



CCC-DWB-ANH-1

An object for locating a threat to Maladomini has been discovered.
And must be acquired.

A NEGOTIATED HEIST



A Four-Hour Adventure for Tier 3 Characters.
Optimized for APL 13.

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Adventure Primer

This adventure is designed for **three to seven 11th to 16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the city of Malagard on the seventh layer of the nine hells: Maladomini .

Background

After a series of abductions led to the discovery of a powerful lich within the city of **Malagard**, **Baalzebul** decided to take action. To that end, he placed the Horned Devil **Spyknok** in charge of hunting down the lich's phylactery and destroying it. Fortunately for **Spyknok**, an artifact that can do just that is being auctioned off in the city of **Grenpoli**.

Overview

The adventure's story is spread over **Three parts** and takes approximately **Four Hours** to play. The adventure begins with a Call to Action scene. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

Part 1: A Simple Job (Call to Action). The adventurers arrive at an outpost outside the city of Grenpoli to meet with Spyknok. He proceeds to give the adventurers their task (along with the complications) with the reward of release from this level of the Nine Hells. This is the call to action.

Part 2: The Auction House. Upon arriving at the auction house, the adventurers must locate the entrance to the vault level. At which point, the adventurers have the option to sneak in or attempt to buy the item from the auction house

Part 3 The Vault Level. If the adventurers attempt to sneak their way to the item, they must navigate their way through a trapped

corridor to the vault and attempt to escape through the guardians of the vault. If they bought their way to victory, the adventurers must navigate the way to the vault as a test of their worth to the Facilitator.

Adventure Hooks

Adventure Hook 1. One of the adventures could have been trapped on this level of the nine hells and look to this as a way to escape.

Adventure Hook 2. The adventurers may wish to curry favor with the Baalzebul by aiding his forces.

Adventure Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Part 1: A Simple Job

Estimated Duration: 15 minutes

Call to Action

The adventurers are approached by several members of the **Gravelfoot Brigade** and brought to a simple outpost on the outskirts of the city of **Grenpoli**.

Your group is escorted through a maze of troop tents and you can see Zulkir Aktern ious devils in different states of battle readiness. Eventually, your group is led into a command tent in the center of the encampment. A tired looking Horned Devil is hunched over a large table looking at a slowly rotating illusionary projection of a building. The horned devil slowly turns and dismisses your escort with a wave of the hand. "Thank you all for accepting my request. I have a time and politically sensitive task for you."

The Horned Devil introduces himself as **Spyknok** (Spy-Knock) a leader of the Gravelfoot Brigade. He relays the following information to the adventurers:

- Three days ago, with the help of a group of adventurers, the brigade was able to eliminate an undead mind flayer who had been abducting hundreds of citizens of the city of **Malagard**. However, it was discovered that the mind flayer was also a lich and it's phylactery wasn't recovered.
- Through a stroke of good luck, the brigade's network of spies discovered that an auction house in the city of Grenpoli is planning to sell a powerful spell scroll that can locate the phylactery of any lich (So long as you have a piece of the lich's body). The sale will be happening in the next 12 hours. However, the Gravelfoot Brigade holds no authority within the city.
- He explains that the brigade attempted to buy the scroll but were outbid by 2 other interested parties: the **Red Wizards of**

Thay and a group of yuan-ti loyal to a yuan-ti sorcerer named **Ras Nsi**. Both groups are at the Auction House awaiting the final bidding.

- Spyknok impresses upon the adventurers the need to acquire this artifact as a means to eliminate the mind flayer lich.
- The Auction house is run by an Archmage who had been exiled to this city from the world of Toril that calls himself: **The Facilitator**
- Spyknok also explains that Grenpoli is unlike anywhere else in the nine hells. There are ancient wards within the city that prevent all spells and effects that inflict damage from working. Also the fiends and devils that live there have increased the protections so that if anyone even touches a weapon, that weapon is instantly transported to the Gravelfoot Brigade.
- He informs the adventurers that, through their network of spies, they have a detailed layout of the auction house (He gestures to the illusionary projection) but not the vault level. He adds that they have no clue where the vault is or if it is even within the city.
- Spyknok asks the adventurers to infiltrate the auction and acquire the scroll.
- He offers appropriate payment as well as a pair of powerful spell scrolls for their services. He also says that service of this caliber will allow him to grant them freedom from this level of the nine hells.

