

Bricks and Minifigs Presents:

# Tournament of Fate

A 2-4 Hour Adventure for 3rd Level Characters

5e Compatible

By Johnny Jensen

# Credits

Bricks and Minifigs

**Product Lead:** Johnny Jensen

**Adventure Designer:** Johnny Jensen

**Graphic Design:** Danny Southerland

**Senior Producer:** Matt McNeff

This work includes material from the System Reference Document 5.2.1 (“SRD 5.2.1”) by Wizards of the Coast LLC, available at <https://www.dndbeyond.com/srd>. The SRD 5.2.1 is licensed under the Creative Commons Attribution 4.0 International License, available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

## Background

In the Kingdom of Solara, King Alrich Sunfire is abdicating the throne. Having united the continent's royal houses and driving off many foreign threats, King Alrich has decided it is time to let the next generation lead while he retires to lead the Dawnwatch: the royal order of knights. Of his two children, Alrich has chosen to crown his daughter, Seraphina. Well loved by the people, the choice to crown Seraphina was obvious to all but King Alrich's son Asher, the dragon tamer. Through his shrewd tactics and use of dragons, Asher won many battles for Solara, and believes he deserves the crown. He brings this resentment with him to Seraphina's Coronation celebration along with his order of dragon riding knights, the Nightrazers.

## Adventure Overview

Princess Seraphina's Coronation Celebration is not merely a ceremony and banquet for the nobles of the land. At her request a festival and tournament have been organized for the common folk, where food, gold, and glory are all up for the taking. As players participate in the events of the celebration, they run into the Nightrazers, a dragon riding order of knights loyal to Prince Asher. Nightrazers endeavor to win every event by any means necessary to honor their prince. The Dawnwatch, the order of knights loyal to the King and Princess, cannot interfere with their bullying and violence for fear of starting a feud, but they encourage the players to intercede on their behalf. Players will compete in contests, receiving their awards at the Award Ceremony at the end of the adventure. As long as the players oppose the Nightrazers, they gain the approval of the Dawnwatch, and Princess Seraphina as well as bonus rewards for winning competitions.

# DM Instruction

“Tournament of Fate” is a sandbox style adventure. There are many things presented for the players to engage with and only a few things to keep in mind while they do so. Encourage your players to participate in the contests and activities, inviting them to do so through NPCs if necessary. Sandbox adventures are different from traditional linear adventures as the players will be the driving force behind the story. As such, make the consequences of their actions— good or bad— clear so that players feel the impact they have had on the world.

The adventure is made up of Contests and Activities. There is no set schedule to allow you to move from one event to the next as you see fit. It is our recommendation that an Activity take place between each contest to stagger out the adventure and give players time to take in the world. Save the contest the players are most excited for last, or save jousting for a climactic confrontation with the Nightrazers, or even against Landen Peren.

# Event Sign Ups

When the players arrive at the celebration, they are first welcomed by Edmere Weke, the head Contest Crier (See NPCs Appendices).

Before allowing you to enter he asks if anyone wants to enter any of the Contests, telling players there is a 50 gp reward for winning each event, along with gold, silver and bronze ribbons depending on placement. Gold ribbons count as 3 points, silver as 2, and bronze as 1.

- Jousting and Archery award Gold, Silver and Bronze ribbons for 1st, 2nd and 3rd place.
- Succeeding at the Poetry Contest awards a Silver Ribbon.
- Succeeding at Potion Mixing and Fried Crown Eating award a Bronze Ribbon.

Whoever has the most points at the end of the tournament is crowned the winner during the award ceremony. Entry is free, so once players have signed up for events they are welcome to explore the festival grounds.

## The Nightrazers

The Nightrazers are a dragonriding order of knights who are loyal to Prince Asher. They have not been allowed to bring their dragons into the celebration, and travel in packs, wearing their full sets of black and red armor. While you may feel inclined to include them during the Festival Activities, be sure to include them as clear rivals during the festival contests. They are cruel bullies and cheats. They believe Prince Asher should be inheriting the throne, and do everything short of killing to win contests and gain glory.

Use the *Nightrazer Thug* Stat Block found in the back of the packet for any relevant ability checks or combat.

