



A DAY AT THE RACES

The Merchant Princes have a treat in store for everyone! A new team-based event has been added to the roster and the factions are throwing their hats into the ring. Climb aboard and saddle up! Part One of *The Jungle Has Fangs* Trilogy.

A Two-Hour Adventure for 1st-4th Level Characters



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INTRODUCTION

Welcome to *A Day at the Races*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place exclusively in the city of Port Nyanzaru during one of its regularly scheduled dinosaur races.

This adventure is designed for **three to seven 1st - 4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

I really need to structure my life so I can spend more time racing dinosaurs and less time punching them.

—Clevinger Timeshadow

ADVENTURE BACKGROUND

Welcome to Chult, a tropical land of ancient ruins, dense jungles, undead dinosaurs, and macabre wonder. One of the few Amnish institutions claimed by the Chultans, the dinosaur races blend strategy and brute force, and, on occasion, fortunes can be won or lost in a single race if the odds are great enough.

Recently, the increasing frequency of these “fluke wins” have become the subject of new investigation, especially when the winning dinosaur is found dead within the tenday. The Harpers, among others, suspect the dramatic swing in a losing dinosaur’s performance is the result of some new substance introduced during the race. Those in the know have reason to suspect the yuan-ti are behind it.

However, yuan-ti tend to stick out, and it is likely they would need a network in the city to facilitate the use with such regularity. A bookie with ties to the Harpers and interest in the sanctity of the sport have secured the characters’ entrance to a momentous new event the Merchant Princes call **Na N’buso’s Haka**.

LOCATION AND NPC SUMMARY

The following NPCs and Plot Device feature prominently in this adventure.

Mowbula Utakulu (Mow-BU-la Oot-a-KU-lu). A dark skinned, beady-eyed Chultan with a friendly smile. Wire-thin black hair coils down from her balding pate. A Harper contact, she wears the distinct garb of the Port bookies, loose oranges and yellows accented by a rich purple sash.

Port Nyanzaru bears the fitting moniker of “the Gateway to Chult.” It is a beautiful, vibrant city full of exotic smells, sounds, sights, and architecture unlike that found anywhere else in Faerûn. Its beauty, however, belies the dangers that lurk within and beyond its walls.

Na N’buso’s Haka (Na IN-boo-SO’s HAH-kah). Roughly translated as “The Great King’s War Dance,” this series of events honors the ancient kings of the past—no matter the era or city they once ruled, just like the golden statue that stands guard over the harbor. This inaugural race has been kept largely under-wraps and the Merchant Princes look for fresh blood to enter among the Chultan racers brave enough to face uncertainty.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. Talk Derby to Me. Characters begin this adventure completing the registration for the race, learning about the races, and betting system.

Part 2. Haka Kuh-kah! This portion consists of the inaugural multi-phase, team-based race around Port Nyanzaru that builds on the standard mechanics represented in this segment, the award ceremony, and a whiff of foul-play—the latter in the form of a pack of undead dinosaurs!

Part 3. Satchel Special. The characters must quickly quell the chaos within the dinosaur pens and discover its source before their end.

ADVENTURE HOOKS

This adventure begins the *Jungle Has Fangs* trilogy. Upon arrival in Port Nyanzaru (or while out and about in the city if they’ve already arrived), characters are contacted by a Merchant Prince to whom their morals, ethics, and/or aspirations are a close match (see *Tomb of Annihilation* for more information on the Merchant Princes) and asked to investigate concerns surrounding race fixing and any obstacles to the economic windfall of the wildly popular dinosaur races that the city hosts.

The following adventure hooks complements the above with additional information:

Faction Assignment (Harpers). The Harpers are always on the lookout for anything that might unhinge a delicate political situation, such as that left when Amn withdrew from Chult. Rumor is circulating suggesting that sects of indigenous yuan-ti have an interest in Port Nyanzaru, and no rumor is too small to investigate. Members who find any involvement of the yuan-ti should report with haste, but without their suspicion.

Faction Assignment (Order of the Gauntlet). Alastar Bol asks members of the Order of the Gauntlet to report to his villa for what he unabashedly admits is a trivial task. Alastar frequents the races but has recently come down with a rather bad case of “it’s too damned hot outside.” He asks members to attend Na N’buso’s Haka, and place a bet on his favorite dinosaur—*Mountain Thunder*, an aging dimetrodon for him.

“I hear they’re retiring her soon. Be a good sap, put 5 gold down on her. Bring me the ticket for keepsake and I’ll let you keep any winnings that she is bound to bring in.” He winks, then wipes sweat from his creased brow and second chin.

PART 1. TALK DERBY TO ME

Estimated Duration: 15 minutes

The adventure begins at the foot of the Tiryki Gate, just inside the Market Ward.

MEETING MOWBULA UTAKULU

GENERAL FEATURES

Port Nyanzaru has the following general features.

Weather. The weather in Chult fluctuates wildly (and Port Nyanzaru is no exception. It's consistently hot, humid, and plagued with incessant rains.

Light. Between storms, the Chultan sun sheds bright light until nightfall, often it maintains even through the rains. The wealthier parts of town enjoy shade from some of the higher canopies of the surrounding jungle.

Smells and Sounds. The fragrances of Port Nyanzaru's middle and upper-class help escape the pervasive stench of sweat, dinosaur dung, and sewage.

Shortly after arriving, howls from the crowd signal the first race of the day. **Mowbula Utakulu** descends the staircase, her gait a hasty waddle.