When the adventurers agree, Spyknok nods his head in approval and says that they can use the tent to plan. Proceed to Part 2.

DM's Note:

The wards of City of Grenpoli prevent any spell or effect that does direct damage to hit points and ability scores (like Fireball, Lightning Bolt, Paladin Smite, Etc.). However, spells that create hazards that can cause damage (Example: Cloud of daggers, Spike Growth, etc), spells that create things that can be used to damage opponents (Biggy's Hand, Spiritual Weapon, etc.) or spells that can manipulate their environment to cause damage (Telekinesis, Animate Objects, etc.), will work within the city walls. Also summoning spells and rituals only produce a single, tremendously smelly lump of mud. As for weapons, no permanent magic weapons of any kind can be touched without having it vanish into the hands of the Gravelfoot Brigade. The following weapons can be used: Club, Javelin, dagger, or any item that has its use as a weapon as a secondary effect. The spell lists and stat blocks of all creatures in this module have been altered to reflect these restrictions.

Part 2: The Auction House

After the adventurers have their plan, it is a simple matter to enter the city and locate the auction house.

Scene A: The Auction House's Exterior.

The simple and clean building stands out from the rest of the city by the presence of armed guards at the main entrance.

Area Information

The area has the following features.

Terrain. The area around the Auction House is cluttered with buildings. There are 2 alleyways going alongside the building. The Auction house is the only 2 story building with 60ft of the building. The building is 80ft by 80 ft.

Lighting. The light is dim-lighting due to the nature of this Layer of the Nine Hells.

Doors. There are 2 main doors (One in the front and One in the back) and no windows. A DC:13 investigation/perception check reveals both of these doors are locked (DC:18 to unlock).

Guards. There are 2 guards at the front entrance and 1 guard at the back entrance. The guards are suits of **animated armor** with a **flying sword** strapped to their sides. Each of the guards have 2 *contingency* spells on them that both trigger if they are attacked. One spell casting is a *sending* spell to The Facilitator telling him that the guard is under attack and his location and the other spell casts *Hold Monster* (DC 17) on the attacker. These types of guards also patrol the interior. The adventurers can attempt to bluff their way past by guards with a DC 15 Deception check.

Scene B: The Auction House's Interior (1st Floor)

Once the adventurers have made it inside, they must locate the door to vault level.

Area Information

The area has the following features.

Terrain. The house has marble floors with plush pale blue carpet in the living quarters.

Lighting. The light is standard lighting due to several lamps of *continual flame*.

Room A. This is the main display hall. There are two stairways on either side of the gallery that lead up to the two guest chambers. There is a central stage in the center flanked by two silver columns. Two hallways lead from this room to the back entrance as well as the front entrance. The walls of this room are lined with bookshelves.

Room B. This room is the living quarters for The Facilitator, the **Archmage** who runs the Auction House. There is a chance he is in this room resting (25% chance) and researching new acquisitions (75% Chance) up until the time of the auction. In addition to **Archmage**, the archmage's **shield guardian** (which has a 4th level *Hold Person* Spell stored within it) is also in the room as well as three tapestries (which are disguised **Rugs of Smothering**). All of which attack anyone except The Facilitator who is seen attempting to access The Facilitator's desk. Accessing The Facilitator's desk requires a DC 25 Thieves' tools check. Inside the desk are several love notes to a woman named: **Linnea**. There are a few notes about a collection of objects that a chain devil on the third layer wants to sell and is reaching out to the Facilitator to help.

Guard Patrol. There are 3 pairs of guards that patrol room A. The guards are suits of **animated armor** with a **flying sword** strapped to each of their sides. Each of the guards have 2 *Contingency* spells on them that trigger if attacked. One spell casting is a *sending* spell to the Facilitator telling him that the guard is under attack and his location and the other spell casts *Hold Monster* (DC 17) on the attacker. Any signs or sounds of violence will cause them to enter and investigate.

