

CCC – FCC – 001



Isles of Moss

Part 1 of the Mystery of the Isles

The City of Hillsfar has endured continuous chaos since the Rage of Demons. First Lord Vuhm Yestral dreamed of stability the day he took office. Five years later, the only real change is the number of grey hairs on his head. While xenophobia has reduced greatly, stability in the region is no where in sight. It has been a couple of months after the mighty beast was slayed and Hillsfar is barely recovering of the major assault by multiple factions. Now rumors of Red wizards kidnapping farmers have spread across the city. What could the Thayans be up to this time?

A Two – Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This adventure is designed for **three to seven 1-4-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.

This adventure occurs in the Southern part of the Moonsea near the City of Hillsfar. This adventure is written as part of **Extra Life Fresno 2019**.

Background

The **CITY OF HILLSFAR** has just survive another major assault. Since the incident of the Rage of Demon, the city has endured one major assault after another. The most recent came from the Thayans and the mystical beast. Adventurers rallied and fought off the threat, but the city haven't had time to rebuilt.

Now, rumors have spread of missing farmers from around Hillsfar coupled with reports of **THAYAN** activities on the abandoned **ISLES OF MOSS** just north of **HILLPICKET** has caused concerns among the factions and the leaders in Hillsfar.

The Isles of Moss is a series of abandoned small islands just north of Hillsfar. Legends speaks of a small humanoid tribe living on the middle island were the ruin of a small fort could be seen. The tribe angered the gods and were cursed to undeath. Now the island is filled with undead creatures. The factions decided to acquire the services of bold adventurers to sneak onto the island to spy on the Thayans and rescue the farmers.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 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.

Unlike traditional module, **Part 2** and **Part 3** occurs in the same area but some **NPCs** are not accessible until **Part 3**.

- **Part 1: The Legend (Call to Action).** Characters meet up at Hillpicket and prepare for their journey to the Isles of Moss. Characters can gather some rumors and meet with faction contacts to learn about the history of the Isles.
- **Part 2: The Truce.** Characters explore the main isle and fines themselves in a tough spot. There are too many guards on the island but runs into a succubus serving Gaz'zt. They negotiate a truce with the succubus so both could complete their mission. This is **Story Objective A**.
- **Part 3: Enemy of my Enemy.** Characters strategize their attack on the Red Wizards with the succubus. They save the farmers but must concede that Gaz'zt's goal has also been furthered. This is **Story Objective B**.

Adventure Hooks

Hillfarrians. Characters from Hillsfar are likely invested in the wellbeing of its citizen and stability of the region. Characters with background like *Folk Hero* from Hillsfar are especially keen to aid the farmers.

Faction Agents. Characters belonging to any of the five factions answer the factions call for assistant with the matter.

Explorers. If characters do not have an invested interest in the region of the faction, the opportunity to explore the Isles could be intriguing enough to attract them.

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: The Legend (Call to Action)

Estimated Duration: 15 minutes

Creature Information

Hillpicket

The tiny village of Hillpicket is one of several farming communities with a semi-fortified warehouse for farmers to store goods in the way to market. The village also has a smithy, a tiny shrine to Chauntea, and a newly built lighthouse slightly outside the village. On a normal day, adventurers would not travel to this out of the way village but today, duty demands they gather here. Characters can meet up anywhere in the village. Allow characters to make any purchases before the missions starts.

Light. The entire region is cover in dim light at the moment. Storm clouds fill the region around Hillsfar and the Moonsea.

Sound. The sound of heavy rain drops hitting the pavement and buildings, coupled with thunderous roar of the storm muffles out most other noise.

Weather. Rain is coming down in buckets. Strong wind and the year-long cold weather mean the air is chilling. Characters must endure cold temperatures (around **15°C** or **60°F**) though no special gear is required.

Call to Action

This is the call to action. Characters have received a letter instructing them to meet at the beach near Hillpicket early the next morning where they will be brief about their mission. Characters has been informed they are to travel to Isles of Moss for their mission but are instructed to tell no one about their mission.

The Beach

When the characters are ready, read or paraphrase:

As you climb down the cliff side, you notice two individuals dressed in leather armor waiting for you and a rowboat. The woman in green armor motions for you to approach.



The human female is named Traxex Davion (a **human**) and is a high-ranking member of the Order of the Gauntlet. Her bright red hair is iconic and acts as an identifier for herself and her twin brother.

Objectives & Goals. Traxex was the leader of the Valkyrie units who scouted the island. She is here to answer any questions the characters have about the island and enemy movements.