ROLEPLAYING MOWBULA UTAKULU

Dark skin. Balding pate. Friendly smile. Harper contact. Mowbula's rope belt sags under the burden of bulging coin-pouches slid to the knot. Although she seems to be oddly uninterested in money, she is quick to produce a ledger for recording betting or illegible notes about those nearby. Her beady-eyes betray a mental alacrity underscored by choppy, muddled common. A slight whistle accentuates her "S" when she struggles to translate a term.

Quote: "I'll take yuh wager. T'wisch honker ye be like-y?"

As she reaches the characters at the bottom of the steps, read the following:

When all are accounted for, a short, dark-skinned Chultan female materializes at the base of the steps. Her beady eyes smile up at you as she brushes back wire-thin curls over her balding pate. A rich purple sash over loose layers of vibrant yellows and oranges denotes her station as a Port Nyanzaru bookie. "Nay-um's Mowbula. Yuhs look like da mob dem owls said me. Cooe close!"

The climb up the stairs seems to take forever behind Mowbula but gives you plenty of time to piece together, but not place, her dialect.

Mowbula provides the characters with a practiced litany of instructions for the day to come. She isn't fond of struggling through the briefing in Common (she's had to practice all morning) but recognizes

the language barrier and tries to repeat these key points of the mission:

- She has helped secure an entry into the Na N'buso Haka for your team.
- There are two races before the event starts and you can place bets or watch races from here.
- If one of these teams are crooked, being in the lead is the only sure way to force their hand.
- The characters must register for the event before the Na N'buso Hakka begins.

The area atop the gate overlooks the start and finish of the race track. Once the appropriate necessities have been dispensed, Mowbula tries to distance herself so not to draw suspicious eyes.

Cresting the steps of Tiryki Gate, you step into a packed spectator viewing area full of gamblers and bookies indulge their vices in comfort, escaping the added heat of the throngs in the street.

A wide parapet in the gateway's center elevates four gnome wizards over a scrying pool. Together, they manipulate a mirage of illusory sights and sounds for the audience far below.

Here, gamblers and bookies indulge their vices in comfort, escaping the additional heat of the throngs in the street. Characters can place bets, collect gossip, and learn the basics of racing.

DERBY LITTLE SECRETS

The characters have the opportunity to learn more about dinosaur races and betting on them:

Characters who spend time mingling on the observation deck can attempt to extract further information starting with a DC 10 Charisma (Persuasion) ability check, or piece together what they overhear with a DC 10 Intelligence (Investigation) check, to reveal the one piece of gossip (DM's choice). The DC increases by 2 for each additional clue (maximum of 20).

- Longshot wins have become increasingly common, as have the mounts death—some occurring days after the race.
- Each time a ringer wins, the rider has been a newcomer to the races, registered under an alias, and never shows up to race again.
- The bookies are paying out incredible sums—causing doubt in betters and unbalancing the economy's investment in the pastime.
- The Merchant Princes' influence, both in port and abroad, measures in wealth sustainability,

and insecurity in that sustainability could leave Chult vulnerable to recolonization.

- Over the last tenday, the princes have increased ‘round-the-clock patrols around the dinosaur pens. The only exception being race day when the guards shift to keep the peace and protect spectators.
- Sentries complain of a recent influx of sightings of grung and even yuan-ti in the city, none of which have been caught—not for a lack of trying.

READY, SET, BET!

Once here, each character can place a single bet, **up front** and not to exceed 500 gp, to **win** the opening race. When the bet is made, the character receives a **ticket** describing the terms of the wager. Allow each of the players to select a favorite racer (see **Player Handout 1. Betting on Dinosaur Races**) and use the chart to roll in their place.

In addition, if the characters mention that they want to place a bet for Alastar Bol, the bookie smiles and accepts the wager—apparently, the bookies are all too happy to take his gold.

XP AWARD

If one of the characters wins a bet on the races (including one made on behalf of Alastar Bol), award each character 25 XP.

TREASURE

The entirety of any proceeds earned by virtue of a bet is given to the **character that placed it**. If a bet placed for Alastar Bol, the winnings from the bet (if any) are divided by the group equally. If a character doesn’t have their ticket, they can’t claim their winnings. Make sure they keep it!

DEVELOPMENT

Proceed to Part 2.

PART 2. HAKA KUH-KAH!

Estimated Duration: 70 minutes total

As the party retrieves their winnings (or tears up their losing tickets in disappointment), Mowbula approaches them, and directs them down stairs to register for the main event. If they seem reluctant to race without the promise of gold, Mowbula smirks and says, “Honkers make ye jingles.”

STORY BEAT

This part should build excitement as characters embark on this incredible event that consists of four phases; land, air, sea, and *Grand Prix Royale*. Keep the race exciting to the finish with colorful, punchy narration to keep the pace.

The registration and entrance fee are paid, leaving the characters responsible for only providing their team’s information. Once registered, the characters are directed to the jockeys’s lounge where they are provided animal trinkets and tunics matching the team’s livery (see **Player Handout 1. Mascots**)—all covered by the fee.

NOTE: Use the table to create two NPC teams with a number of members **equal to** the number of characters. Describe their dress and actions as resembling that of their mascots! The table includes mannerisms as suggestions that describe the way that the NPC teams compete.

When the choice is made, the attendant points to a long footlocker for the characters to safely store their gear. A short while later, he returns with uniforms. Finally, fill the remaining two slots with the random table associated with the chart.

Only once registration has been completed, are the teams appraised of the prizes for winning the race: 500 gp for first place, 250gp for second, and 100gp for third. They also learn that only three teams are participating in the inaugural event.