If the adventurers attempt to approach The Facilitator, he will be willing to hear out the

adventurers. A DC 25 persuasion check will convince him to part with scroll. However, the adventurers must match the bids of both interested parties (a total of 15,000 gp as well as 3 scrolls of 6th level (or higher) or three (Very Rare or Legendary) potions). If the adventurer's pay the cost, the Facilitator will immediately teleport the adventurers to the vault level. A successful attempt to intimidate or deceive The Facilitator (DC 30) will cause the archmage to reveal the location of the entrance to vault level but in either instance he will not reveal any other information about vault level.

Scene C: The Auction House's Interior (2nd Floor)

Area Information

The area (Map A) has the following features.

Terrain. The house has marble floors with plush pale blue carpet in the living quarters.

Lighting. The light is standard lighting due to several lamps of Continual Flame.

Room A. This room contains the representatives of the Red Wizards of Thay consisting of **Zulkir Aktern** (Ak-Turn), a **Lich**. A DC 20 investigation or perception check reveals a secret room with a teleportation glyph on the floor which is the entrance to the vault.

Room B. This room contains the representatives of Ras Nsi consisting of Malth (Mal-Th), a **Spirit Naga** and his bodyguards, a trio of **Yuan-ti Anathemas**. A DC 20 investigation/perception check reveals a secret room with a teleportation glyph on the floor which is the entrance to the vault floor.

Guard Patrol. There are three pairs of guards that patrol the stairwell that connect the two rooms to the main display hall. The guards are suits of **animated armor** with a **flying sword** strapped to each of their sides. Each of the guards have 2 *Contingency* spells on them that both will trigger if attacked. One spell will cast a *sending* spell to the Facilitator telling him that the guard is under attack and his location and the other spell casts *Hold Monster* (DC 17) on the attacker. Any

signs or sounds of violence will cause them to enter and investigate.

Creature Information

If the adventurers attempt to approach either of the two competitors, they will be willing to hear out the adventurers (DC 15 Persuasion, Deception, or Intimidation check)

Objectives & Goals. Malth, while here representing Ras Nsi, actually works for **Acererak** and will happily allow the adventurers to attempt to steal the scroll and will covertly aid if his bodyguards attempt to stop the adventurer's efforts. Zulkir Aktern wants to study the spell in order to replicate it and use it to kill all of the other Zulkirs and claim Thay as his own domain. Aktern will aid the characters under the condition they allow him to study the scroll before it is used and observe it being used.

What Do They Know? Neither Malth or Aktern know where the vault is and have no means of determining where it is.

Once the adventurers have made it to vault level, proceed to Part 3. If the adventurers allow one of the competitors to acquire the scroll, proceed to part 3, Scene E.

Part 3: The Vault Level

Scene A: The “Welcoming Room”

You appear in a small room with 2 large doors and 4 tapestries hanging on the walls. There is a fancy chandelier hanging from the ceiling.

Area Information

The area has the following features.

Terrain. The room is 40ft by 40ft with a 40ft high ceiling. A DC 15 Investigation/Perception check reveals a secret door being covered by one of the other “doors”.

Lighting. The room is brightly lit by the hanging chandelier.

Room Occupants: The two “doors” are **Mimics** and the four tapestries are disguised **Rugs of Smothering**. They attack anyone who isn’t the archmage.

Adjusting The Scene:

Very Weak: Remove 2 **Rugs of Smothering**

Weak: Remove 1 **Rug of Smothering**

Strong: Add 1 **Rug of Smothering**

Very Strong: Add 2 **Rugs of Smothering**

Once the adventurers defeat the room’s occupants and discover the secret door, they continue into the gravity room.

Scene B: The Gravity Room

The door opens on a massively long and high corridor with glowing pearly white walls.

Area Information

The area has the following features.

Terrain. The corridor is 30ft wide and 80ft long with a 200ft ceiling. There is a upside down stone door attached to the ceiling.

