree in the middle of the clearing, clutching a vicious abdominal wound. If approached, initially, she seems afraid that the characters have found her. If treated peacefully, she reveals that she was injured by a displacer beast and the others abandoned her—rushing toward the nearby shrine. While some of her claim is true, a successful DC 16 Wisdom (Insight) check reveals that most of it is a ruse.

Team Mist-Placed lay in ambush! Aside from Beauin, they're all hiding. A character notices one of Beauin's teammates if their passive Wisdom (Perception) score is high enough. Each member of Mist-Placed uses the adjustments listed in Creature Statistics:

- Sergeant Beemoe (a **giff**) hides behind the tree, a fragmentation grenade at the ready (DC 14).
- Nebhaer (an **archer**) hides among the trees at the edge of the clearing with an arrow trained on the first character who moves into clearing (DC 16).
- Klyff'kliff (a **thri-kreen**) hides in a dung heap near the center of the clearing (DC 18). They can't see from this position, so they wait for Beauin to shout the signal to attack before emerging.
- Seascutt (a **swashbuckler**) is affected by *invisibility* (50 minutes remaining) and kneels beside Klyff'kliff's dung pile (DC 22).

Playing the Pillars. Consider the following suggestions when running this encounter:

Combat. The hidden enemies wait until Beauin gives the signal before attacking. Sergeant Beemoe begins by throwing a grenade (including as many characters in the radius as possible)—the noise of which draws Chakuna and her hunters (–2 Hunter Score). Following this, Nebhaer fires his arrows, drops down from the tree and closes into melee range, Seascutt rushes to attack lightly armored opponents, and Klyff'kliff bursts from the pile of dung.

Exploration. A creature adjacent to a pile of dung can hurl the filth into the faces of a creature within 30 feet. On a hit, the target is blinded until the dung is removed with an action. When Beauin has at least one character adjacent to her, she uses her Taunt ability, smiles, and then salutes—the signal for the others to attack!

Social. As an action, a character can attempt to talk a competitor down from their paranoia with a DC 17 Charisma (Persuasion) check. If the character was cordial with the target during RMH-09 *The Deadliest Game*, they have advantage on the check. On a success, the target is stunned until the end of its next turn, and might be convinced to break the trial's rules and assist the characters. If the entire team is freed from their blood frenzy, Chakuna and her hunters are delayed (+2 Hunter Score).

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting the encounter:

- **Weak:** Remove one giff.
- **Strong:** Increase all DCs to detect hidden enemies by 4.



THE URN IS OURS!

If less than half the party has this story award, they notice Seascutt has red-tinged eyes—similar to those displayed by Radaga during RMH-EP-01 *The Grand Masquerade* and RMH-02 *Back to the Front*. Clever characters might deduce that Seascutt is possessed by the same entity that possessed Radaga. If killed or captured, his eyes return to normal.

TREASURE

A partially digested scaled-skin satchel can be found in one dung pile. It contains a *potion of greater healing*.

EXPANDING PLAY: A LURING DEATH

If more than half of Mist-Placed is defeated, Nebhaer and Klyff'kliff retreat into the jungle, hoping to goad the characters into a pursuit. They have laid deadly traps in jungle near the fringe. Each trap can be detected with a successful DC 17 (Wisdom) Perception check and disabled with a successful DC 15 Dexterity Check using thieves' tools (+1 Hunter Score for each trap avoided, –1 Hunter Score for each trap triggered). The trap menagerie consists of the following:

Quicksand Pit: A 10-foot-wide, 10-foot-deep pit filled with quicksand (chapter 5 of *Dungeon Masters Guide*).

Stick Spikes: Long, spiked bamboo sticks swing into the characters' path. The character who triggered the trap must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) piercing damage and be restrained (escape DC 15).

Pollen Pod: A rolled-up leaf "ball" ejects poisonous pollen if stepped upon. Any creature within 5 feet of the pod must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned this way, the creature also has disadvantage on saving throws.

Nebhaer and Klyff'kliff hide and strike when a character triggers a trap. Any character with a passive Wisdom (Perception) score of 16 or higher notices the two competitors. After 2 rounds, they regroup and hide, repeating this process until at least two traps have been encountered. Then, in a final showdown, they succumb to the blood frenzy-inducing land and attack until killed.

DEVELOPMENT

With their opponents defeated, the characters can proceed beyond the clearing. They don't get far before they hear blood-curdling cries and catlike roars behind them—it sounds as if Chakuna's hunters have finally caught up with the characters. Chakuna loudly proclaims that "Enough is enough! I have their scents, let's bring the trial to an end!"

The party must traverse the last stretch of jungle with a DC 15 group check. The skill each character makes is determined by how the players describe what their character does. Allow players to use creativity in determining the type of check each character uses. For example, a Strength (Athletics) check could be used to clear an area of dense underbrush, while a Wisdom (Survival) check might be used to recall that trees heavy with moss are less oppressive to move through. Finally, a Charisma (Persuasion) check could be used to motivate the group to keep pressing on. Award inspiration for roleplaying and creative problem solving.

If the group check is successful, the characters enter a clearing where a stone structure, overgrown with vegetation, sits elevated above the ground on stone pillars; the shrine! If the group check fails, the characters arrive but gain 1 level of exhaustion having traversed the most oppressive jungle. Proceed to part 3.

PART 3:

OVERGROWN SHRINE

Estimated Duration: 60 minutes

Along the characters' path, a vegetation-covered structure comes into view. The shrine is near! With the goal in sight, and no trace of Chakuna's pursuit (yet), the characters have arrived at the shrine. Here, they await Chakuna's arrival to declare them winners of the Trial of Hearts and begin their search for the amber sarcophagus.

Themes: amputation, loss of control

WHAT'S THE SCORE?

If the Hunter Score is -3 or lower, refer to the "Captured!" entry in part 1. Otherwise, Chakuna is likely closing in but hasn't arrived yet. The Mist-Placed have been dealt with, but what happened to the Shuaran team Qispichiy? For now, the characters' path to the shrine is clear; proceed to "The Shrine."

THE SHRINE

The shrine is one of two in Valachan; used by villagers to pay tribute to Chakuna and the Trial of Hearts. Whoever Chakuna finds here when she arrives wins the trial—or so the Darklord has led them to believe.

