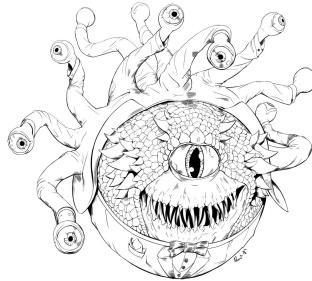




The House Always Win

The journal found in the Quartzwall mine is proving difficult to translate. The cleric in Mountainholm asks the adventurers to go to a lair nearby where supposedly a cipher can be found to translate the book. What the adventurers find at this lair leads to a bunch of challenges that puts their very puzzle solving skills to the test. Will they be able to survive The House?

A Four-Hour Adventure for 1st-4th Level Characters
2nd Adventure of the Dark Journal Saga



Written by Jonathan King

Adventure Code: HH-DJS 01-02

Optimized For: APL 3

Version: 1.0

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Introduction

Welcome to *The House Always Wins*, a D&D Halls of Heroes adventure, part of the D&D Halls of Heroes organized play system and the *Dark Journal Saga* storyline.

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 to play, consider the following:

Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize 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 battle maps.

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

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

Adventure Background

Long Ago, there was a beholder that sought to gain great power through uncovering powerful magic and magic items. He traveled to many planes where he gathered a vast library of knowledge and a vault full of powerful magical items. He eventually got his hands or tentacles on a Deck of Many Things. He knew the risk but he was willing to take it in order to gain the power he desired.

The card he pulled was Balance which switched his alignment from evil to good. With this new outlook on life, the reformed beholder explored the multiverse once again. In one location he came across a gambling house. His experience at the house made him want to set up one of his own in his home realm of Toril.

When he returned he decided to make the gambling house on the southern edge of the Western Galena Mountains near Glister. He has just recently opened it for business to all kinds of creatures as long as they behave themselves but unfortunately, no one has come to visit yet.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

The House. A former plane traveling beholder that has decided to settle down and run a gambling house now. This is largely due to how he had his alignment altered by a Deck of Many Things.

Deriel. A cleric of Denier who lives in Mountainholm with his family. A dark prophecy given at his birth haunts him.

Adventure Overview

The adventure is broken down into 3 parts:

Part 1. The players return to Mountainholm to talk to Deriel. He informs them of a lair of a beholder who might have info to help with the book.

Part2. The players arrive at the lair to find it to be a gambling house. They face 3 game related challenges.

Part3. The party finally meets the beholder who challenges them to one final challenge a fight on a roulette wheel.

Adventure Hooks

If the players have done HH-DJS01-01 Pest

Extermination: Deriel has sent a message to you that he has uncovered possible information that might help him with deciphering the book that was found in the dragon hoard.

If the players didn't do HH-DJS01-01 Pest

Extermination: The librarians in Phlan are in contact with a friendly priest of Denier who lives in the town of Mountainholm nearby. He is looking for adventurers to help him with deciphering a book and has found information on a place where that info can be found.

Part 1. Mountainholm

The players arrive at Mountainholm. They can explore it a little before meeting with Deriel.

General Features

Mountainholm has the following general features. These sidebars should be added whenever a given location's general features should be made known to the characters. Each entry should be concise and flavorful.

Terrain. Mountainholm rests at the base of Western Galena Mountains. It is rocky with sparse vegetation.

Weather. Although the sun is out, the air is cool and bitter.

Light. It is brightly lit.

Smells and Sounds. The town is bustling with activity. There is a merchant stand with miners buying supplies and food from it. Families are out in the square talking to each other. There is the smell of cooked meat and vegetables in the air.

Mountainholm

Read the boxed text or paraphrase:

Cresting the hill, Mountainholm comes into view. The town is a bunch of stone buildings built around a square. The noticeably larger one is probably the town hall with a merchant stand set up in front of it. The town is full of activity as you see families talking to each other. Miners go up and down a path into the mountains. A giant man with grey skin stands at the base of the path giving directions to the miners.

Any character that did **HH-DJS01-01 Pest Extermination** will notice that how bustling Mountainholm now it is a direct contrast from before. Players who also did that adventure also know that the giant man is Quartzspeaker, the town mayor and foreman of the mine.

The town is filled with the family of the miners and all of them are willing to talk with the adventurers about gossip and nearby news. The vendor in front of the town hall sells items from the Player's Handbook that costs less than 100 gold. He has only 5 potions of healings to sell though. He also sells a very delicious kebab for 1 cp. Characters are better off not asking where the meat came from though.