Lighting. The room is brightly lit by the glowing walls

Gravity Trap. Once the door that the adventurers enter through shuts, the gravity in the room shifts and the adventurers begin to fall towards the ceiling. (DC 20 Athletics/Acrobatics or take 20d6 Bludgeoning damage, half on a successful check). After the players have landed on the ceiling, all movement within the room is halved due to the increased gravity of the room. If the door the players entered the room through is opened again, the gravity returns to normal.

Trapped Glyphs. There are two glyphs of *Counterspell* (3rd level, +5 on contested checks) on the door that are programmed to activate if anyone but the Archmage casts any of the following spells within the room: *Feather Fall*, *Fly*, or *Levitate*.

Scene C: The Vault Room

The door opens on a large silver domed room with a row of silver columns. There is a door at the far end of the hall with no handle and four names written in Abyssal: Linnea, Lily, Lavender and Lotus. Set into the wall around the door across from you are four gem encrusted skulls. On the western end of the room is a statue of a larged, winged, female lion.

As the adventurers approach the door, the skulls begin to speak in unison:

“Touch the title of your beloved to enter...”

Area Information

The area has the following features.

Terrain. The room is a domed room 60ft in diameter with 5ft in diameter columns forming a pair of parallel lines across the center of the room. A DC 20 Perception check notices glyphs on the columns. If the adventurers attempt to dispel them, it is a DC19 check to dispel them. If all 10 are dispelled, the **Exhaustion Wave** trap is disabled.

Lighting. The room is brightly lit by unseen lights.

Exhaustion Wave Trap: If the adventurers touch the name: Linnea, the door opens. However if they touch any of the others or attempt to force the door open (DC 30 Athletics), the trap goes off. If the trap goes off, any creature that isn't an undead or a construct must succeed a DC18 CON save or gain 1 level of exhaustion.

Trapped Vault Room: Once the vault door is opened, the adventurers see the scroll sitting on a white marble block in a 10ft by 10ft room. A DC 15 investigation check finds that there is a small keyhole in front of the scroll and that the scroll itself is sitting on a small stone plate. If the adventurers do not have the key, a DC 25 Thieves' Tools check is needed to bypass the trap. If the adventurers fail the check or pick up the scroll without using the key first, have them roll initiative. On initiative count 15 (losing ties), the door closes and the air vanishes from the vault room causing every creature in the vault to suffocate (see pg. 183 in PHB for rules).

Scene D: Sore Loser

As you turn to leave, the door you came through vanishes. The four skulls ignite and begin to float as the statue begins to move towards you. The voice of The Facilitator booms in the domed room.

If the adventurers encounter the Facilitator and negotiated with him, they hear the following:

"Your group has intrigued me. This is one final challenge to prove your worth. If you all survive..."

If the adventurers attempted to intimidate The Facilitator or snuck down without encountering The Facilitator, they hear the following:

"No one crosses me! Farewell trespassers"

The group in front of the adventurers consists of four **Will-o'-Wisp** and a **Gynosphinx**. Both fight until dead.

Adjusting The Scene:

Very Weak: Remove 2 **Will-o'-Wisp** and Remove the **Gynosphinx's** Lair Actions
Weak: Remove 2 **Will-o'-Wisp**
Strong/Very Strong: Add 2 **Will-o'-Wisp**

After the adventurers eliminate all of the enemies, the Facilitator's voice speaks up.

"Well done, you may take the scroll and may I never see any of you again"

There is a flash of light and the group finds themselves outside the city gates with the bodies of those that the adventurers defeated (even if they were defeated before they reached the vault).

Treasure

When the adventurers arrive outside the city, there is a wand inside the scroll tube. This is a **Wand of Paralysis**

Scene E: Highway Robbery

If the adventurers allow one of the competitors to acquire the scroll, the Yuan-ti delegation wins and can be ambushed outside the city as they will not give it up willingly. However once the **Yuan-ti Anathemas** die, the **Spirit Naga** surrenders the scroll to avoid death.