MAGIC AND THE RACES

Magic is not typically prohibited during racing but, for a new DM, it may complicate or trivialize the race. If this is a concern, consider using the following:

Officials will usually look the other way for minor use of magic and magic items. However, due to the historical significance of this race, policy will be strictly enforced and violators forfeit 100gp from the purse for each infraction.

UNORTHODOX EVENT, UNORTHODOX TRACK

As you emerge, a new wave of gossip buzzes through the pre-race atmosphere. “Who are these unknowns? What exactly do Merchant Princes have in store? What chance do they stand? Will they kill their mount? Will they die?”

RUNNING THE RACE

The intent of racing is to move as fast as possible toward a predetermined goal, however, in Tabletop RPG’s, even if you possess a to-scale grid or hex map of the course, you may find the game’s pace grind to a halt as you manage the minutia of NPC racers and your party. Use markers on the map to help out here!

NOTE: Avoid simply turning this into a slog of dice-rolling. Instead, give out inspiration or other modifiers liberally in response to roleplaying or clever thinking. Play it up; races are supposed to be exciting!

The path of each leg from start to finish follows the order specified below. Each leg’s route is marked by the featured dinosaur on the map (see **Appendix. Map**). Each leg consists of a starting point, one to three locations that the characters must race to—including the final location where the characters begin the next leg of the race.

A. THE FIRST LEG

The first leg of the race is as follows:

Start: Tiryki Anchorage Gate

First Stretch: Red Bazaar

Final Stretch: Grand Coliseum

B. THE SECOND LEG (YELLOW LEG)

The second leg of the race is as follows:

Start: Grand Coliseum

Final Stretch: Dry Docks

C. THE THIRD LEG (BLUE LEG)

The final leg of the race is as follows:

Start: Dry Docks

First Stretch: Na N’buso’s Statue

Final Stretch: Warehouse District Storehouse

D. THE FINAL LEG (ORANGE LEG)

The fourth and final leg of the race is as follows:

Start: Warehouse District Storehouse

First Stretch: Grand Coliseum

Second Stretch: Around the Market Ward

Finish Line: Tiryki Anchorage Gate

A. ON YOUR MARKS (FIRST LEG)

Estimated Phase Duration: 10 minutes

A number of anxious bi-pedal dinosaurs leading chariots wait at a demarcated starting line. Climbing aboard, you can see the route ahead indicated by the ticker-tape flags strung to keep the crowd along the streets at bay. Shouting is barely audible over the crowd.

A hundred yards out, a gaggle of Chultan children with vivid-colored flags march single file across the track. Once in place, they watch the ramparts. The gnomes above gesticulate wildly to produce magically amplified trumpets. The children quickly swing the flagpoles back and forth before rushing off the track, squealing and giggling. GO!

The first leg involves the characters each driving a **hadrosaur-led chariot** to the Grand Coliseum. The characters must succeed on a DC 11 Wisdom (Land Vehicle) **group** check to successfully spur their hadrosaurs through each stretch of this leg—thus requiring **two** successful checks: one to get to the Red Bazaar, and another to get to the Grand Coliseum. Once the characters arrive at the Grand Coliseum, they proceed to the second leg of the race, and take to the sky!

THE OTHERS!

Roll 1d8 each round for each of the two NPC teams. On a result of 5 or higher, the NPC team advances to the next stretch of the race. As such each NPC team must advance twice to complete the first leg of the race.

B. GOING THROUGH HOOPS (SECOND LEG)

Estimated Phase Duration: 10 minutes

Entering coliseum, you're each harnessed to a young pteranodon. Once the last strap is cinched tight, the beasts tear into the sky!

This leg of the race calls on the racers to ride **pteranodons** through wide rings of iron—all while snatching ribbons of their team's color that dangle from the interior of the rings. The rings are strung up between the taller buildings in this part of town—excitingly close to rooftop spectators.

WHOOSH! A rival pilot zooms past you and toward a network of wide rings suspended between buildings above the cheering crowd. The racer overcorrects from his maneuver and loses control, tossing him from his saddle to dangle helplessly from the harness's tethers. He clammers back onto the saddle—sweaty, shaken, and too suddenly humble to try that risky stunt again!

The pteranodons are trained to fly through the rings of their own accord. It's the characters's job to **snatch the ribbons** from the ring as they swoop through it. In order to snatch a ribbon, a character must succeed on a DC 11 Dexterity (Sleight of Hand) check. Each character may retrieve only one ribbon. However, once they have grabbed a ribbon, they can harry riders on the other team.

As an action, a character can interfere with **one** of the other team's attempts to retrieve their own ribbons (See The Others!, below). They can also use their action to Help a teammate to retrieve a ribbon. **If you've got the time** and wherewithal, characters (or their opponents) might try to snatch ribbons from one another's hands and toss them into the winds! Sleight of Hand, Animal Handling, and Perception checks are great ways to facilitate something like this!

THE OTHERS!

Roll 1d8 each round for each of the two NPC teams. On a result of 5 or higher, the NPC team gets a ribbon. Once an NPC team gets five ribbons, they proceed to the next leg of the race. If an NPC team is being harassed by one or more of the characters, the NPC team must roll a 6 or higher to retrieve a ribbon.

If the characters advance to the next leg, any NPC team remaining in the second leg of the race need only retrieve one more ribbon to advance.

Once the characters each retrieve a ribbon, they must fly to the Dry Docks. The pteranodons refuse to fly outside of the city's limits—characters that try to make off with a pteranodon is sure to arouse the ire of a merchant prince or two.