Developments

Anyone in town can point the characters to Deriel's home. Quartzspeaker is busy and briefly talk to characters. If they previously did **HH-DJS01-01 Pest Extermination** he will engage in a conversation

inviting them over to his place (the town hall) for a meal after they finish Deriel's task.

Deriel's House

Read the boxed text or paraphrase:

Entering the stone house, you noticed, unlike the other ones the interior is filled with a variety of curiosities. It is all very nicely decorated with a table in the middle and different assorted decorations seeming to come from far away locations. You see a plaque with runes on it, a brass dagger with flowery script carved on the edge, a piece of paper with script unlike any you have seen before and other oddities.

At the table, you see a man in robes reading a book. He stares intently at it not noticing you enter. His hair looks unbrushed and his eyes have bags under them. An Illuskan woman enters the room, having heard your entrance. She puts her hand on the man's shoulder and the touch makes him jump. He looks up at her and then notices you.

'Oh sorry I was trying to figure out any clue about this book' he says putting it down in front of him.

The man is named **Deriel**, a priest of Denier the god of writing. If characters had done **HH-DJS01-01Pest Extermination** they recognize the book being the one they found in the dragon hoard. If no one ran that adventure then another group of adventurers had cleared out the kobolds and found the book. The woman is Deriel's wife, **Ylva**. They also have a son, **Eric**, who is playing outside at the moment.

Deriel starts to explain:

- not progress has been made into deciphering the book
- the book seems immune to all forms of magic
- they need to find something that can decrypt the book
- supposedly there is **beholder** that lives nearby that used to travel to other worlds
- it might have the means to translate the book

Deriel wants the party to go to the Beholder's lair and ask it for help translating the book. He hands over a piece of paper that he copied from the book to

show the beholder. Supposedly the person who told him about the beholder also told him that it was a good one so the party shouldn't have to worry. He offers the party **200g** if they can arrange a deal with the beholder to get the tools to translate the book. He provides a map to the location of the beholder's lair

Anyone with a **passive perception of 15 or higher** notices that during the conversation the Ylva doesn't look happy. An **insight(wisdom) check of 13** the character can tell that the talk of the book makes her uncomfortable. If a character is able to talk to Ylva by herself she will reveal that Deriel has become really obsessed over the book even though he can't understand it. He barely sleeps and has developed a very mean demeanor when interrupted while studying the book. She says that it was probably only because of the characters' presence that he didn't snap at her this time.

Part 2- Who puts a gambling house in the middle of nowhere?

The players go to the location of the Beholder's lair and find it to be a gambling house. They must overcome 3 challenges in order to meet the beholder and face his final challenge.

When you start this section read or paraphrase:

Following Deriel's directions, it takes half a day travel to get the lair of this beholder. The lair's entrance is an intricately decorated porch entrance made of white marble. There are 6 columns holding up the roof of the porch each with intricate carvings depicting playing cards, chess, and other various games. The front of the roof for the porch has the word's 'The House's House of Riches' carved into it in a very nice style of Common. Near the porch a very well crafted wood sign says, 'Come in, play games, win big'. A door sits on the other side of the porch made of very nice wood with a gold image in the middle of it of a smiling beholder with a coin for his big eye.

Part 1. Dead Men's Hands

Upon entering through the door read or paraphrase:

Opening the door, you see a well-furnished room full of tables. The floor is covered in a velvet carpet and the ceiling and wall are covered in very nice artwork. Around each table sits 5 chairs and a deck of playing cards sitting in the middle of the green felt top of the table. Along the left wall, you see an area that seems to be a bar with a huge selection of liquor bottles filling the wall. A skeleton is behind the counter looking at you as you enter silently. On the opposite side of the room from where you entered you see a door and in front of it there is a table that seats a bunch of skeletons that seem to be playing a game of cards. Parts from each skeleton lay on top of the table as their bet for the game. They stop their game of cards as you enter and wave at you to come over.

All the **skeletons** in the room are friendly and will not attack the players even if attacked. They can't vocally talk but use chalkboards to write messages to the players.

They will welcome the party as the first guests of The House's House of Riches. The skeletons will welcome them to this gambling house that is open to all sorts of creatures be they humanoids, monster, aberrations, fey, and more. There is just a rule of no fighting allowed between guests that The House enforces very strictly. They will describe how each room has different games in it which The House is constantly expanding with more rooms and more games. The skeletons write how The House will be very interested in meeting the characters and they should go meet him. First though one of the characters need to play a game of cards with the skeletons. Win or lose they will unlock the door so the characters can get to the next room.

The character that volunteers to play the game needs to bet a piece of their body. If the player wins they get advantage with all related checks for the rest of the adventure. If they lose they get disadvantage with all related checks until the end of the adventure.