Adjusting The Scene:

Very Weak: Remove 2 **Yuan-ti Anathemas**
Weak: Remove 1 **Yuan-ti Anathema**
Strong/Very Strong: Add 1 **Yuan-ti Anathemas**

Wrap-Up

Once the players have recovered the scroll and returned to the camp, they are greeted by Spyknok who gives the adventurers two scrolls (***Drawmij's Instant Summons*** and ***Guards and Wards***) in addition to their payment. After paying them, Spyknok makes good on his promise to liberate the adventurers from this level of the Nine Hells with the stipulation that they never return.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix B**:

- *Spell Scroll: Drawmij's Instant Summons*
- *Spell Scroll: Guards and Wards*
- *Wand of Paralysis*

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Story Award

Banned: Maladomini. Maladomini's prevailing theme is truth, and the truth is... you've violated the laws of this place. Whether you've done so knowingly or not, Baalzebul, lord of the seventh layer of the Nine Hells, has deemed you guilty of this transgression and has banned you from ever returning. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Maladomini.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

Spyknok (Spy-Knock). A scheming Horned Devil and member of the Gravelfoot Brigade

- **Personality:** My service will elevate me.
- **Ideal:** My loyalty is only to me.
- **Bond:** I treat those who can help me with care
- **Flaw:** My Loyalty is not more important than my life

The Facilitator. The owner of an Auction house out of the city of Grenpoli.

- **Personality:** My business is magic and business is powerful.
- **Ideal:** I care little for ideals as the pay is good.
- **Bond:** My business is my life.
- **Flaw:** People who try to Cheat me don't survive long.

Malth (Mal-Th). A Spirit Naga loyal to Ras Nsi

- **Personality:** My loyalty will be rewarded.
- **Ideal:** I hope to one day rise to the top of my faith's religious hierarchy.
- **Bond:** I owe my life to the priest who took me in when my parents died.
- **Flaw:** Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Zulkir Aktern (Ak-Turn). A low level Red Wizard of Thay who is attempting to stage a coup against the others.

- **Personality:** I deserve to rule.
- **Ideal:** In life as in war, the stronger force wins.
- **Bond:** I'll never forget the crushing defeat my company suffered or the enemies who dealt it.
- **Flaw:** My hatred of my enemies is blind and unreasoning.

Creature Statistics

Gynosphinx

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +14, History +14, Perception +9, Religion +9

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120ft., passive Perception 19

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will) : *mage hand, minor illusion, prestidigitation*

1st level (4 slots): *tasha's hideous laughter, color spray, shield*

2nd level (3 slots): *hold person, cloud of daggers, suggestion*

3rd level (3 slots): *dispel magic, counterspell, enemies abound*

4th level (3 slots): *banishment, greater invisibility*

5th level (1 slot): *dominate person*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Legendary Action

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 12 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

Lair Actions

On initiative count 20 (losing initiative ties), the sphinx can take a lair action to cause one of the following magical effects; the sphinx can't use an effect again until it finishes a short or long rest:

The flow of time is altered such that every creature in the lair must reroll initiative. The sphinx can choose not to reroll.

The effects of time are altered such that every creature in the lair must succeed on a DC 15 Constitution saving throw or become 1d20 years older or younger (the sphinx's choice), but never any younger than 1 year old. A greater restoration spell can restore a creature's age to normal.

Flying Sword

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

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

Senses blindsight 60ft. (blind beyond this radius), passive Perception 7

Languages-

Challenge 1/4 (50 XP)

Anti-magic Susceptibility. The sword is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Actions

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

Rug of Smothering

Large Construct, Unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

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

Languages -

Challenge 2 (450 XP)

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

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

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

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature. Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Animated Armor

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25ft.

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

Damage Immunities poison, psychic

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

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

Languages -

Challenge 1 (200 XP)

Anti-magic Susceptibility. The armor is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save 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.

Shield Guardian

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Senses blindsight 10ft., darkvision 60ft., passive Perception 10

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The guardian makes two fist attacks.

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

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

The Facilitator

Medium humanoid (Human), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; non magical bludgeoning, piercing, and slashing (from stonewood)

Senses passive Perception 12

Languages Common, Draconic, Infernal, Abyssal, Elvish, Dwarven

Challenge 12 (8,400 XP)

Magic Resistance. The archmage has advantage on saving throws against spells and other magical effects.