TREASURE

Upon landing, race officials urge the characters towards the next leg of the race. Closer inspection indicates that the silk ribbons are embroidered with gold. At the conclusion of the race, the five ribbons can be sold for a total of 50 gp.

C. SEA LEGS (THIRD LEG)

Estimated Phase Duration: 20 minutes

As you swoop town towards the Dry Docks, the city erupts into roaring cheers! The scale-master points down the Dry Dock to a landing where one of three plesiosaurs with a large, bamboo howdah waits for you.

A Chultan attendant boosts you aboard and hands you a pair of goggles and a harness with a netted satchel, before raising his voice over the crowd. “Head to Na N’buso,” he shouts “Bricks stamped with your mascot lay at the bottom of the bay. Retrieve the bricks and take them to the Warehouse District. Time to get wet!”

Navigating a **plesiosaur** to the statue is easy and requires no special effort. One success is all that is needed to ferry the group all the way to the statue.

1. SEA, DO

Once at the base of the statue, each racer must dive to the bottom of the bay and retrieve a brick stamped with their team’s mascot.

The bottom of the bay surrounding the statue is 60 feet deep. The water is calm, and **requires no check** to navigate. Once at the bottom, the characters see dozens of bricks laying on the floor of the bay. Each brick is approximately a foot on a side—and fits perfectly into the netted satchel given by the attendant.

While seeing the bricks is easy enough, their markings make discerning the precise shapes difficult. In order to identify and retrieve a correct brick, each character must succeed on a DC 13 Intelligence (Investigation) check. Failure indicates that the brick bears some other mark.

HOLDING YOUR BREATH

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can’t regain hit points or be stabilized until it can breathe again.

While there is no limit on how many bricks a single character is allowed to retrieve, swimming while holding a brick is outright impossible due to their size—the characters must carry the bricks to the plesiosaur in their netted stachels. So, while a character that’s skilled in Investigation is able to

retrieve all of the bricks, it will likely take longer than it would if other, less skilled, characters help.

THE OTHERS!

Roll 1d8 each round for each of the two NPC teams. On a result of 5 or higher, the NPC team retrieves a brick. Once an NPC team gets five bricks, they proceed to the next leg of the race.

If the characters advance to the next leg, any NPC team remaining in the second leg of the race need only retrieve one more brick to advance.

2. PUZZLE SEA

From the statue of Na N’buso, the characters must make their way to the Warehouse District Storehouse with the recovered bricks. As they arrive, a trio of swarthy smiths with massive smithing hammers on their shoulders and anvils wrapped in ribbons of their team’s color at their feet. The smiths smash the bricks placed on their anvils—revealing a hollow core hiding a metal tile.

Each of the word puzzles found in **Appendix. Puzzle Sea, Puzzle Do** is numbered according to the number of players. Find the puzzle that matches the number of players at the table, and read off the letters as each of them retrieve their letter tiles from the smith. The solution to this puzzle is the combination to the lock below.

Once the characters have all of their lettered tiles, the smith points them in the direction of a nearby warehouse. A number of triceratopses are chained to rings in the floor are visible inside.

3. PUZZLE DO

A flood of sunlight accompanies you into the dilapidated storehouse. Within, a trio of howdah-bearing triceratops are chained to iron rings in set into the floor—which are locked by exotic, combination-style locks.

Beside each lock is an eagle-eyed race official.

“The smith has given your key,” the tallest official says, “now use it to open the lock! And no cheating!”

The locks have a number of rings embossed with letters. Each team is watched by a race official, so the only way to open the lock (without being disqualified) is to rotate the letters on the rings to their correct position. The correct combination is the solution to the word puzzle obtained in Puzzle Sea, above. Upon entering the combination, the lock to fall open with an audible CLACK. The race official stepladder moves to the triceratops’s flank.

Inside the howdah are a half dozen oval shields and large bullwhips.

Clambering into the howdah, strapping on the harnesses, and grabbing the reins—the triceratops issues a trumpeting bellow and charges out of the storehouse—into the streets of Port Nyanzaru!

“To the Grand Coliseum, once around the Market Ward, and to the Tiryki Anchorage Gate! You’re almost there!

THE OTHERS!

Roll 1d8 every 30 seconds for each of the two NPC teams. On a result of 5 or higher, the NPC team solves their word puzzle and proceeds to the next leg of the race.

D. GRAND PRIX ROYALE (FINAL LEG)

Estimated Phase Duration: 30 minutes

STORY BEAT

This is the big one! The phase starts as the team emerges from the storehouse in the Warehouse District and culminates as the racers cross the Tiryki Gate finish line.

Building speed through the streets, the dinosaur's gait makes it difficult to stand. Close on your heels, you see another beast maneuvering to catch up with you.

One of them has strapped one of the oval shields to his arm and looks to be readying the thick bullwhip to lash at your mount! Looks like things are going to get rough!

One of the characters must drive the triceratops. At the **end** of each round, the character driving the triceratops makes a DC 14 Wisdom (Animal Handling) check. If successful, their dinosaur advances to the next stretch. This leg of the race consists of five stretches. As such, the driver must succeed on five checks.

While they're driving the beast, the other characters are free to attack other teams, defend their own team, or sit back and enjoy the ride.

WHADDA'YA MEAN THERE'S NO BAD GUYS?!

It may be possible that the characters absolutely blow away the competition—they're heroes after all. But don't let that make the home stretch boring!