- Eye- adv/dis Initiative
- Leg- gain/lose 10 feet of movement
- Arm- adv/dis Attack rolls
- Heart- adv/dis Wisdom and Constitution saves
- Brain- adv/dis Intelligence and Charisma saves

You can either play a card game (poker, big 2, go fish, etc...) with all other players being skeletons or the betting player must make a **DC 15 Intelligence (card set) check**. Once the game is over, the skeletons will keep their word and one will go over to the door sticking out a finger that is in the shape of a key and unlock the door. Beyond is a hallway with another door at the end. The player who played the game with skeletons earns the downtime activity **Buddies to Die for**.

Part 2. A Big game of Chess

The room beyond the door has its floor as a giant chess board with 10 feet border around it. Each square of the chessboard is 5 feet big. On the chessboard, you can set up one of the puzzles from **Appendix 1**. Pieces not used are set up around the edge with the white pieces being to the left of the board by where the players entered and the black pieces on the right on the far side. Cut out chess pieces and the board is **Appendix 2** and **Appendix 3**. On the opposite side of the room is a door that looks just like the one at the entrance to the gambling house. Above is written in common are the words, " In one move, check my mate. Otherwise, the knights will take offense." Black chess pieces will be unable to be moved. The white pieces can be moved by

anyone but setting them down in any position but their original spot or the correct spot to solve the puzzle will result in the two black knight pieces turning into **animated armor** riding **clockwork war horses**. If a black knight piece is not on the board it will teleport to next to the character that placed the piece in the wrong position.

Once the puzzle is solved or the fight is over, the door on the opposite end from where the characters entered unlocks with a loud click noise. Past the door is another hallway leading to another door.

XP Award. If the characters solve the chess puzzle correctly, reward them 100 XP plus XP as if they had the fight.

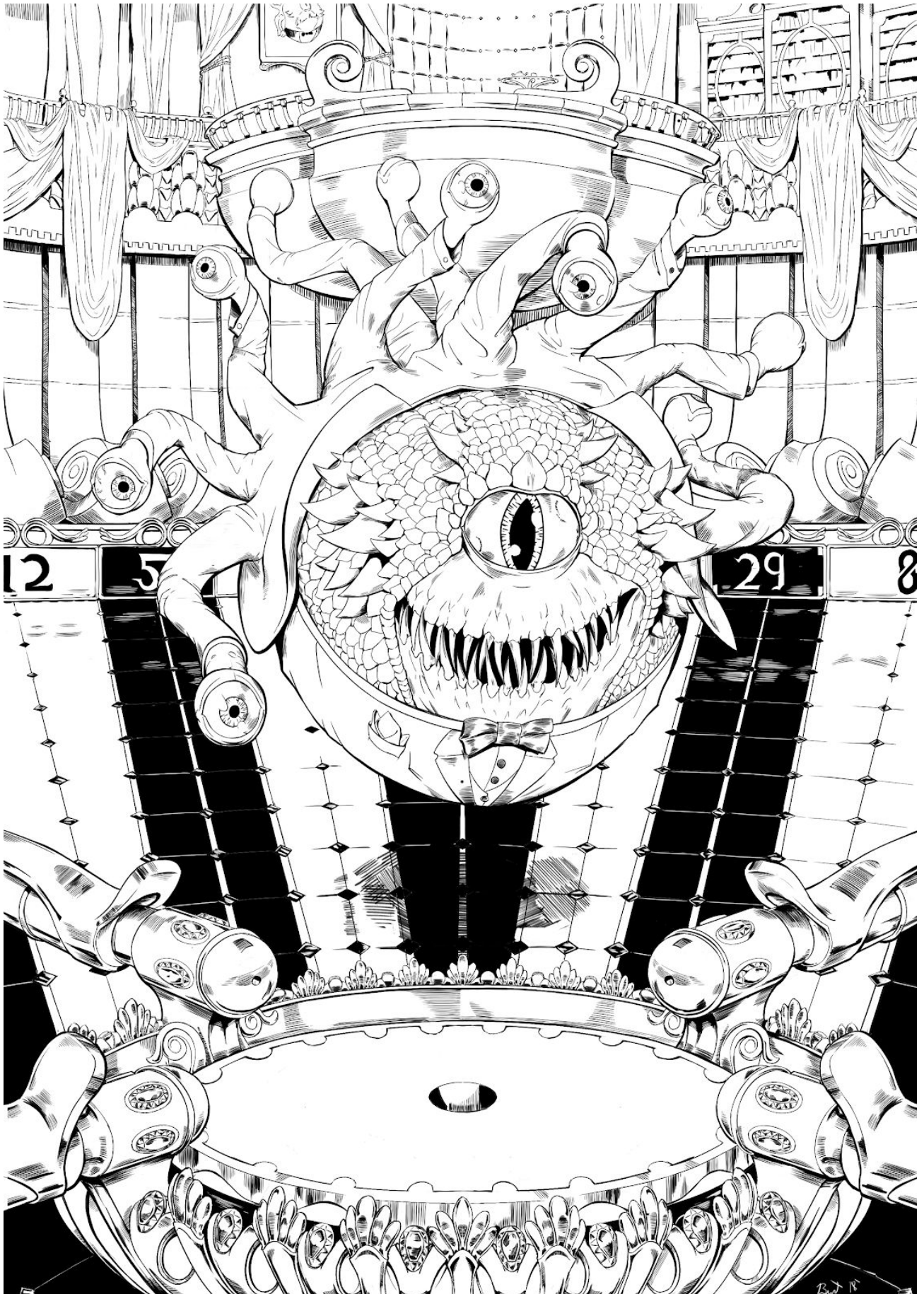
XP Award. If the characters solve the puzzle 100 XP along with the XP for the centaur.