A vibrant blanket of vegetation overgrows an impressive, open pavilion-like structure, elevated off the ground by bamboo columns. A leaf weave-and-wood ramp leads up to the shrine.

AREA FEATURES

The area (see the Overgrown Shrine map in appendix C) has the following features:

Dimensions and Terrain. The shrine grounds are a 140-foot-square of flattened earth. The 50-foot-square shrine's floor is raised 10 feet off ground by bamboo columns; high enough for Medium or smaller creatures to pass underneath. A 20-foot-wide ramp rises 10 feet up to the shrine.

Lighting. Streaks of light pierce the jungle canopy providing the grounds with dim light. A beam of blinding light blazes through a hole in the shrine's ceiling—brightly illuminating the shrine interior in a 5 foot radius.

Columns. Six stilt-like bamboo columns keep the ancient shrine safe from seasonal floods and mudslides. They can't be destroyed. If the characters try to destroy them, they hear the roar of a distant monster. With each attempt, the roar grows louder and the ground shakes. Thick vines creep through occasional cracks in the floor and climb up four weathered, moss-covered stone statues carved in the visage of a jungle creature: a displacer beast, a su-monster (an apelike creature), a

giant constrictor, and a kamadan (a leopardlike creature with snakes at its shoulders). These 20-foot-tall statues support the shrine's flat stone roof.

Dung Piles. Piles of dried dung were left by the shrine's guardian. A **swarm of rot grubs** resides within each one.

CREATURE INFORMATION

As the characters enter the shrine, a terrible beast charges from a billowing mist at the jungle's fringe and lets out a bellowing roar. **Chimali**, a monstrous, feathered tyrannosaurus rex wears ancient, golden armor festooned with chunks of amber and has a red gem set in its brow.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter:

- **Weak:** Remove Chimali's legendary actions.
- **Strong:** Chimali has 262 hit points.

Chimali's sole purpose is to protect the shrine, erected in homage to its creator and the Trial of Hearts. Like the Darklord, Chimali toys with its prey and enjoys the thrill of the hunt.

Chimali attacks enemies with ferocious abandon, frequently using its Blink Step to move from one side of the shrine to the other to close in on its enemies. It uses its tail reach to maximum advantage: tail attacks and tail sweeps to knock opponents prone or slide enemies off the side of the shrine floor to the ground below. If they aren't in the shrine when Chakuna arrives and Chimali is, they can't be declared the winner of the Trial of Hearts!

SURVIVOR'S INSTINCT

At the beginning of each round of combat, any character who dealt damage during the previous round must succeed on a DC 14 Wisdom saving throw or be affected by Survival Instincts for 1 minute. While affected by Survival Instincts, the creature has disadvantage on melee attack rolls and, as a reaction, can impose disadvantage on a melee attack roll that targets it. The creature must be able to see the attacker to use this reaction.

Additionally, the domain's thirst for blood provides any character affected by Survival Instincts with a potent boon: access to a shared pool of d6s equal to the party's current Hunter Score (minimum 1). As a reaction, when a creature is targeted by an attack or forced to make a saving throw, it can spend one of the dice and add the number rolled to its saving throw or AC for that attack.

TREASURE

Upon defeating Chimali, the characters recover a shield-sized scrap of Chimali's golden armor; the *ward of Chimali*.

EXPANDING PLAY: “SALVATION” ARRIVES

If extending play, the native Shuaran team, Qispichiy, either arrives to deal help Chimali defeat the characters and win the Trial of Hearts, or they're already here, are lying in wait for Chimali to strike at the characters—they like their chances of victory!

During the battle with Chimali, subtract the Hunter Score from the Qispichiy's initiative score. If the Hunter Score is negative, add that number to their initiative score. On the appropriate initiative count, the characters' competitors attack them, using the attacks listed below:

- A colorful fletched arrow flies from the trees (+6 to hit; *Hit*: 13 (2d10 + 2) piercing damage). Characters who rescued Tlaco in RMH-09 *The Deadliest Game* aren't targeted by this attack.
- A beam of divine light streaks down at a creature. The target must make a DC 14 Dexterity saving throw, taking 9 (2d8) radiant damage on a failed save, or half as much damage on a successful one.
- A bone dagger flies at a character (+7 to hit; *Hit*: 14 (4d6) piecing damage).
- A petrified snake-javelin arcs down on an enemy (+7 to hit; *Hit*: 8 (3d4) piercing damage and the target must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn).

Characters who attempt to target the Shuarans find that their masterful use of the jungle cover makes it impossible to do so. The characters have the Predatory Haze, Survival Instincts, and Chimali's terrifying roars to focus on!

At the end of every round after the Shuarans start attacking, a grisly scream pierces from the jungle edge! Remove one of the attacks from the list above. After 4 rounds, the members of Qispichiy are all dead.

Chakuna and her hunters watch the blood sport while gathering the hearts of the fallen competitors. Chakuna approaches the shrine when the Trial of Hearts has a victor (see “Development”).