If the characters are terrifically far in front, have their closest competitor show up out of nowhere—right on their tails! Take into account how far behind the competitor actually is, and don't use this as an opportunity to steal the spotlight off of the characters, though; the ending of the race should be the highlight. An action-packed nail biter!

ATTACKING AND DEFENDING

In the final leg of the race, racers utilize the whips to attack rival mounts or the shields to defend against rival attacks. Each round of the final leg occurs in the following order:

1. Declare. At the beginning of each round, the characters must announce what they plan to do for the round: attack or defend. If they change their mind on their turn, the associated check is made with disadvantage.

2. Attack and Defend. During the race, the competitors are encouraged to lash out at their opponents to distract their beast from progressing in the race!

- **Attack.** Using a bullwhip to attack a rival team's dinosaur requires a successful Strength or Dexterity check against a triceratops. If at least one character on the rival team is defending with a shield, this check is opposed by a similar check from the target. Otherwise, it successfully hits the target. Characters can only attack a rival team if they are in the same leg of the stretch. If the characters's mount is struck, the
- **Defend.** Using a shield to block a rival team's attack allows the target to defend against an attack with a bullwhip with an opposed Strength or Dexterity check. Each defender can only block one attack per round. This means that more than one character should defend in case an opponent decides to go heavy on the offense. Alternatively, they could go on the offense as well,

3. Drive. At least one character must drive the mount, otherwise, the team remains in their current stretch. If the characters's triceratops is successfully attacked by an NPC team during the round, the Wisdom (Animal Handling) check is made with disadvantage. NPC teams that are struck by an attack advance to the next stretch only on a roll of 7 or higher (see The Others, below).

THE OTHERS!

Roll 1d8 every at the end of each around for any NPC teams in this leg of the race. On a result of 5 or higher, the NPC team proceeds to the next leg of the race. If the characters are doing exceptionally well, consider allowing an NPC team to advance two stretches on a result of an 8!

If the characters successfully attack an NPC team's triceratops, the team only advances on a roll of 7 or higher.

THE FINISH LINE

The first team to succeed on five DC 14 Wisdom (Animal Handling) checks crosses the finish line. If two or more teams cross the finish line on the same round, roll a d20. Whichever team rolls the highest wins. If they roll the same, the teams tie. Take the opportunity to play up the results of the race as appropriate to the players position crossing the finish line.

E. THE MEDAL CEREMONY

The award ceremony takes place atop a platform in the Tiryki Anchorage near the dinosaur pens. The platform is overlooked by the gate-top viewing area where the Merchant Princes declare their accolades.

As you fasten the last of your gear back in place, all manner of people, from wealthy merchants to the homeless in Malar’s Throat, fill the streets surrounding the elevated platforms near the dinosaur pens. Embellished rumor and tall-tale already circulate the crowd when a tall, broad-shouldered Chultan, the Race Marshal, calls for quiet.

“Whether first place or show, these racers proved they embodied the strength and fearlessness of our Na N’buso!” The crowd chants in unison, “N’buso!” Smiling, he continues, “And Chult rewards those who face fear and best it. Step forward warriors, and collect your prize!”

As long as the characters don’t come in last, they each receive the **First to Race** story award. If the characters finish first, they also receive the **Winner, Winner, Raptor Dinner** story award.

XP AWARD

Each character that completes Na N’buso’s Haka earns 300 XP.

TREASURE

The characters receive a trophy according to the place in which they finish. Inside the trophy is a purse. The trophy itself is worth 10% of the purse.

If they tie with another team, the characters receive half the purse, and must forfeit the trophy.

RACE PURSE

Placing	Purse Value (in gp)
1st place purse (gold)	500
2nd place purse (silver)	250
3rd place purse (copper)	100

NO VICTORY LAP?

The characters have scant time to pocket the coin and hoist the trophy for the adoring public before a **scream** in the direction of the dinosaur pens interrupts any celebration.

There no time for showboating, though—Part 3 awaits!

PART 3. SACHEL SPECIAL

Estimated Duration: 35 minutes

STORY BEAT

This part picks up as terror begins to drive the people outside the Tiryki Gate to stampede like cattle to slaughter.

A. CORPUS INTERRUPTUS

Hovels and shanties at ground level shake as screams and alarm reverberate through the district. The huge crowd that assembled to watch the race and ceremony now flee toward the Tiryki Gate hoping to get through before it's locked ahead of them.

GENERAL FEATURES

Terrain. Dirty stone streets splinter into alleyways supporting rundown shanties, unregulated docks, and the black market. Most notably it houses the pens of dinosaurs used for labor or racing.

Weather. Cloud cover above traps the oppressive humidity over the port like a yoke of stale bathwater.

Light. As the day wanes, bright light covers what ground it can until shadows reclaim the ground occluded by tall structures and low alcoves.

Smells and Sounds. Usual farmyard sounds, peppered with the throaty thrum of multi-ton beasts escort the lingering aromatic taint of rustic leather, wet-fur, manure, and bestial sweat originate in the pens, dissipating just yards from the gate.

As the characters arrive, read:

A frenzy of squawk and caw signal the animal cages as the root of the disturbance. A child's tears roll into a tidal wave of hysteria. Chultans, shoulder to shoulder, surge toward the city's safety. The platform buckles under their weight!

When the platform becomes unstable, the other teams leap off the stage and disappear in the crowd with no regard for their accolades. The scaffolding gives way an instant later. Characters must succeed a DC 12 Dexterity saving throw or take 6 (1d10) bludgeoning damage as it collapses.