## The Dawnwatch

The Dawnwatch are an order of knights loyal to the crown. They wear white and gold, and usually travel in twos as they keep watch over the festival. They have been told not to engage with the Nightrazers, as they believe the Nightrazers are trying to start a war and want an excuse to fight. Once the players have interacted with the Nightrazers, have them be approached by Captain Landen Peren. The Dawnwatch cannot engage, but will offer a reward for embarrassing the Nightrazers and defeating them in contests (See *Badge of the Dawnwatch* in the Magic Item Appendix.)

# Festival Activities

## Gossip and Rumors

Throughout the adventure, to simulate the chatter of a large event like this, NPCs will always have something to say about the royal family. If the players begin gaining attention for their actions, be it positive or negative, consider adapting the rumors to be about the players.

Positive:

- Princess Seraphina beauty was given by a goddess of nature.
- King Alrich is still the best duelist in Solara, despite his old age.
- Prince Asher is a patron of the arts and a distinguished poet.

Neutral:

- The Princess has romantic feelings for Captain Landen Peren.
- Since his wife's death, the King spends most of his days reading ancient tomes.
- The Prince doesn't eat meat, feeding any meat he has to his dragon.

Negative:

- The Princess killed the Queen when she was young.
- The King massacred innocents during the war.
- The Prince worships an ancient and forbidden god of dragons.

## Fortune Teller

The Fortune Teller describes each person's future like a weather forecast, speaking of balmy sunshine or persistent rainshowers. Roll a d6, ending the forecast with the final fortune. If the players can incorporate the fortune in their future actions, they are given an automatic success on the action. This only works once.

Fortunes:

1. You cannot receive until you have given.
2. A crown is not inherited, but earned.
3. A leader leads by example, not force.
4. Victory only comes by knowing your enemy.
5. The wise warrior avoids the battle.
6. Every battle is won before it is fought.

## Flower Crowns

Children pick flowers and weave them into crowns to wear. If the players engage with the children, or if they clash violently with the Nightrazers, the children give them a *Flower Crown* and tell them about how much they want to be like Princess Seraphina. See *Flower Crown* in the Magic Item Appendices.

## Crown Toss

Players pay 1 gold for five rings and are tasked with tossing them onto bottles. Make five DC 15 Dexterity checks. If three out of five of the attempts are successful, the player wins a stuffed doll of one of the royal family. If they succeed all five, they are given a large stuffed green dragon.

## Jester's Theater

Jesters in colorful costumes and strange masks perform on a stage to the laughter and applause of a crowd. If the players stop to watch, some of the jesters leap off the stage and drag two of the player characters onto the stage to perform in the Epic of King Alrich. One character is given a mask of the King, and another that of the Queen.

The following list of events are set up into two parts. A narrator jester sets up the first half, and the characters then have to act out the second half, whether or not they know the actual history.

They may make a DC 13 History (INT) check to try and remember the historical events before performing the scene.

- King Alrich is at a tournament as a duelist and sees Queen Lorelie in the audience → He gets distracted and loses the tournament.
- King Alrich marries Queen Lorelie to unite the kingdoms into the kingdom of Solara. At their wedding → The king defeats an assassin who comes to kill the Queen.
- King Alrich goes on campaign with Prince Asher to defeat barbarian hordes → The Queen dies of illness while at home with Princess Seraphina.

After the performance, the jesters have the crowd give a round of applause before ushering the players off the stage, leaving them with the two *Masks of Royalty* (See the Magic Item Appendix.)

## Hay Maze

A maze made of bales of hay towers ten feet high. Players are challenged to solve the maze as quickly as possible, with the promise of a prize at the end.

Give the players the Maze Handout face down, telling the solver which maze they will solve once it is flipped over. Mazes are solved from left to right. Begin a timer as soon as the page is flipped over. If the maze is solved in under twenty seconds the players win a Potion of Healing. If solved in under ten seconds, players earn a *Scarecrow Effigy* (See Magic Item Appendices).

# Festival Contests

## Jousting

See the Jousting Tournament Bracket Appendix.

Unless players have their own horse and lance it is provided to them. Jousters take three passes at each other. For each pass, both jousters make an Animal Handling (WIS) check, followed by an Athletics (STR) check. These results are then compared to one another.