Part 3. The Centaur's Board

Entering this room you see a statue of a centaur in the middle of it, in front of it stands a pedestal. On the pedestal, there is a bunch of empty slots but a few are filled in with blocks that have numbers on them. On the ground around the pedestal are a bunch more blocks with numbers on them.

The door slams shut behind you and a mist begins to fill the room and you notice that you are all alone. All your fellow adventurers are nowhere to be seen. The statue then opens its mouth and says, 'You have lost your way and now one by one each must aid the other in completing the board in front of me. No number can repeat in the same row or column. Fail and you must deal with me' With that the room becomes deathly quiet.

Appendix 4 contains 3 puzzles which you can choose from. Only one player at a time can access the cubes. You can decide the order by initiative or just going around the table. After a character places one cube into a slot the rest of the cubes fade out until it is their turn again. Trying to do more than one cube at once will count as a failure along with placing a cube in the wrong spot. If that happens the **centaur** attacks and all the characters can see each other again. Once the puzzle is solved or the centaur is defeated, the mist disappears and the door on the other side of the room revealing a darkness on the other side which can't be seen through even with devil sight. When a character tries to go in it a giant wind starts sucking sending all the characters through the door into the darkness. (Magic Missile doesn't work on the darkness.)



Part 3- A Great Game of Chance

At last the characters come face to face with the beholder known as The House. He gives them one final challenge and promises rewards if they can do it. All they got to do is fight a cambion while in a roulette wheel. Every turn The House will spin the wheel and depending on where the ball lands it can be good or bad for the characters.

You tumble out of the darkness landing in a pile on the floor. You find yourself in a circular room with thick lines on the floor alternating between black and red. There are numbers where the lines meet the wall. There is also 4 nicely decorated poles that extend out from the platform in the middle. Above the platform floats a beholder. He is dressed in what you can guess is a suit made for beholders but it looks very unusual. His center eye gazes upon all of you and he seems to smile.

“Hello, I am the House. I congratulate you for making it here. You have made it to the final challenge. If you defeat it then there will be great rewards for you. I must warn you though, The House always wins.”

With that, he floats up and one of his eye stalks flick in a direction. From that direction you see a gold statue of a humanoid with demonic qualities float out from off the ledge above the area you are in at the moment. It lands on the platform in the middle. Then another of the beholder's eye stalks point at the statue and a green ray shoots out hitting it. The statue begins to move and the gold fades away revealing red skin. The human-demon hybrid looks at all of you with hatred in its eye.

“Now let the game begin.” The beholder shouts from up above.

General Features

The room has a 5 foot platform in the middle and the roulette wheel in the middle extends 20 feet out in a 20 foot radius from that. The roof is 40 feet above the floor but there is an invisible barrier 20 feet up. There seems to be a living quarter for the beholder 20 feet above the roulette wheel area with very nice furniture, bookshelves, paintings, and some magic items.

Light: There are sconces spaced throughout the room with yellow glowing orbs attached to them that makes the room brightly lit.

Sounds: There is an upbeat jazz music playing in the background trying to keep in beat with the fight. Also The House will say stuff like ‘Time to try your luck.’ or ‘The wheel doesn’t seem to be favoring you today.’

The characters face a **cambion**. It knows that only way to get its freedom is to defeat the players and it will waste no time in doing so. There is an invisible barrier 20 feet up which only The House can pass through along with his eye rays. Any attacks toward The House bounce off this barrier.