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arch mage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *detect magic, identify, mage armor, Color Spray, Feather Fall*

2nd level (3 slots): *detect thoughts, mirror image, cloud of daggers*

3rd level (3 slots): *counterspell, fly, haste*

4th level (3 slots): *banishment, stonewood**

5th level (3 slots): *telekinesis, scrying, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Spirit Naga

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +5, Wis +5, Cha +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, true strike*

1st level (4 slots): *charm person, detect magic, sleep*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (3 slots): *hypnotic pattern, water breathing*

4th level (3 slots): *eZulkir Aktern d's black tentacles, dimension door*

5th level (2 slots): *dominate person*

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Yuan-Ti Anathema

Huge monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 16 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., climb 30 ft. • swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances acid, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive

Perception 17

Languages Abyssal, Common, Draconic

Challenge 12 (8,400 XP)

Innate Spellcasting (Anathema Form Only). The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *darkness*, *entangle*, *fear*, *haste*, *suggestion*, *polymorph*

1 /day: *divine word*

Magic Resistance. The anathema has advantage on saving throws against spells and other magical effects.

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a Huge **giant** constrictor **snake**, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiattack (Anathema Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

Claw (Anathema Form Only). Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Constrict. Melee Weapon Attack: +10 to hit, reach 15 ft., one Large or smaller creature. Hit: 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 27 (6d6 + 6) piercing damage plus 14 (4d6) poison damage.

Spirit Naga

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +5, Wis +5, Cha +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, true strike*

1st level (4 slots): *charm person, detect magic, sleep*

2nd level (3 slots): *detect thoughts, hold person*

3rd level (3 slots): *hypnotic pattern, water breathing*

4th level (3 slots): *eZulkir Aktern d's black tentacles, dimension door*

5th level (2 slots): *dominate person*

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Zulkir Aktern iable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will -o'-wisp and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

Zulkir Aktern (Lich)

Medium undead, neutral evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	19(+4)	14 (+2)	16 (+3)

Saving Throws Con +8, Int +9, Wis +7

Skills Arcana +9, History +9, Insight +7, Perception +7

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal, Common, Infernal, Primordial, Thayan

Challenge 13 (10,000 XP)

Focused Conjunction. While Zulkir Aktern is concentrating on a conjuration spell, his concentration can't be broken as a result of taking damage.

Legendary Resistance 3/Day: If Zulkir Aktern fails a saving throw, he can choose to succeed instead.

Rejuvenation. If Zulkir Aktern is destroyed but his phylactery remains intact, Zulkir Aktern gains a new body in 1d10 days, regaining all his hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. Zulkir Aktern is a 12th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, prestidigitation, blade ward*

1st level (4 slots): *catapult, grease*, shield, unseen servant**

2nd level (3 slots): *detect thoughts, cloud of daggers, mirror image, web**

3rd level (3 slots): *counterspell, dispel magic, stinking cloud**

4th level (3 slots): *dimension door,* eZulkir Aktern d's black tentacles**

5th level (3 slots): *Telekinesis, scrying*

6th level (1 slot): *globe of invulnerability*

***Conjuration Spell of 1st level or higher**

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Magic Resistance. The lich has advantage on saving throws against spells and other magical effects.

Actions

Paralyzing Touch. Melee Spell Attack: +9 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Benign Transposition. Zulkir Aktern teleports up to 30 feet to an unoccupied space he can see. Alternatively, he can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, both creatures teleport, swapping places. Zulkir Aktern can use this feature again only after he finishes a long rest or casts a conjuration spell of 1st level or higher.

Legendary Action

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

Cantrip. Zulkir Aktern casts a cantrip.

Paralyzing Touch (Costs 2 Actions). Zulkir Aktern uses Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). Zulkir Aktern fixes his gaze on one creature he can see within 10 feet of him. The target must succeed on a DC 17 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Zulkir Aktern's gaze for the next 24 hours.

Appendix A: Maps, Player Handouts, Etc.