- If one player's checks are higher than both the other players, they earn 2 points and deal 1d12 piercing damage to their opponent.
- If each player gets one check higher than the other, they are both awarded 1 point, and deal 1d6 piercing damage to each other.
- If any roll is a tie, that check does not reward any points, nor does it deal damage.

The first to 3 points win, their opponent knocked off their horse. In the case of a tie, whoever rolled higher on the last **Athletics** check wins.

The winner of the tournament also wins the *Lance of Charging* (see Magic Item Appendix).

**Nightrazer Cheating:** With the royal family watching on, this event is the centerpiece of the festival. While they won't cheat during the match, Nightrazers will jeer and mock the players, and Edmere Weke will always take the Nightrazer's side.

## Archery

Contestants make three ranged attacks on a target. Each shot earns points depending on the result of the ranged attack roll:

Ranged Attack Roll	Points Earned
0-9	0 Points
10-17	1 Point
18-22	2 Points
23-25	3 Points
26-30	4 Points

The highest score wins. In the case of a tie, the contestants who tied will repeat the event until there is a winner.

**Nightrazer Cheating:** The Nightrazers do not need to cheat at this event– they are genuinely excellent shots.

## Fried Crown Eating

Contestants sit at a long table and are given “crowns” (blooming onions) to eat within a time limit. They will make a series of Constitution Saving Throws against set DCs (9, 12, 15, 18, 20, 23). Two failures disqualifies the contestant from the contest. In the case of a tie, repeat the final check until there is a winner. In the case of 2nd or 3rd place ties, all are awarded a Silver or Bronze Ribbon according to their placement.

**Nightrazer Cheating:** The Nightrazers have dusted the onions with a smoky, spicy, powder in the very center of some of the “crowns” making the final round almost impossible. Have the players make a DC 15 Perception (WIS) check to catch the spiced crown. If the players eat the crown, the Saving Throw is DC 20.

## Potion Mixing

Cauldrons are set up in a semicircle, with a large table covered in ingredients in the center. Contestants are given the challenge of making a *Potion of Light*. Contestants make a DC 12 Survival (WIS) check followed by a DC 15 Arcana (INT) check. Contestants make two bottles of the potion. They get to keep one, and are asked to drink the other.

Potions have the following effects depending on which checks succeeded and failed:

- If both checks were passed, the contestant glows with a bright white light as if the target of the Light spell, lasting 1d4 hours.
- If the Survival check was passed and the Arcana check was failed, a random facial feature of the contestant becomes enlarged for 1d4 hours.
- If the Survival check fails and the Arcana check is passed, the potion causes the contestant to cry uncontrollably for 1d4 hours, their tears changing color based on their mood. All Deception and Persuasion checks are made with disadvantage for the duration.
- If both checks are failed, the concoction is a mild poison that deals 1d6 poison damage to whoever drinks it.

As the test is pass/fail, all who pass both checks are awarded a Bronze Ribbon.

**Nightrazer Cheating:** Make a DC 12 Investigation (INT) check to notice that solflower seeds are missing from the ingredients on the table, and thus the potion cannot be made correctly. If no one notices the missing seeds and potions are made anyway, the Survival check automatically fails for all but the Nightrazers. Nightrazer onlookers jeer at the results.

## Poetry Contest

Contestants are brought on stage and tasked with writing Haikus (a traditional Japanese poem about the natural world with 17 syllables in a 5,7,5 syllable pattern). Players are given the theme of “Sunshine,” and only have five minutes to write the poem. Once the time has elapsed, contestants read their poem aloud, accompanied by a DC 15 Performance (CHA) check, or a DC 17 Nature (INT) check.

Whoever has the highest result is made the winner, wins a Gold Ribbon, and named the “Speaker of the Sun.” All others who passed their check receive a Bronze Ribbon.

**Nightrazer Cheating:** The Nightrazers do not care for poetry, and do not participate in this event, however they may attend the contest to heckle the players.

## Award Ceremony

After the final event, the contestants will be presented to King Alrich, Princess Seraphina, and Prince Asher. Contest Crier Edmere Weke presents the players with magically marked ribbons depending on placements and events, and awards 50 gp to Gold ribbon winners, 20 gp for Silver, and 10 gp for bronze. Whoever has won the most points is given The Crown’s Favor, a banner that can be worn as a cape (see Magic Items Appendices). If there is a tie in points, whoever placed higher during the Joust is declared the winner.