On initiative 20- The House will use his telekinesis ray to spin the roulette wheel. All who are touching the ground must make **DC 10 dexterity save** or fall prone. If a character **fails by 5 or more** they get hit by the metal ball taking 3(1d6) bludgeoning damage. Roll a die. If the result is even the ball lands on a red and everyone gets healed for 5(1d10). Otherwise, it lands on black and everyone takes 5(1d10) psychic damage.

Trying to talk to The House during combat only results in him telling the players that they best pay attention to the fight less they might lose it all.

If the players fail 3 death saves they do not die instead are stabilized but are unable to be healed with a gold barrier completely engulfing them. If all characters end up getting knocked out, they wake up outside of the Gambling House. They are missing half their gold and find a note in their pocket “The House always wins” with a picture of a smiling beholder on it. If there is no time constraint, players can re enter and go through the challenges again although the rooms have reset with different puzzles in them. XP earned from solving puzzles or defeating the guardians can be only gained once.

If the players defeat the cambion, The House congratulates them all for being the victor. He rewards the party **200 gold, 2 potions of healing, a potion of Necrotic resistance, and a lucky almiraj foot (stone of good luck)**. If The House is shown the paper with the symbols Deriel wrote on them, he will recognize them as Oearth Common. He floats up to his living quarters above the roulette wheel and grabs a book for the characters that will translate it all into common of this realm. When the characters are ready to leave, stairs appear where they entered from which takes them to card table room. The House invites them back any time if they want to gamble as long a character doesn't act hostile toward him. Characters earn the downtime activity **The House's House of Riches**.

Roleplaying The House

The House is an oddity being a nice beholder. His only real goal is to make his gambling house a success. He will try to get the characters to advertise his place for 'All are welcome here.' He is also very knowledgeable about the planes and other worlds having traveled to them before when he was evil. He will gladly share any information he has about other places if people ask.

Conclusion

Upon returning to Deriel with the book he is ecstatic as he can begin translating the book right away. He hands the characters a bag that contains the **200 gold** he promised. He tells the characters that he will send word when he is done translating the book and have it taken to the library of Phlan.

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: 900 XP /Max: 1200 XP)

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
Animated Armor	200
Clockwork War Horse	200
Centaur	450
Cambion	1800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Solving the Chess Puzzle	100
Solving the Sudoku Puzzle	200

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the "target XP" award. Only epics may grant the "maximum" amount.

Treasure

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

Treasure Awards

Item Name	GP Value
The House's Prize	200
Deriel's Reward	200

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

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

Lucky Almiraj Foot

Stone of Good Luck

Wondrous Item, uncommon (requires attunement)

This red fur foot from what you are told was an Almiraj hangs attached to a little clasp and chain that you can put around your wrist or on your belt. You swear you think it twitches when you aren't looking.

While this is on your person, you gain +1 to ability checks and saving throws.

This item can be found in **Player Handout 3**.

Potion of Healing

Potion, common

You regain 2d4+2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

This item can be found in the *Player's Handbook*.

Potion of Necrotic Resistance

Potion, uncommon

When you drink this potion, you gain resistance to necrotic damage for 1 hour.

This item can be found in the *Dungeon Master's Guide*.

Downtime Activities

During the course of this adventure, the characters may earn access to the following downtime activity:

Buddies to Die For. For winning in the card game against the skeletons at The House's House of Riches, you are invited back to play with them whenever you have the time. Mark down what you bet and the effect when you played them, After completing a chapter in a book or completing a module, the character can spend 20 downtime days to travel and play a game of cards with the skeletons. Roll a die. If the result is even, you get the positive effect for your first combat the character participates in. On odds, you get the penalty for your first combat the

character participates in. More information can be found in **Player Handout 1**.

The House's House of Riches. You have passed the trials and now can come and bet at The House's House of Riches. After an adventure, the character can 10 downtime days and travel to the gambling house. They can choose to spend up to 50 gold before rolling a d20. On evens, they won and earn the amount they bet. On odds, they lose the amount they bet. On a 20 they won BIG earning four times what they bet and a potion of healing. On a 1 they lost more than they bet and start the next adventure with a level of exhaustion from having to work off their losses. More information can be found in **Player Handout 2**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

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:

Appendix. Monster/NPC Statistics

Skeleton

Medium undead, unaligned

Armor Class 12

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands all languages it knew in life but cannot speak

Challenge -- (0 XP)

Actions

Animated Armor

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (5d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages --

Challenge 1 (200 XP)

Antimagic Susceptibility The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a constitution saving throw against the spell caster's DC or fall unconscious for 1 minute.