TREASURE

Characters who think to steal the rival's reward makes a DC 15 Dexterity (Sleight of Hand) check to grab one of the other trophies. If the roll succeeds by 5 or more, they first retrieve the most precious, while a second character's attempt could retrieve the lesser. While they are able to abscond with the trophy and purse, any character doing

this makes the Dexterity saving throw to clear the stage safely with disadvantage.

XP AWARD

Each character that avoids taking damage from the collapsing stage earns an additional 25 XP.

B. NOT OKAY CORRAL

Once characters find solid ground, the sound of a mother's wail alerts the party to the origin of the panic.

The fence separating two nearby enclosures buckles as dinosaurs lumber in slow pursuit of a terrified little Chultan girl. She attempts to ward the beasts off with a pole tipped with a blunt, iron hook. Though slow, they block the child's only escape. The beasts's eyes are cloudy, and their movements stilted—they're clearly undead.

An **ankylosaur** bursts into the right pen followed by four **velociraptor zombies**. Characters can distract the zombies from the little girl by damaging them, or by succeeding on Charisma (Deception or Intimidation) checks or the like. Reward cleverness over dice rolls here.

Each dinosaur pen is 50-foot across with crude, 5-foot high stone walls with a heavily-reinforced 10-foot wide gate. The gate is unlocked, but requires a successful DC 11 Strength (Athletics) check to open. A chain of thick fencing rises 30 feet along the wall.

ADJUSTING THE ENCOUNTER

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

- **Very Weak:** Remove **ankylosaur zombie**
- **Weak:** Replace the **ankylosaur zombie** with two more **velociraptor zombies**
- **Strong:** Replace the velociraptor zombies with an **ankylosaur zombie**
- **Very Strong:** Add an **ankylosaur zombie**

TREASURE

As thanks for saving her, the young girl gives the characters her pole—her "da's" +1 *quarterstaff*.

C. IN THE DUST

Once the undead threat is defeated and the child reunited with her mother, the characters are able to investigate the adjacent pen.

The body of what appears to be a dead woman lies trampled beside the toppled fence—the

remains of mangled spell scroll and rectangular satchel on the ground beside her.

A successful DC 11 Intelligence (History) check identifies the corpse as that of a yuan-ti pureblood, while a successful DC 9 Intelligence (Arcana) check identifies the scroll as a *spell scroll*. A character using *detect magic* detects a residual aura of necromancy magic—likely whatever spell the scroll contained was used to create the undead dinosaurs. Closer inspection of the satchel reveals an unknown emblem stylized across its buckle.

The satchel contains a jade statue of Dendar the Night Serpent as well as other personal effects and religious knickknacks. Characters with a passive Perception score of at least 11 or higher notice a faint amount of *silvery-blue paste* smudged on the inside of the satchel's primary flap.

A character specifically inspecting the interior of the satchel that succeeds on a subsequent DC 20 Intelligence (Investigation) check finds a small compartment hidden in the bottom of the satchel containing two vials and a small mortar and pestle. Characters that succeed on a DC 11 Intelligence (Herbalist's Kit or Poisoner's Kit) identify one of the vials as basic poison while the other contains a strange silvery-blue paste. The mortar and pestle and the residue on the mortar and pestle seem to have traces of the two.

The characters don't have the opportunity to search for very long before a contingent of guards arrives to sweep the area for evidence.

Heavy boots clod into the pen as four **guards** fan out to secure the area. A tanned human male caps a metal flask, wipes his mouth with a sleeve, and stumbles in past the contingent.

Characters that are members of the Harpers or those characters who participated in DDAL07-01 *A City on the Edge* may recognize him as Soggy Wren—the local representative of the Harpers.

ROLEPLAYING SOGGY WREN

Soggy Wren is friendly almost to the point of being rude about it. He is astonishingly adept at gauging the level of intoxication the object of his attention is and more adept still at figuring out what they prefer to drink. In his youth, he was a talented sorcerer, but he has let his thirst for the drink take priority over his thirst for honing his magical talents.

That aside, he bears an intense hatred of “party-poopers” and bears little patience for people displaying evil-tendencies in his presence. His close “professional” relationships with most of the tavern owners in town

means that those that cross him sometimes find themselves without a place to quench their thirst.

Quote: “Wushoomeanyouaren'thirsty? :hiccup:”

Noting the satchel, Soggy Wren asks to inspect it. If the characters didn't find the hidden pocket, it takes Wren a minute to locate it. He puzzles over the residue on the mortar and pestle, as well as the vials, “Wuzziss?”

He twirls one vial between his finger and thumb, takes a whiff, then blinks, “Aha! Wanderlost!”

The paste is Wanderlost, an exotic—and highly illegal—tincture used in tribal rites of passage which allow observation of, and at dangerously high exposures—influence over, astral space and spirits. While illegal, a number of wealthy dealers pay handsomely to those daring enough to smuggle it into the city for export.

TREASURE

Soggy Wren has no interest in the jade statue, and allows the characters to keep it—waving it away dismissively. Port Nyanzaru is the playground of sellers of exotic wares, and the characters can easily find a buyer willing to part with 50 gp in exchange for the idol. In addition, to the statuette, the characters find a *spell scroll of ice knife* in the satchel.

Soggy Wren refuses to let the characters keep the vial of Wanderlost, however.

FACTION ASSIGNMENT (HARPERS)

By investigating the rumors of interference, members of the Harpers complete their faction assignment, and are thanked by Soggy Wren accompanied by an offer of drinks someplace that serves the best wine around. Award each character 50 XP.