This appendix includes resources for running the adventure.

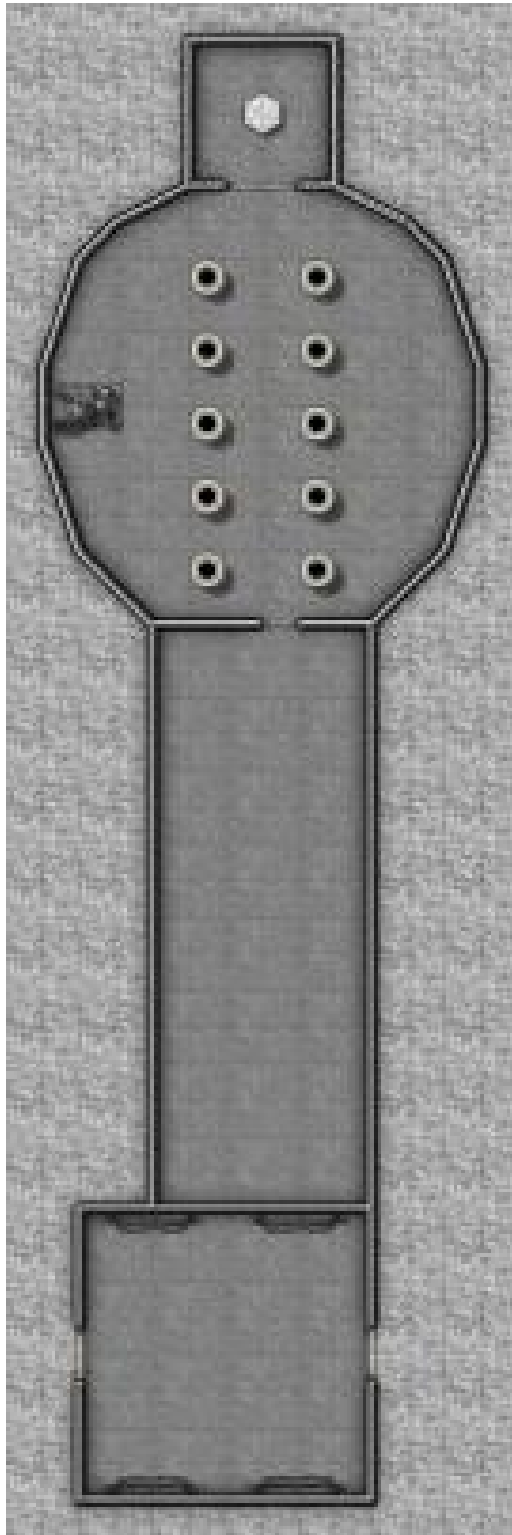
Map A: 1st Floor



Map B: 2nd Floor



Map C: Vault



Appendix B: Character Rewards

Wand of Paralysis

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. Make a ranged attack roll against that creature using your spell attack bonus. On a hit, the target is paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

The item is durable and has Dwarven runes worked into its design.

This item can be found on Magic Item Table G

Appendix C: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

Preparing the Adventure

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a

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

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

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

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

Appendix D: DWB D&D

What is DWB D&D?

We are an online community based around a mutual love of D&D and one of the largest online groups for Adventurers League play.

We like to provide access and opportunity for anyone interested in participating in this wonderful hobby of ours so they can connect with others and play regardless of barriers. We are an inclusive and accommodating group and we specialize in helping people learn to play and use the tools available for online play.



How to Get Involved?

The best way to get involved is to join us on discord! We have games everyday, a team of mentors ready to answer your questions and assist you, and a library of prepared games to save you time preparing them yourself.

Join the discord at: <https://discord.gg/yldzGmR>

Or you can contact me directly!

Twitter: twitter.com/Daddywarrbuxx

Facebook: facebook.com/Daddywarrbuxx

Email: daddywarrbuxx@gmail.com

Please reach out to me!

One of the things we are hoping to do is enable more writers an opportunity to share their work. We (try) to host an epic every three months, so if you are looking for an event to submit a CCC on or would like to create an adventure using the premade bundles let me know!