False Appearance While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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

Clockwork War Horse

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages --

Challenge 1 (200 XP)

Antimagic Susceptibility The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a constitution saving throw against the spell caster's DC or fall unconscious for 1 minute.

False Appearance While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then it hits it with a hooves 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 horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Centaur

Large Monstrosity, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 feet straight toward a target then hits it with a pike attack on the same turn, the target takes an extra 10(3d6) piercing damage

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee weapon attack:* +6 to hit, reach 10 feet., one target. *Hit:* 9(1d10+4) piercing damage.

Hooves. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11(2d6+4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6(1d8+2) piercing damage.

Cambion

Medium fiend, any evil alignment

Armor Class 19 (scale mail)

Hit Points 82 (11d8+33)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's spellcasting ability is Charisma (spell save DC 14). The cambion can innately cast the following spells, requiring no material components:

3/day each: alter self, command, detect magic

1/day: plane shift (self only)

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. Melee or Ranged Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7(1d6+4) piercing damage or 8(1d8+4) if used with two hands to make a melee attack, plus 3(1d6) fire damage.

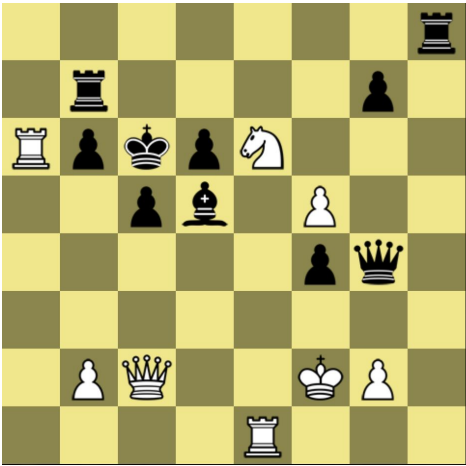
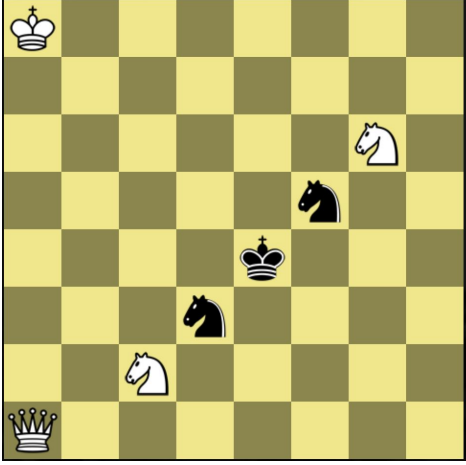
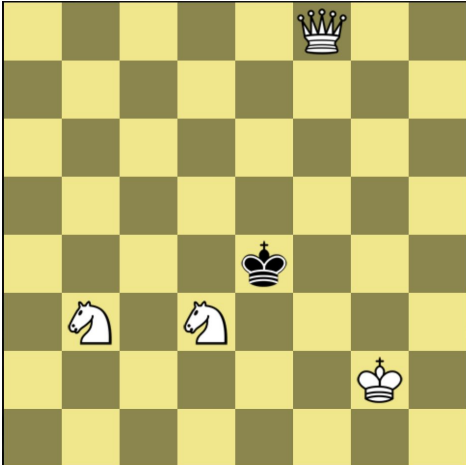
Fire Ray. Ranged Spell Attack: +7 to hit, range 120 feet., one target. *Hit:* 10(3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect

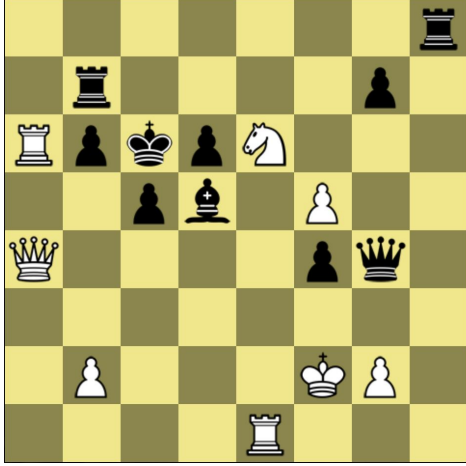
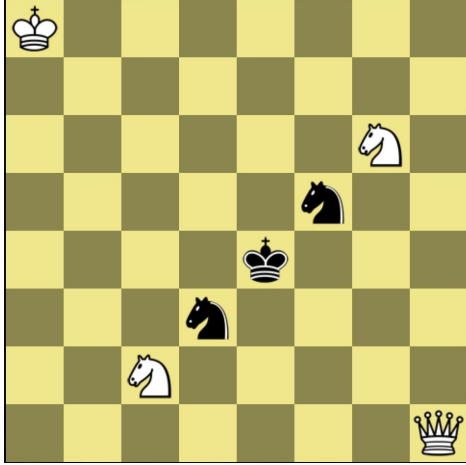
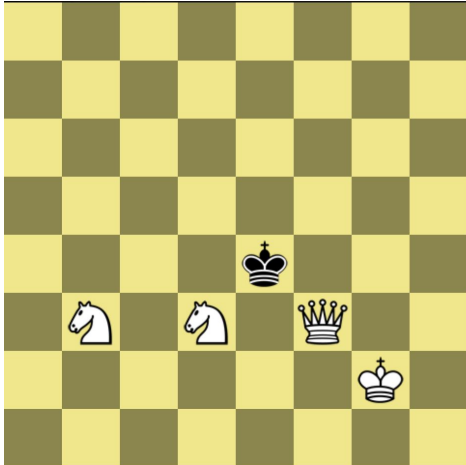
ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Appendix 1. DM Handout Chess Puzzles