If the Nightrazers win The Crown’s Favor, they give it to Prince Asher, who takes it and leaves, his order of knights cheering, “Long live the King!”

# Appendices:

## NPCs

### Edmere Weke, Contest Crier

The bard running the show, Edmere is the main organizer and announcer for the Coronation Festival and Celebration. He is in charge of sign ups for the event, is the prime commentator during contests, and is not ashamed of his political support for Prince Asher and the Nightrazers.

### Onyx Thrul, Nightrazer Captain

Onyx Thrul a black haired human female with a nasty attitude. She is a dragon tamer, and Captain of the Crimson Wing branch of the Order of the Nightrazers. She looks down on anyone who is not a supporter of Prince Asher. She has an affinity for Fried Crowns.

### Landen Peren, Dawnwatch Captain

Captain Landen Peren is a bald male orc, with a handlebar mustache curling up over his tusks. Capt. Peren is the Captain of the Brotherhood of Everlasting Rays, a chapter of the Dawnwatch assigned to protect the royal family. He is boisterous and agreeable, enjoying contests of skill for the competition more than winning or losing.

## Magic Items

### Badge of the Dawnwatch

A silver badge in the shape of a shield bearing a rising golden sun. While wearing the badge, you gain a +1 bonus to AC if you aren't using a shield.

If the bearer of the badge ever fights against Solara, the badge is reduced to ash, and the bearer is cursed with a permanent -1 penalty to AC.

### The Crown's Favor

A white banner bearing the golden sun of the Kingdom of Solara. The banner has 3 charges. As a bonus action, 1 charge can be used to cast *Compelled Duel* with a Spell Save DC of 14 if the user does not have a Spell save DC. The Crown's Favor gains 1d4-1 charges every dawn.

### Flower Crown

Once per day while wearing the Flower Crown, you may use your action to make a DC 14 Nature (INT) check. On a success, you cast *Spike Growth* with the caster in the center of the spell effect.

## Lance of Charging

*Radiant Charge*- If the wielder moves at least 15 feet straight forward toward a target and then hits the target with a Lance attack on the same turn, the target takes an extra 1d8 radiant damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

## Mask of Royalty

A white and yellow checkered smiling theater mask. The mask has 2 charges. As an action, 1 charge can be used to cast *Enthrall* with a Spell Save DC of 14 if the user does not have a Spell Save DC. The *Mask of Royalty* gains 1 charge every dusk.

## Scarecrow Effigy

A tiny scarecrow doll stuffed with hay. The Effigy has 10 HP. As a Reaction, when hit with an attack, the player may activate the Effigy, which takes damage before the player does. If the Effigy reaches 0 hit points, it is destroyed.

# Stat Blocks

## NIGHTRAZER THUG

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

**Armor Class** 15 (shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	9 (-1)	9 (-1)

**Skills** Animal Handling +3, Athletics +5, Intimidation +3

**Senses** passive Perception 9

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

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

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

### ACTIONS

**Multiattack.** The Nightrazer Thug makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

### REACTIONS

**Shield Wall.** The Nightrazer Thug adds 2 to its ally's AC against one melee attack that would hit it. To do so, the Nightrazer Thug must be within 5 ft of the targeted ally, and be wielding a shield.

## ONYX THRUL

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

**Armor Class** 15 (shield)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	9 (-1)	9 (-1)

**Skills** Animal Handling +3, Athletics +5, Intimidation +3

**Senses** passive Perception 9

**Languages** Common, Draconic

**Challenge** 2 (450 XP)

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

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

### ACTIONS

**Multiattack.** Onyx makes two melee attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

### REACTIONS

**Shield Wall.** Onyx adds 2 to its ally's AC against one melee attack that would hit it. To do so, Onyx must be within 5 ft of the targeted ally, and be wielding a shield.

## CAPTAIN LANDEN PEREN

Medium Humanoid (orc), lawful good

**Armor Class** 18 (half plate, shield)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

**Saving Throws** Con +5

**Skills** Animal Handling +3, Athletics +7

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Orc

**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, Capt. Peren can move up to its speed toward a hostile creature that it can see.