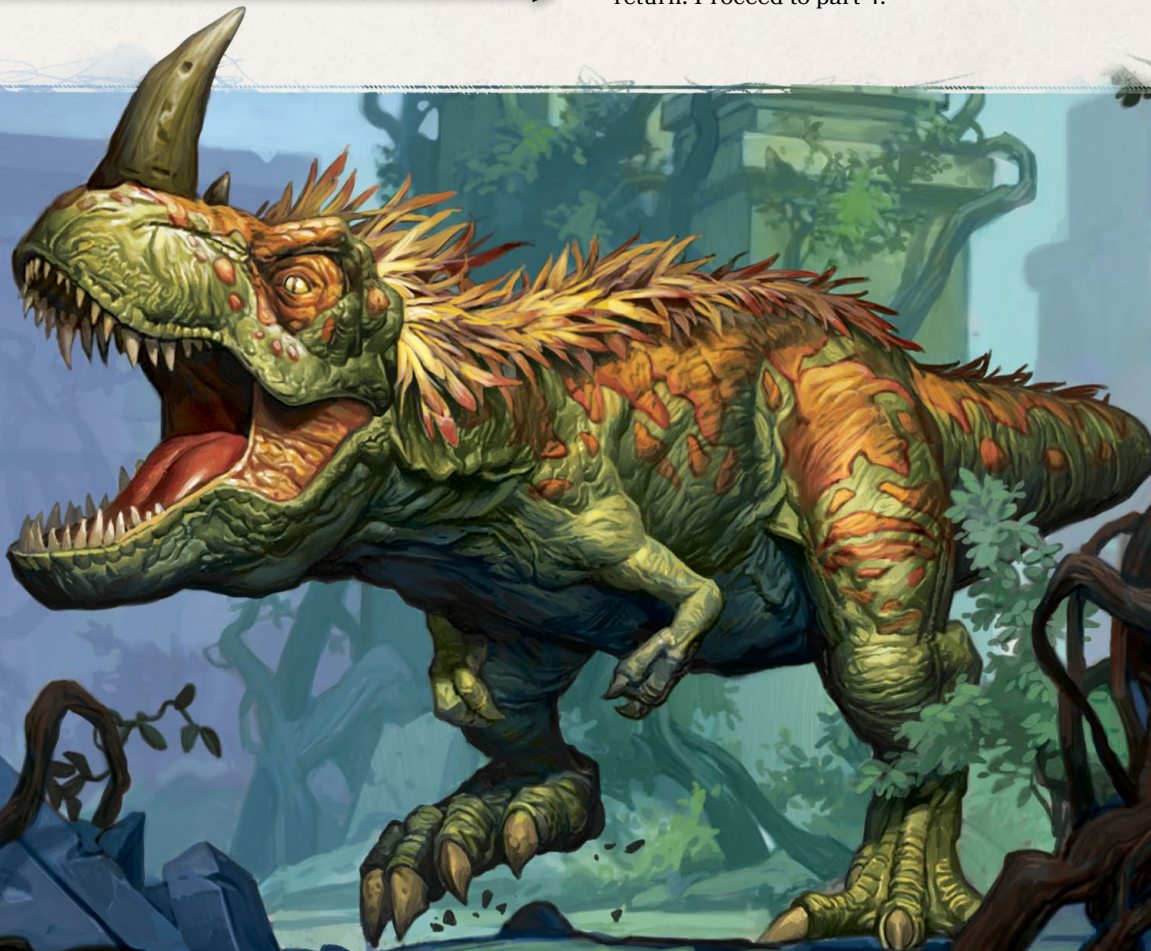
AMBER SARCOPHAGUS

With Chimali defeated, the characters must locate the sarcophagus, which is concealed (and the vestige inside weakened) by the beam of sunlight. A creature that enters the beam for the first time on a turn or starts its turn there takes 7 (2d6) radiant damage. A creature reduced to 0 hit points this way dies—their body reduced to fine ash by the brilliant white flames. The first time a creature takes this damage, the characters hear a voice in their head; “Valachan always hungers for blood. Only a sacrifice of the flesh can free me.” To dispel the beam, a character must willingly spill its own vital blood—the character rolls their remaining Hit Dice (the Hit Dice aren't expended) and takes that much damage.

Upon dispelling the beam, the sarcophagus is revealed. The first character who interacts with the sarcophagus is offered and may claim the vestige's Dark Gift: Predator's Soul (**handout 2**). Upon doing so, the vestige identifies itself as the Scion of Darkness.

DEVELOPMENT

Unbeknown to the characters, Chakuna watches from the vantage of a jungle tree—intrigued and cautious. She makes her appearance once she feels it safe to do so, and proclaims the characters the winners of the Trial of Hearts. She remarks that a feast at Pantara Lodge is customary to celebrate their victory and the bloodshed in the name of Valachan. In her company, the characters are safe—any threats the characters didn't encounter leap from the brush but flee at the sight of Chakuna. Any character foolish enough to attack or flee from Chakuna at this point does so at their own peril. However, those who arrive at Pantara Lodge find Chakuna's disciples and displacer beast pets animated at the Darklord's and the characters' return. Proceed to part 4.



PART 4: HONORED GUESTS

Estimated Duration: 30 minutes

Provided they were successful, Chakuna declares the characters the winners of the Trial of Hearts. They're escorted to back to Pantara Lodge and treated to a wondrous feast. While the characters enjoy the local cuisine, Chakuna enquires about their experiences in the Trial of Hearts before moving on to more personal interests—namely, the vestige and the Dark Gift it granted.

Themes: celebration, betrayal, desperate to leave

PANTARA LODGE

Chakuna's home consists of several thatch buildings raised high in the jungle canopy, overlooking the ruins of an old castle swallowed by the vegetation.

On arrival, the characters are guided to an infirmary, where their wounds are treated by a resident of Oselo. The characters are then permitted to freshen up. They're led to the feast and seats of honor at the head table.

Music from instruments of bone and hide resound throughout the feast hall as a meal that pleases the senses, lies spread before you. Guests partake voraciously. Chakuna sits at the table's head, gnawing on a piece of roasted meat while regarding you. Laying at the foot of her chair is Yana, her pet displacer beast.

SMALL TALK

During the feast, invited villagers recognize the characters from DDRL-09 *The Deadliest Game*. If so, allow the players to briefly share with others what their original interactions with villagers may be and how they resolve (if necessary). Any who ask about the cuisine are told the fruity grubs and potato-like tubers come fresh from the jungle. Any who ask about the meat are met with looks of surprise. A guest explains that the meat is "a gift from Chimali to the warriors that bested it" before continuing to eat.

OH, DO TELL

The characters are feasted well into the night by the Darklord of Valachan. After small talk, the feast hall grows abruptly quiet as Chakuna speaks. The Darklord questions the characters about what they found within the shrine. If they're forthright with the Darklord, she continues their promised celebration before permitting them to depart through the Mists and the domains beyond.

If the characters are tight-lipped or deceitful, she reminds them that she knows more than they might think. She casually threatens the characters with remaining in Valachan to defend their title in the next Trial of Hearts. Characters who make a successful DC 17 Wisdom (Insight) check sense Chakuna's unsated curiosity, but

the Darklord is bound by a hunter's honor. After this terse exchange, she angrily commands guides to escort the characters to Valachan's misty borders, and quickly; before she can change her mind.

WRAP-UP: I MIST YOU

Kabe Whippoorwill awaits the characters at the edge of Valachan's jungle, ready to return the characters to Dementlieu.