Puzzle



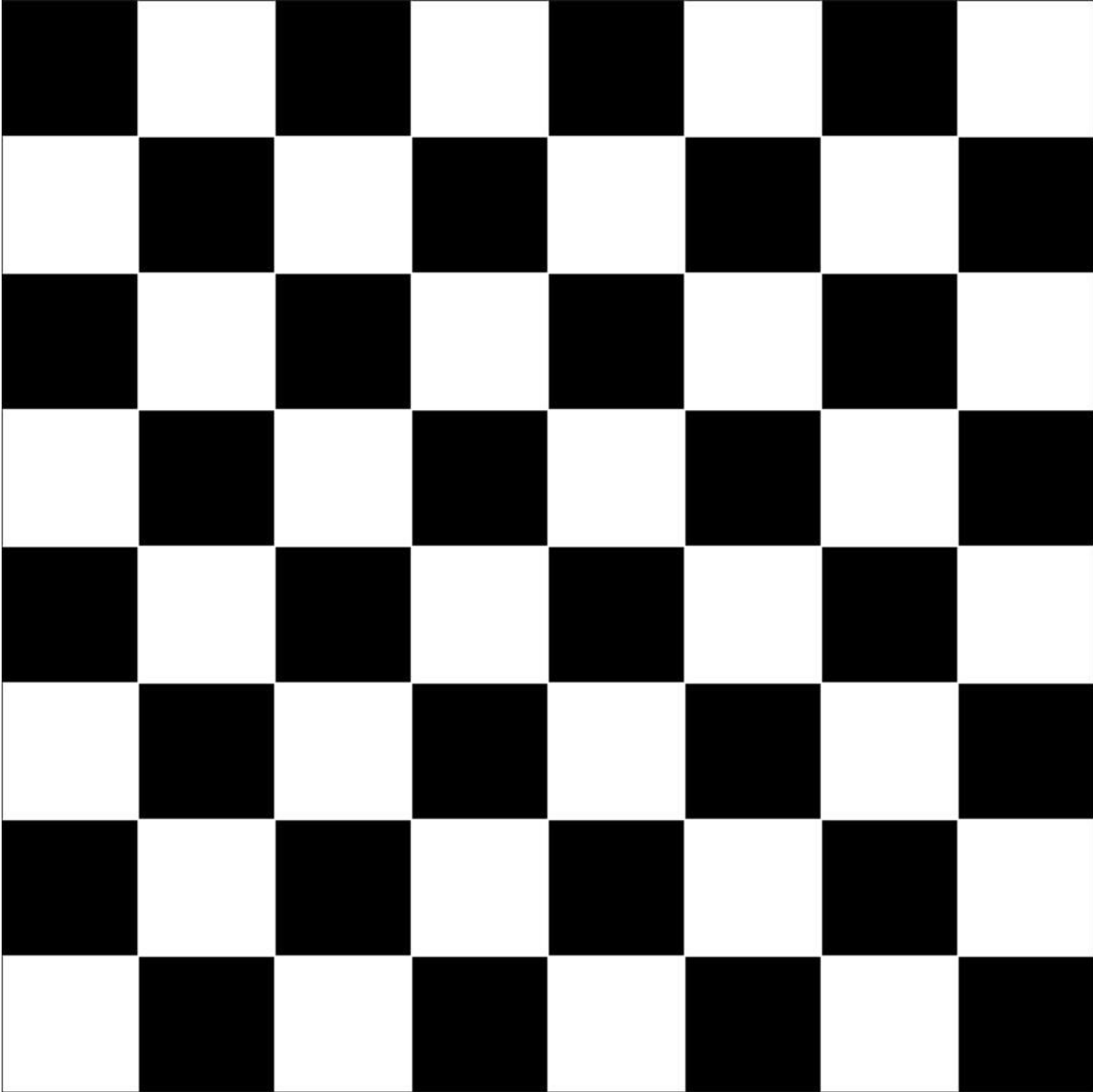
Solution



Appendix 2 DM Handout Chess Pieces



Appendix 3 DM Handout Chess Board



Appendix 4 DM Handout Sudoku Puzzles

2	1				
3		6			
4			5		
		5			1
			1		4
				5	6

					2
			1	6	
3			4		
		6			5
	6	5			
1					

			3		
	1				4
	2		6		
		1		2	
6				4	
		4			

4			1		
		5			4
			2		3
3		2			
2			3		
		6			2

	1				6
				5	
2		5		3	
	3		5		2
	2				
6				2	

6					
	2	5			
3		2			
			2		1
			5	4	
					6

	2	1			3
6				2	
		5			
			5		
	4				2
3			6	4	

3	6				
		5			
5				4	2
2	4				6
			4		
				1	5

5		2			
	3				
3				4	5
6	4				1
				6	
			1		3

Appendix 5 DM Handout Sudoku Solutions

2	1	4	6	3	5
3	5	6	4	1	2
4	2	1	5	6	3
6	3	5	2	4	1
5	6	3	1	2	4
1	4	2	3	5	6

4	6	3	1	2	5
1	2	5	6	3	4
6	5	1	2	4	3
3	4	2	5	6	1
2	1	4	3	5	6
5	3	6	4	1	2

5	2	1	4	6	3
6	3	4	1	2	5
4	1	5	2	3	6
2	6	3	5	1	4
1	4	6	3	5	2
3	5	2	6	4	1

6	1	3	5	4	2
5	2	4	1	6	3
3	5	1	4	2	6
2	4	6	3	1	5
4	6	5	2	3	1
1	3	2	6	5	4

5	1	2	3	4	6
3	4	6	2	5	1
2	6	5	1	3	4
1	3	4	5	6	2
4	2	3	6	1	5
6	5	1	4	2	3

3	6	1	5	2	4
4	2	5	6	3	1
5	1	6	3	4	2
2	4	3	1	5	6
1	5	2	4	6	3
6	3	4	2	1	5

5	4	6	3	1	2
2	1	3	5	6	4
4	2	5	6	3	1
3	6	1	4	2	5
6	5	2	1	4	3
1	3	4	2	5	6

6	3	1	4	2	5
4	2	5	1	6	3
3	1	2	6	5	4
5	4	6	2	3	1
1	6	3	5	4	2
2	5	4	3	1	6

5	1	2	4	3	6
4	3	6	5	1	2
3	2	1	6	4	5
6	4	5	3	2	1
1	5	3	2	6	4
2	6	4	1	5	3

Player Handout 1.

Downtime Activity

During the course of this adventure, the characters may earn access to the following downtime activity. 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:

Buddies to Die For

For winning in the card game against the skeletons at The House's House of Riches, you are invited back to play with them whenever you have the time. Mark down what you bet and the effect when you played them. After completing a chapter in a book or a module, the character