What Do They Know? Traxex reports around eight Red Wizards knight guard the area. The Red Wizards stay within the ruins and appear uncomfortable with the rough weather of Hillsfar. Characters can use this to their advantage. The knights answer to a captain and the captain answers to a head mage. The captives are kept outside in the rain and in cages. Attempting to land on the beach would be suicide, as the knights have a defensive position from that front. Traxex recommend landing from the back of the island though she is wary of the undeads in the forest. Alternatively, characters can try infiltrating the island from the sewer.

The characters must avoid capture. If they are, the factions will deny any involvement.



The human male is named Ajahad (a **human**) and is a member of the Harpers.

Objectives & Goals. Ajahad is here to brief the characters about their mission as the Harpers are the main sponsors of this mission.

What Do They Know? The Harpers and Ajahad are not clear what the Red Wizards are doing here. The Harpers want the characters to retrieve any logs or information about the Red Wizards mission here. However, the main objective is to free the farmers. The Harpers are willing to provide characters with a bag of **Dust of Disappearance** for the mission and a **Boots of False Tracks** if they retrieve any information that provides answers to the goals of the Red Wizard (i.e., a journal or log from the leading wizard).

Once the character is ready, Ajahad will roll the characters over to the sewer entrance. He also provides the character with the **Sending Stone** to call for him once they are ready to be evacuated.

Treasure

In addition to any gold reward the dungeon master decides to offer, the Harpers offer the characters a **Dust of Disappearance** to assist the characters with the mission and a **Boots of False Tracks** if the characters can recover any material detailing the purpose of the Red Wizards activities on the isles.

Part 2: The Truce

Estimated Duration: 50 minutes

The Isles of Moss

Most of the isles are too small to hold any buildings, except for the main isle in the center. An old stone fort was built here housing canons defending the bay of Hillsfar and a lighthouse. Most of the canon placement has been destroyed by nature but part of the main fort and the lighthouse still exist.

Light. Outside the ruins the storm clouds ensure there's only dimlight. Within the ruins, bright light is available as the Thayans ensure most of the hallways are well lit but the rooms, do not have light as strong winds blows through too often for torches or lanterns to stay lit.

Sound. The sound of heavy rain drops hitting the stone buildings, coupled with thunderous roar of the storm muffles out most other noise. This gives creatures advantage on any **Dexterity (Stealth)** checks.

Weather. Rain is coming down in buckets. Strong wind and the year-long cold weather mean the air is chilling. Characters must endure cold temperatures (around **15°C** or **60°F**) though no special gear is required.

Story Objective A

As characters explore the main isle, they quickly discover their mission is impossible to complete until they encounter the succubus. Characters have to accept necessary loses and agree to a truce with the succubus.

The Beach

The beach starts out flat but quickly climbs to a steep slope. The beach sand and the angle to climb makes it nearly impossible for a frontal assault to charge up the ruins easily.

At the top of the beach is a **courtyard** area where the farmers are held in cages exposed to the rain. This **courtyard** leads directly into the ruin fort.

Creature Information

The farmers are kept out in the courtyard exposed to the rain. They have not been properly fed or kept. The farmers are the halfling family, **Mr. and Mrs. Pennywise** (halfling), their adopted son **Micky** (a **human wererat**) and adopted daughter **Avariella** (a **tiefling apprentice wizard**) and two of their children. The other two farmers are farmhands working on the Pennywise farm.

Objectives & Goals. The farmers are exhausted and struggling to stay awake from enduring cold weather and lack of food. All the farmers have **four levels of exhaustion**.

What Do They Know? The farmers don't know much. They were picked up from their farm about five days ago. They know little about why. The rain has made it impossible to hear what the Red Wizards are discussing. None of the Thayan Knights have been kind to them.

The Sewers

The sewers are covered with vegetation from being abandoned for a long time. There are three exist from this sewers, one leading to the barracks (has a lot more feces and urine flushed down here), another to the office (clearly only one person here), and the third exit leads to an open room (rain water flowing down the tunnels). There are strange symbols painted on the walls of the sewers that are clearly made recently. A **DC 13 Intelligent (Religion) check** identifies the association of the symbols with Shar the goddess of darkness. If a character makes a **DC 17 check**, they identify the symbols as part of the Dark Moon Monks, a group of heretic Shar worshippers. A strange note craved into the walls of the sewer stating "We have infiltrated the wizards' rank" written in cipher needing a **DC 15 Intelligent check** to understand.

A **DC 17 Intelligent (Investigation) check** reveals a secret door sealed with strange runes. Characters can identify the runes and open the door with a **DC 15 Charisma (Nature) check** to appease the fey spirits in the runes. Characters

that speak **Druidic** automatically succeed on this check. If opened, the characters find a small study. The only notable object in the study is a black goldfish in a bowl.