CONCLUSION

Soggy Wren hopes that he might call on the adventurers to help as the mystery unfolds regardless of their affiliation, and that they should stay near.

For now, the characters are to await further orders. Whatever this means, it can't be good.

FACTION ASSIGNMENT (ORDER OF THE GAUNTLET)

Members of the Order of the Gauntlet who bet on Thunder Mountain as requested and return to Alaster Bol with the betting ticket complete their faction assignment, and are thanked for their “important services” to the Order. Award each character 50 XP.

REWARDS

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

EXPERIENCE (MIN/MAX XP: 450/600 EA.)

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Ankylosaur Zombie	700
Velociraptor Zombie	50

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Betting (Win or Lose)	25
Complete Na N'buso's Haka	300
Escaping Collapsed Stage	25
Harper assignment	50
Order of the Gauntlet assignment	50

TREASURE

The characters receive the following treasure, divided up amongst the party. **Except the wagers placed on dinosaur races**, treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
1st place purse	500
1st place trophy	50
2nd place purse	250
2nd place trophy	25
3rd place purse	100
3rd place trophy	10
Mascot ribbons	50
Jade statue	50
Race winnings!	Varies

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

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

+1 QUARTERSTAFF

+1 Weapon (quarterstaff), uncommon

This quarterstaff features a blunted iron hook on one end and is used by dinosaur wranglers to goad ornery beasts in their charge into doing what they're supposed to. The staff is carved from dark, smooth wood and decorated with feathers. This item is described in **Player Handout 5**.

SPELL SCROLL OF ICE KNIFE

Scroll, uncommon

This item is described in the *Dungeon Master's Guide*. This spell is found in the *Xanathar's Guide to Everything*.

STORY AWARDS

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

First to Race. For the next year, you can find lodging for free in one of the Tiryki Anchorage's fine, flea-bitten establishments—maintaining a Poor lifestyle for up to 30 days. This story award is described in **Player Handout 3**.

Winner, Winner, Raptor Dinner. There can be no dispute, even with your attention divided, you were able to lead your team to undisputed victory.

Such a fine victory means only one thing; to be treated to the finest modest accommodations to be found in the city for free—maintaining a Modest lifestyle for up to 30 days! This story award is described in **Player Handout 4**.

PLAYER REWARDS

The characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Members of the **Harpers** and the **Order of the Gauntlet** that complete their faction assignment earn an **additional renown point**.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Alastar Bol (BOWL). Male human (Tethyrian). Retired cleric of Waukeen. Assigned to Port Nyanzaru by a powerful enemy within the Order of the Gauntlet. Hates it here.

Mowbula Utakulu (Mow-BOO-luh OOT-uh-KOO-loo). A dark skinned, beady-eyed Chultan bookie with a friendly smile. Her wire-thin black hair coils down from around her balding pate. A rich purple sash denotes her station over loose layers of vibrant yellows and oranges. Several bulging coin-pouches congregate at the knot of her hemp belt. She is thoughtful, excitable, and speaks a broken common with a slight chop that is accented with a slight whistle that presents whenever she struggles to translate her thoughts to the right language.

Soggy Wren (RENN). Male human (Ffolk). Once a potent arcanist, he's now content to be a drunk. Also happens to be the face of the Harpers in Chult. Barred from multiple drinking establishments in the city.

APPENDIX. MONSTER STATISTICS

ANKYLOSAUR ZOMBIE

Huge undead, unaligned

Armor Class 14 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	15 (+2)	2 (-4)	6 (-2)	3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 3 (700 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

VELOCIRAPTOR ZOMBIE (ZOMBIE)