KABE WHIPPOORWILL

Lightfoot halfling interdomain scout

Alanik Ray's scout, associate, and friend, Kabe Whippoorwill (KAYB WIP-er-wil) is also secretly a member of the Keepers of the Feather (a fact known only to Alanik). Alongside a quick smile and a mean right hook, Kabe possesses a Dark Gift that allows them to traverse the Domains of Dread. Acting as both a guide for the characters and a field contact, they're an invaluable member of the investigative team.

What They Want. Kabe's line of work is dangerous, so they want to ensure everything goes smoothly. Losing an agent is never the desired outcome.

Mist Walker. Kabe is Alanik's scout, investigatory partner, friend, and an invaluable member of the team. They also work as the characters' field contact.

UNACCOMPANIED BAGGAGE

As the characters traverse the Mists, an unknown entity attempts to possess the character holding the Scion of Darkness. In private, inform the character's player of the following:

- As with Radaga's possession, the entity chose the character because they carry the Scion of Darkness and that the entity plans to use the scion to do evil.
- The player has agency in their character's story. They may resist the possession or choose to relinquish control of their character.
- Before they decide, inform the player that if the unknown entity controls their character, the character is forever removed from play. They can make a new *Ravenloft: Mist Hunters* character with an additional trait and a hook that ties them in to the remainder of the campaign. The new character retains any investigation journal entries earned by the prior character.

The character is only removed from play if the player willingly agrees to it; this decision is theirs alone to make.

POSSESSION DECLINED

If they choose to resist the possession, the character exits the Mists alongside their colleagues and still in possession of the Scion of Darkness.

Each character gains The Scion is Ours! story award.

POSSESSION ACCEPTED

If the player agrees to retire their character, the unknown entity possesses the character and wanders elsewhere into the Mists. When the group arrives, the possessed character is no longer with them. The character is immediately and irrevocably removed from play, and the player makes a new character with the additional trait: Hunter's Fervor (handout 3). The new character retains any investigation journal entries earned by the prior character.



THE SCION IS OURS!

You and your companions reclaimed the Scion of Darkness from the bloodthirsty jungles of Valachan.



CAPTURED BY CHAKUNA

Upon returning to Dementlieu, Alanik expresses his profound regrets towards characters with this story award. Alanik's husband, Arthur, is a physician; he and Radaga avail themselves and their skills to aid in your recovery.

The time spent between this adventure and your next is spent weighing options: magical restoration, a magical prosthesis, or natural healing.

Magical Restoration. You can choose to have the arm regenerated by means of magic and are treated with a regenerate spell. Your new arm functions as your arm did before amputation.

Magical Prosthesis. Once the swelling subsides, you can choose to be fitted with a custom prosthesis created jointly by Arthur and Radaga. This functions as a *prosthetic limb* (*Xanathar's Guide to Everything*) with an appearance to your liking. A prosthesis doesn't need a cold weather gear glove to protect its hand from the cold. Similarly, it isn't burned by hot tea spilt on it, etc. This item is unique to you and isn't limited to one per group like other magic items.

Natural Healing. If you choose neither of the above options, your acquired amputation naturally heals. You regain function by developing new ways to accomplish old and new tasks and improving the strength of your remaining limbs.

Regardless of your choice, you're still early in your recovery. While it takes time to adapt—building strength in muscles performing new tasks, undergoing therapy for tingles, aches, and sensitivity, and to get used to using a device—your accomplishments thus far in your recovery removes any penalties associated with this story award. You've become expert problem solvers at finding new ways to accomplish tasks and strengthen muscles. Your disability shouldn't be used as a reason to deny or hinder your abilities and actions.

INVESTIGATION JOURNAL

Provide each player with a copy of the investigation journal (handout 4). Before the session is over, each player must choose which of the items found during the adventure they'd like to keep, and cross out the others.



DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

CHAKUNA

Darklord of Valachan

Chakuna's still-beating heart is hidden within the jungle, a sacrifice she made to save her people, the Oselo, from the genocide of the previous Darklord. But with the death of one Darklord, the jungle's demands for blood did not cease. So, as the new Darklord, Chakuna created the "just" and "fair" Trial of Hearts, a monthly, forced competition race through the treacherous jungle. Survivors arriving at the end of the trial might be rewarded with Chakuna's mercy.

Chakuna is tall and lithe with light-brown skin and bedraggled black hair. Her simple dress is tattered and stained with old, dark blood.

What They Want. She wants to remain the Darklord—believing others would abuse the power and responsibilities the position brings. She wants to protect the Oselo and is more than willing to do that at the expense of other Valachani and Mist-Placed travelers.

Heartless Overlord. While most Oselo would never wish the violence and death they experienced on anyone else, Chakuna rationalizes her role as Darklord. She makes compromises, but they're justified in her mind—her actions aren't atrocities. She believes she "isn't as evil" as Urik von Kharkov, the previous Darklord. The Trial of Hearts is "kind" compared to the mass murders he committed. The jungle is merciless, not her. She simply does what must be done.

KABE WHIPPOORWILL

Lightfoot halfling interdomain scout

Alanik Ray's scout, associate, and friend, Kabe Whippoorwill (KAYB WIP-er-wil) is also secretly a member of the Keepers of the Feather (a fact known only to Alanik). Alongside a quick smile and a mean right hook, Kabe possesses a Dark Gift that allows them to traverse the Domains of Dread. Acting as both a guide for the characters and a field contact, they're an invaluable member of the investigative team.

What They Want. Kabe's line of work is dangerous, so they want to ensure everything goes smoothly. Losing an agent is never the desired outcome.

Mist Walker. Kabe is Alanik's scout, investigatory partner, friend, and an invaluable member of the team. They also work as the characters' field contact.



CREATURE STATISTICS

ARCHER

Medium or Small Humanoid, Any Alignment

Armor Class 16 (studded leather armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2

ACTIONS

Multiattack. The archer makes two Longbow attacks.

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

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

BONUS ACTIONS

Archer's Eye (3/Day). The archer adds 1d10 to its next attack or damage roll with a longbow or shortbow.