**Grappler.** Capt. Peren has advantage on attack rolls against any creature grappled by it.

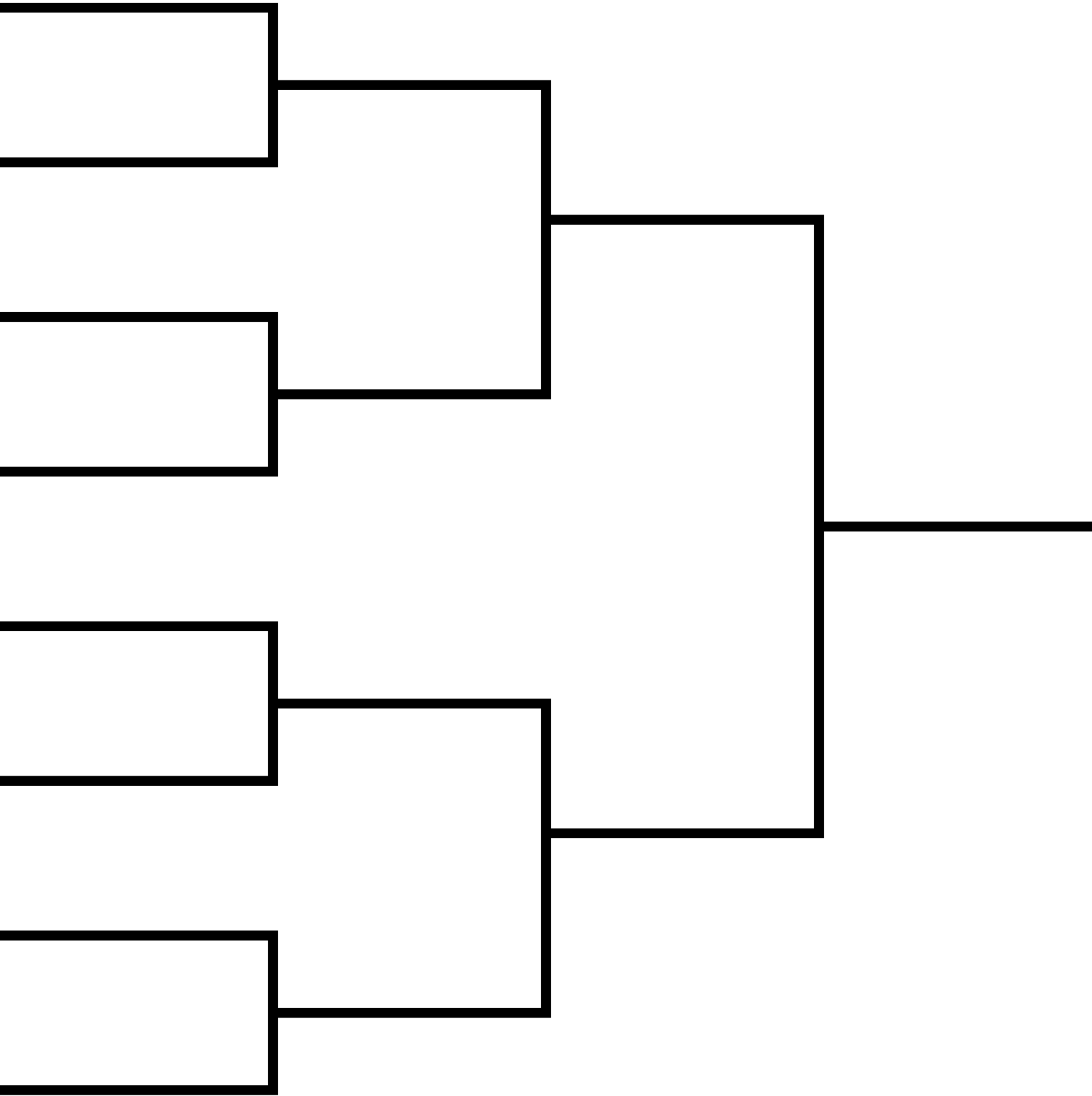
### ACTIONS

**Lance.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.



# Jousting Tournament Bracket



# Maze Handouts