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

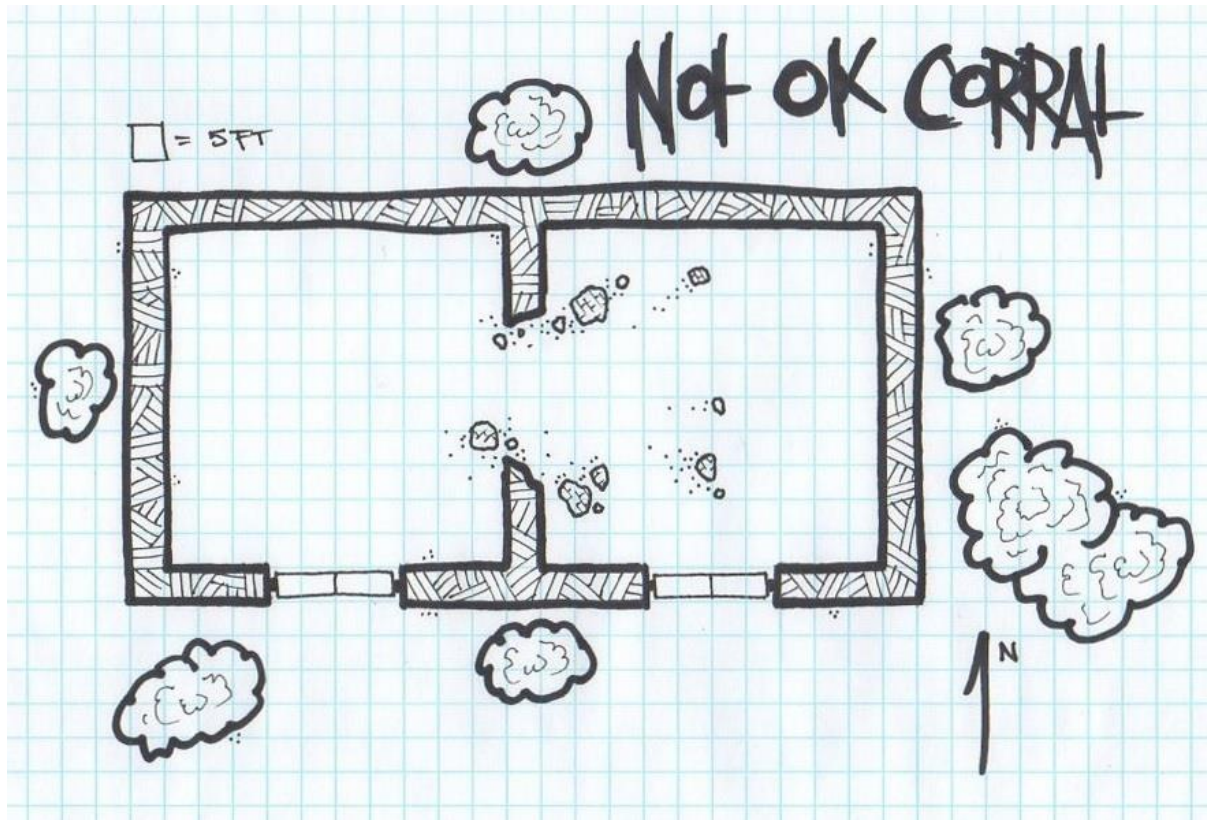
ACTIONS

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

APPENDIX. PORT NYANZARU RACE MAP



APPENDIX. PORT NYANZARU RACE MAP



APPENDIX. PUZZLE SEA, PUZZLE DO

To complete this puzzle, characters must retrieve a number of blocks equal to their party and solve the word jumble to open the lock in the dilapidated waterfront *storehouse*.

- Puzzles are designed for 3 to 7 players.
- Puzzle 7 has hints.
- For each hint, roll for “Rivals Racing” in Appendix: Racing Summary
- Use the chart below or make up your own as necessary.
- After 5 minutes, the attendant completes it for the players to get them back on track.

LETTER PUZZLES

Number	Word	Order
3 Players	PIT	ITP
4 Players	PREY	RYPE
5 Players	FANGS	NAGFS
6 Players	RAPTOR	TARROP
7 Players	HONKERS	KONREHS

Hint 7: Not a “BIG” T-Rex. Chultan slang for dinosaurs. Nickname shared with Geese.

PLAYER HANDOUT 1. BETTING ON DINOSAUR RACES

Each character can place a single bet, **up front** and not to exceed 500 gp, on a dinosaur of their choice to **win** the opening race. When the bet is made, the character receives a **ticket** describing the terms of the wager. Select a favorite racer from the chart and roll in their place.

In addition, if the characters mention that they want to place a bet for Alastar Bol, the bookie smiles and accepts the wager—apparently, the bookies are all too happy to take his gold.

PAY OUTS

Losing bets cost a full amount of the wager.
Winning bets pay out according to the table.

BETTING ON DINOSAUR RACES

Odds	Roll	Win On	Payout =	Racer
7:1	d8	2-8	Wager ÷ 7	Big Honker (crowd-pleasing young tyrannosaurus rex)
5:1	d6	2-6	Wager ÷ 5	Ubtao's Favorite (young triceratops on a streak)
3:1	d4	2-4	Wager ÷ 3	Banana Candy (well-trained hadrosaurus)
2:1	d3	2-3	Wager ÷ 2	Bonecruncher (young, ill-tempered allosaurus)
1:1	Any	Even	Wager	Grung Stomper (young ankylosaur)
1:2	d3	1	Wager x 2	Scarback (young tyrannosaurus on its last race)
1:3	d4	1	Wager x 3	Nasty Boy (allosaurus with a famous trainer)
1:5	d6	1	Wager x 5	Jungle Princess (deinonychus with frightened jockey)
1:7	d6	1	Wager x 7	Mountain Thunder (aging dimetrodon)

PLAYER HANDOUT 2. MASCOTS

Select from the list below or roll 2d10 where the first is your color and the second the creature to represent your team.

RANDOM TEAM GENERATOR

d10	Color	Creature	Sample NPC Trait
1	Red	Almiraj	Cautious
2	Orange	Froghemoth	Reckless
3	Yellow	Jaculi	Darting
4	Green	Grung	Unassuming
5	Blue	Zorbo	Ferocious
6	Indigo	Eblis	Deceptive
7	Violet	Kamadan	Nimble
8	White	Flail Snail	Unsportsmanlike
9	Black	Su-Monster	Offensive
10	Golden	Tyrannosaurus	Imposing

PLAYER HANDOUT 3. STORY AWARD

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

FIRST TO RACE

For the next year, you can find lodging for free in one of the Tiryki Anchorage's fine, flea-bitten establishments—maintaining a Poor lifestyle for up to 30 days.

PLAYER HANDOUT 4. STORY AWARD

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

WINNER, WINNER, RAPTOR DINNER

There can be no dispute, even with your attention divided, you were able to lead your team to undisputed victory.

Such a fine victory means only one thing; to be treated to the finest modest accommodations to be found in the city for free—maintaining a Modest lifestyle for up to 30 days!

PLAYER HANDOUT 5. MAGIC ITEM

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

+1 QUARTERSTAFF

Weapon (quarterstaff), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. This item can be found in the *Dungeon Master's Guide*.

This quarterstaff features a blunted iron hook on one end and is used by dinosaur wranglers to goad ornery beasts in their charge into doing what they're supposed to. The staff is carved from dark, smooth wood and decorated with feathers.