AWAKENED TREE

Huge Plant, Unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|--------|
| 19 (+4) | 6 (-2) | 15 (+2) | 10 (+0) | 10 (+0) | 7 (-2) |

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

NEBHAER, RANGER OF THE QUIVERING FOREST

Apply the following adjustments to the **archer** stat block:

Skills Acrobatics +6, Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Fey Ancestry. Nebhaer has advantage on saving throws against being charmed, and magic can't put him to sleep.

BARD

Medium or Small Humanoid, Any Alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive perception 15

Languages any two languages

Challenge 2 (450 XP)

Proficiency Bonus +2

Song of Rest. the bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

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

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

Taunt (2/Day). The bard targets one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

BEAUN, VISTANI PERCUSSIONIST

Apply the following adjustments to the **bard** stat block:

Senses tremorsense 30 ft., passive Perception 15

Rhythm of Life. While holding an instrument, Beauin has tremorsense out to a range of 30 feet.

Actions. Remove the Shortbow action.

CHIMALI

Huge Beast, Unaligned

Armor Class 20 (gold barding)

Hit Points 199 (19d12 + 76)

Speed 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 25 (+7) | 10 (+0) | 19 (+4) | 6 (-2) | 12 (+1) | 9 (-1) |

Skills Perception +4

Damage Resistance damage from ranged weapons

Senses passive Perception 14

Languages understands Common but doesn't speak

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

See Invisibility. Chimali can see invisible objects and creatures as if they were visible.

ACTIONS

Multiattack. Chimali makes one Bite attack and one Tail attack. It can't make both attacks against the same target. It then uses Frightful Roar.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and Chimali can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Frightful Roar. One creature of Chimali's choice that is within 120 feet of Chimali and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature's saving throw is successful or the effect ends for it, the creature is immune to Chimali's Frightful Roar for the next 24 hours.

Fiery Beam. The red gem on Chimali's brow emits a beam of fiery energy against one creature Chimali can see within 120 feet. The creature must make a DC 15 Dexterity saving throw. On a failed save, it takes 21 (6d6) damage and ignites. Until a creature takes an action to douse the fire, the target takes 10 (3d6) fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't ignite.

BONUS ACTIONS

Blink Step. Chimali teleports up to 30 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

Chimali can take 3 legendary action, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Chimali regains spent legendary actions at the start of its turn.

Detect. Chimali makes a Wisdom (Perception) check.

Tail Attack. Chimali makes one Tail attack.

Tail Sweep (Cost 2 Actions). Chimali swings its tail in a mighty arc. Each creature within 10 feet of Chimali must succeed on a DC 17 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Chimali then can move up to half its speed. This movement doesn't provoke opportunity attacks.

Fiery Burst (Cost 3 Actions). Chimali uses Fiery Beam against each creature within rage.

CHIMERA

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

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

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understand Draconic but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The chimera makes one Bite attack, one Claws attack, and one Horn attack. It can replace one Bite or Horns attack with Fire Breath, if available.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

DEATH'S HEAD

Tiny Undead, Typically Neutral Evil

Armor Class 16 (natural armor)

Hit Points 17 (5d4 + 5)

Speed 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 8 (-1) | 13 (+1) | 12 (+1) | 5 (-3) | 14 (+2) | 3 (-4) |

Damage Resistance necrotic

Senses passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Beheaded Form. When created, a death's head takes one of three forms: Aberrant Head, Gnashing Head, or Petrifying Head. This form determines the creature's attack.

Unusual Nature. The death's head doesn't require air, food, drink, or sleep.

ACTIONS

Gnashing Bite (Gnashing Head Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 7 (2d6) necrotic damage.

Mind-Bending Bite (Aberrant Head Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 5 (1d10) necrotic damage, and the target must succeed on a DC 10 Intelligence saving throw or it can't take a reaction until its next turn. Moreover, on its next turn, the target must choose whether it gets a move, an action, or a bonus action; it only gets one of the three.

Petrifying Bite (Petrifying Head Only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage and the target must succeed on a DC 10 Constitution saving throw or be restrained as it begins to turn to stone. The target must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the target is petrified for 10 minutes.



DISPLACER BEAST

Large Monstrosity, Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 15 (+2) | 16 (+3) | 6 (-2) | 12 (+1) | 8 (-1) |

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

GIANT SHARK

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 126 (11d12 + 55)
Speed 0 ft., swim 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 23 (+6) | 11 (+0) | 21 (+5) | 1 (-5) | 10 (+0) | 5 (-3) |

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all of its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

GIFF

Medium Humanoid, Any Alignment

Armor Class 16 (breastplate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 14 (+2) | 17 (+3) | 11 (+0) | 12 (+3) | 12 (+1) |

Senses passive Perception 11

Languages Common

Challenge 3 (700XP)

Proficiency Bonus +2

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

ACTIONS

Multiattack. The giff makes two Pistol attacks.

Longsword. *Melee Weapon Attack:* +6 to hit; reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft. one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fragmentation Grenade (1/Day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

SERGEANT BEEMOE, GALACTIC GUERRILLA

Apply the following adjustments to the giff stat block:

Skills Stealth +6, Survival +5

Predatory Haze. Sergeant Beemoe has advantage on initiative rolls.

Actions Remove the Musket action.

MANTRAP

Large Plant, Unaligned

Armor Class 12

Hit Points 45 (7d10 + 7)

Speed 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 15 (+2) | 14 (+2) | 12 (+1) | 1 (-5) | 10 (+0) | 2 (-4) |

Condition Immunities blinded, deafened, exhaustion, prone

Senses tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1 (200XP)

Proficiency Bonus +2

False Appearance. While the mantrap remains motionless, it is indistinguishable from an ordinary tropical plant.

ACTIONS

Engulf. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature: *Hit:* the target is trapped inside the mantrap's leafy jaws. While trapped in this way, the target is blinded and restrained, has total cover from attacks and other effects outside the mantrap, and takes 14 (4d6) acid damage at the start of each of the targets turns. If the mantrap dies, the creature inside of it is no longer restrained by it. A mantrap can only Engulf one creature at a time.

REACTIONS

Attractive Pollen (1/Day). When the mantrap detects any creatures nearby, it can release pollen out to a radius of 30 feet. Any Beast or Humanoid within the area must succeed on a DC 11 Wisdom saving throw or be forced to use all of its movement on its turns to get as close to the mantrap as possible. An affected target can repeat the saving throw at the end of each of its turns, ending in the effect on itself on a success.