can spend 20 downtime days to travel and play a game of cards with the skeletons. Roll a die. If the result is even you get the positive effect for your first combat the character participates in. On odds, you get the penalty for your first combat the character participates in.

Circle what was bet during the adventure:

- Eye- adv/dis Initiative
- Leg- gain/lose 10 feet of movement
- Arm- adv/dis Attack rolls
- Heart- adv/dis Wisdom and Constitution saves
- Brain- adv/dis Intelligence and Charisma saves

Player Handout 2.

Downtime Activity

During the course of this adventure, the characters may earn the following downtime activity. 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:

The House's House of Riches

You have passed the trials and now can come and bet at The House's House of Riches. After an adventure, the character can 10 downtime days and travel to the gambling house. They can choose to spend up to 50 gold before rolling a d20. On evens, they won and earn the amount they bet. On odds, they lose the amount they bet. On a 20 they won BIG earning four times what they bet and a potion of healing. On a 1 they lost more than they bet and start the next adventure with a level of exhaustion from having to work off their losses.

Player Handout 3. Magic Item

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

Lucky Almiraj Foot

Stone of Good Luck

Wondrous Item, uncommon (requires attunement)

This red fur foot from what you are told was an Almiraj hangs with a little clasp and chain attached to it, that you can put around your wrist or on your belt. You swear you think it twitches when you aren't looking.

While this is on your person, you gain +1 to ability checks and saving throws.

This item can be found in the *Dungeon Master's Guide* page 205.