SWARM OF ROT GRUBS

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|---------|--------|--------|--------|
| 2 (-4) | 7 (-2) | 10 (+0) | 1 (-5) | 2 (-4) | 1 (-5) |

Damage Resistances piercing, slashing

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

Senses blindsight 10 ft., passive Perception 6

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

SWASHBUCKLER

Medium or Small Humanoid, Any Alignment

Armor Class 17 (leather armor, Suave Defense)
Hit Points 66 (12d8 + 12)
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 (700XP) **Proficiency Bonus** +2

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 one Dagger attack and two Rapier attacks.

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.

BONUS ACTIONS

Light-footed. The swashbuckler takes the Dash or Disengage action.

SEASCUTT, THE DASHING DASTARD

Apply the following adjustments to the **swashbuckler** stat block:

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

Predatory Haze. Seascutt has advantage on initiative rolls.

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 and 4 (1d8) poison damage.

THRI-KREEN

Medium Humanoid, Any Alignment

Armor Class 15 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 12 (+1) | 15 (+2) | 13 (+1) | 8 (-1) | 12 (+1) | 7 (-2) |

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Thri-kreen
Challenge 1 (200XP) **Proficiency Bonus** +2

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The thri-kreen makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

KLYFF'KLIFFT, INSECTILE GLADIATOR

Apply the following adjustments to the **psionic thri-kreen** stat block:

Languages Common, Thri-kreen, telepathy 60 ft.

Innate Spellcasting (Psionics). The thri-kreen's innate spellcasting ability is Wisdom. The thri-kreen can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

2/day each: *blur*, *magic weapon*

1/day: *invisibility* (self only)

Predatory Haze. Klyff'kliff has advantage on initiative rolls.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage and 4 (1d8) poison damage.

WERETIGER

Medium Humanoid (Human, Shapechanger), Typically Neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft., 40 ft. in tiger form

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

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two Scimitar attacks or two Longbow attacks. In hybrid form, it can attack like a humanoid or make two Claw attacks.

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

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Change Shape. The weretiger polymorphs into a tiger-humanoid hybrid or into a Large tiger, or back into its humanoid form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its humanoid form if it dies.

WEREPANTHER HUNTERS

Apply the following adjustments to the **weretiger** stat block:

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage and 4 (1d4 + 2) poison damage.



HANDOUT 1: ABI-TEOS'S MACHETE

ABI-TEOS'S MACHETE

Weapon (Scimitar), Legendary (Requires Attunement)

The 17-inch blade of this tool-weapon appears deceptively dull and chipped, its hilt is carved azabache (a mystical stone believed to ward off malevolent spirits), and its handle is carved with a disturbing depiction of writhing, bloated leeches. The bohika (shaman) after which the weapon is named used it to wantonly cut down selva and conduct excessive ritual sacrifice to their patron. A lock of unmarred blonde hair dangles from the pommel, its significance lost to time. If the blade is held at the right angle in light, a scrawled phrase appears on the hilt: “*A mi, volpa!*” which translates from its indigenous tongue as “A blade for me.”

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage and deals an extra 2d8 slashing damage to plants and Plant creatures.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides the creature is too big for its head to be cut off with this weapon. Such a creature takes an extra 6d8 slashing damage from the hit.

Curse. Whenever you deal damage with *Abi-Teos's machete*, you take 1d6 necrotic damage as the weapon drains your blood. If you roll a 1 on an attack roll made with the weapon, the leeches carved into the handle animate and crawl down your throat—infesting you with throat leeches (a disease). You must succeed on a DC 12 Constitution saving throw or gain 1 level of exhaustion that can only be removed by succeeding on a DC 12 Constitution saving throw upon completing a long rest. If the saving throw fails, you gain another level of exhaustion. If a successful saving throw reduces your exhaustion level below 1, you recover from the disease.



HANDOUT 2: PREDATOR'S SOUL

DARK GIFT: PREDATOR'S SOUL

Retrieving the Scion of Darkness, you claimed its gift—telepathic communion with a powerful hunter's spirit. Tormented in its final moments, the hunter sought the Dark Powers' intervention to deny Chakuna and win the Trial of Hearts. The scion offered its rapacious instinct to this vassal at the cost of the traumatic memory of its end.

Roll on or choose from the Last Moment table to discover the final memory of the hunter's spirit that torments you.

LAST MOMENT

d6 **Memory**

- | | |
|---|---|
| 1 | Flailing black tentacles drag you into quicksand. |
| 2 | A machete comes down at you as blood splatters. |
| 3 | Talons grasp you and lift you from jungle to sky. |
| 4 | Free-falling, then suddenly impaling upon pit spikes. |
| 5 | A monkey-like beast bashes your head with a rock. |
| 6 | The painful sight of bloated, leech-covered arms. |

Stalker's Acumen. You gain proficiency in the Stealth or Survival skill.

Hunter's Eye. As a bonus action, choose a creature you can see within 60 feet of you. You have advantage on the next weapon attack you make against the target before the end of your next turn and the attack deals an extra 1d6 damage.

Prey's Horror. Immediately after you make an attack roll, ability check, or a saving throw, roll a d20. On a roll of 1, you become overtaken by the soul prey's last memory. You are stunned for 1 minute as you relive the hunter's last moment over and over. You can repeat the saving throw at the end of each of your turns, ending the effect on a success.



HANDOUT 3: HUNTER'S FERVOR

HUNTER'S FERVOR

A kindred spirit was possessed by an entity, much like Radaga and Seascutt. The impact of the possession discharged a residual essence of Valachan to wander the Mists—abandoning its former host to their fate.

Your character is removed from play; their companions return to Port Dementlieu without them. The wandering essence of the Domain of the Hunter, however, searches the Mists for another creature in which it can take root—your new *Ravenloft: Mist Hunters* character!

This new character might be related to your previous character in some way: they could be a blood relative, a professional acquaintance, or a dear friend in search of answers. Alternatively, without any formal association, they could find themselves unknowingly assuming some of the same mannerisms your previous character displayed. The new character keeps all of your prior character's investigation journals and gains the following feature:

HUNTER'S FERVOR

As a bonus action, you can move up to your speed toward an enemy you can see. You must end this movement closer to the enemy than you started. If you end this movement adjacent to the creature, you can make a single melee attack against it. If the attack hits, the target's movement is halved until the end of its next turn. Once you use this feature, you can't use it again until you complete a short or long rest.



HANDOUT 4: INVESTIGATION JOURNAL

Allow me to apologize for not personally welcoming you back from Valachan. Another matter requiring my attention came up.

Our friend, Kabe, updated me on your distressing ordeal; we are grateful for your survival. The information you provided about the Darklord and her domain will help other investigators take more effective precautions.

The vestige is being studied as we speak and we hope to have information worth sharing by your next mission. Please do what you can to recover from the nightmare that is Valachan.

Yours in reason,

Alanik Ray

PS: Radaga will store anything you acquired in our archives until I require your services again. Feel free to requisition one helpful tool from her for your next endeavor.

Choose one item from the list below by checking the box next to it.

- Potion of greater healing*
- Ward of Chimali**

*The *ward of Chimali* functions as a *shield of missile attraction*, found in the *Dungeon Master's Guide*, and is fashioned from a sheet of magically hardened gold set with unpolished chunks of amber and a fist-sized ruby.

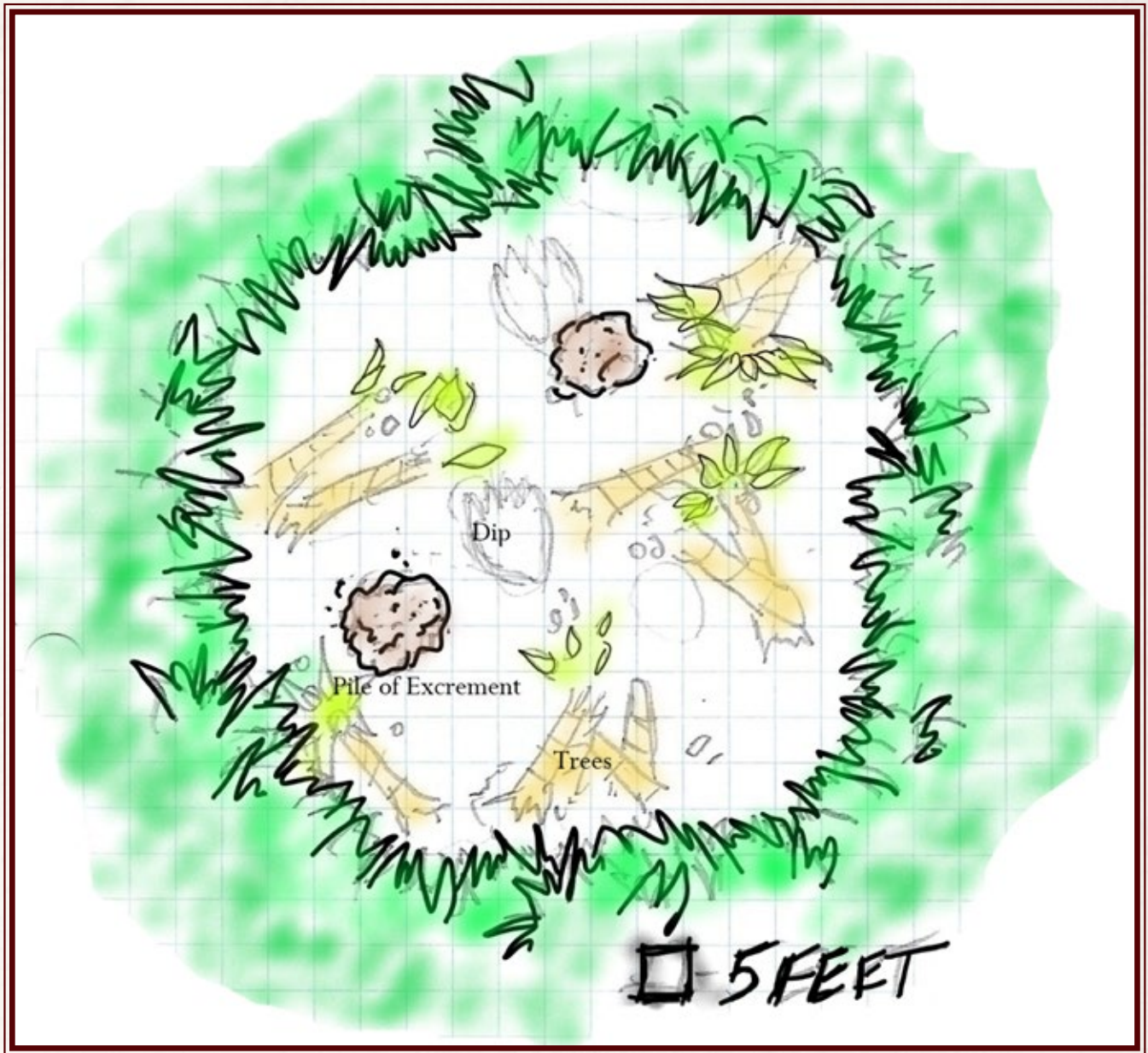
STORY AWARDS

- Captured by Chakuna
- The Scion Is Ours!

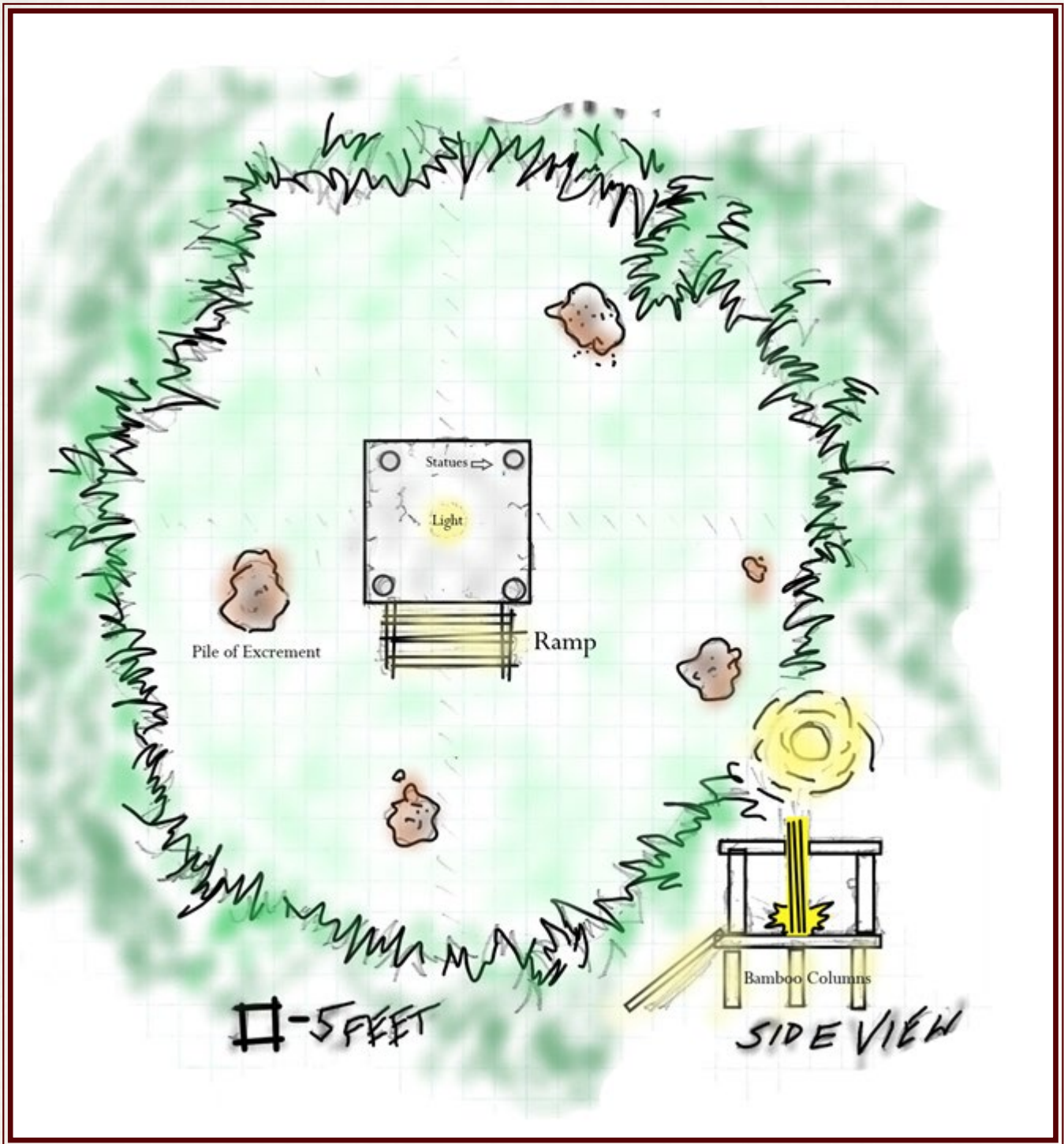
APPENDIX A: HUNTER SCORE TRACKER



APPENDIX B: CLEARING MAP



APPENDIX C: OVERGROWN SHRINE MAP



APPENDIX D: DUNGEON MASTER TIPS

To run this adventure as a DM, you must have three, four, or five players, each with their own character within the adventure's level range (see the "Adventure Primer" section at the start of the adventure).

NEW TO D&D ADVENTURERS LEAGUE?

Information about the Adventurers League, including finding places to play, organizing events, and a list of supporting resources and documents, can be found here: https://dnd.wizards.com/ddal_general

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running it, such as a way you'd like to portray an NPC or a tactic you'd like to use during combat. Familiarize yourself with the adventure's appendixes and handouts.
- Gather any resources you'd like to use to aid you in running the adventure, such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score; and anything the adventure specifies as notable (such as backgrounds and story awards).

Players can play an adventure they previously played as a player or ran as a DM, but they can do so only once with a specific character. Ensure each player has their character sheet (if not, get one from the organizer)

PREPARING THE CHARACTERS

The adventure is designed to be played with characters of a specific level; characters of a different level should be modified accordingly. If necessary, the characters should be afforded the time needed to adjust their characters to suit.

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

Characters that died during a previous adventure return to life, free of any conditions, curses, or other effects that would remove them from play—such as vampirism or lycanthropy. They keep any story awards they have, as any spells they might have copied during their adventures.

During the Call to Action, the characters are likely to review their available magic items among themselves and determine who is carrying what. Make sure they have a few moments to outfit one another.

NEW PLAYERS? NO PROBLEM!

With starter adventures like this one, it's possible you might have players new to D&D, or new to fifth edition D&D. As the DM, it's up to you to ensure these players have fun with the game, and that they learn the basics of how to play. At this level, having fun is more important than learning every rule exactly right. Be gentle with new players who make mistakes.

Make sure to keep your players smiling and rolling dice. Be positive and enthusiastic when describing the action, and you'll notice the players will quickly follow suit.

If you're a new DM, then welcome—and thank you! New DMs are the lifeblood of the D&D community. To help you run your game, some adventures include sidebars like this one that provide an explanation of the game's rules as they're used in the adventure.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, assess the **party strength** by consulting the table below.

DETERMINING PARTY STRENGTH

| Party Composition | Party Strength |
|-------------------|----------------|
| Three characters | Weak |
| Four characters | Average |
| Five characters | Strong |

SAFETY TOOLS

Safety tools help ensure players aren't pushed beyond their comfort levels. These tools let your players know you want them to have a positive experience. Some common safety tools are provided below, each with a summary of how they work. An [article about one such safety kit](#) is provided to help with further information. Ensure that you discuss these tools with your players before the game:

- **Code of Conduct.** This is a group agreement for play. It outlines desired and prohibited behaviors, confidential reporting, and possible consequences.
- **Pregame and Postgame Discussions.** Use time before the game to explain content warnings, set boundaries, and collaborate on a safety plan. Then decompress and discuss improvements at the end of the game.
- **Be Welcoming.** Welcome and encourage respectful and open conversations about issues as they arise. Show that you're listening by avoiding defensive responses.
- **Confidentiality.** Provide contact information for private and confidential conversations between players and DM. Only disclose another player's name if that player gave unpressured permission for you to do so.
- **Safety Tools.** Learn about the safety tools that TTRPG community members have created and compiled. A broad range of such safety tools are available for you and your players online, or you can get more information by reaching out to your event organizer or community@dndadventurersleague.org.