The Ruin Fort

The ruin fort is made up of five main areas. The **barrack**, the **office**, the **stairway**, the **hallway**, and the **lighthouse**.

The **barrack** has eleven luxury bedrolls layout on the ground. At the end of each bedroll is a wooden box with personal belongings of each knight but no notable valuables. This area has dim light.

The **hallway** right outside the **barrack** has access to the **stairway** and the **courtyard**. This area is well lit.

The **stairway** leads from the **hallway** up to the **office** and the **lighthouse**. This area is covered in rainwater and has dim light.

The **office** is where the lead wizard rest and works. The room has expensive furniture including a comfortable large bed and a desk with papers and documents on it.

The **lighthouse** is partly destroyed. Half of the tower is exposed to the rain and rainwater pours into the towers flowing down the stairway.

Creature Information

There is a total of ten Thayan Knights (**human guards**). One of the guards stays in the **lighthouse** and he stays out of the rain. The other nine stays in the **hallway** area guarding the farmers and keeping themselves warm.

Objectives & Goals. The guards stay out of the storm while keeping an eye over the hostage. They do not expect any intruders and do not expect the farmers to break free at all. Every two hours, a guard from the **hallway** travels up to relief the guard in the **lighthouse**. The knights avoid the mage unless a threat is clearly present.

What Do They Know? The knights, if captured refuse to talk. They know the eternal wrath of the Zulkirs are worse than anything the characters can do to them.

The captain of the Thayan Knights (**human knight**) named Jake is meeting with the lead wizard (**human mage**) named Red Wizard Azor.

Objectives & Goals. The lead wizard is experimenting on necromancy with the goal of controlling the undead creatures in the Forest of Death. Red Wizard Azor is attempting to earn the favor of the Zulkirs by creating an army to invade Hillsfar. Thayan Knight Jake was assigned to Azor. While he absolutely hates Azor, he takes his job seriously and knows angering the Zulkir would mean eternal suffering.

What Do They Know? The knight or the wizard, if captured refuse to talk. They know the eternal wrath of the Zulkirs are worse than anything the characters can do to them.

A **succubus** named Kelsea lingers in the ruin fort waiting for an opportunity to complete her mission.

Objectives & Goals. Kelsea was sent by Gaz'zt to capture eight humanoids. She initially planned to steal the farmers but did not expect the vigilance from the Thayan Knights.

What Do They Know? The succubus has been studying the pattern of the knights. The knights are vigilant but uncomfortable in the cold weather. This means they avoid going outdoors into the storm. They have a good schedule and the size of the fort makes it difficult to split them off individually. The weak points, however, is the guard in the lighthouse and the mage-knight duo.

The succubus highlights the fact that the characters can not take on all the guards or the wizard-knight duo themselves. The characters clearly need the farmers alive, so the succubus is willing to compromise. If the characters help her capture at least eight of the Thayans (ie., knocking them out), she will help the characters rescue the farmers.

The succubus know Gaz'zt is experimenting with enchantments and needs humanoids as test subjects. She makes use of the hatred towards Thayans and the fact that she is not in a rush to negotiate with the characters. She reveals as little information about herself and her mission when negotiating, identifying Gaz'zt simply as her "master."

If the characters agree to assist, the succubus suggest starting with the mage-knight duo in the office. She will charm the mage while the characters take care of the knight. She will

remind the characters to use non-lethal damage and she will stay out of combat herself to make sure she is healthy and, in a position, to fight the characters if they try to betray her.

The Forest of Death

The forest covers most of the isle and is flooded with undead creatures wandering aimlessly. Entering the forest is unnecessary and likely suicidal.

Creature Information

The forest is filled with **zombies** and **zombie ogres** with the occasionally **beholder zombies**. There is no reason for the characters to enter this area. If the characters attempt to past through the area briefly, allow them to do so, the storm and low perception from zombies makes it easy for characters to travel through the area briefly instead of walking in the ruin. However, do not allow exploration of this area. Make it clear it is not safe to be exploring the forest.

Part 3: Enemy of my Enemy

Estimated Duration: 55 minutes

The Mage-Knight Duo

Red Wizard Azor stands behind his desk as he angrily lectures Knight Jake about the ineffectiveness of hire mercenaries. He complains about needing more humanoids but stated the mercenaries are too afraid of the Red Plume. He highlights how ironic it is that the Red Plumes vigilance comes from funding of the Red Wizards when they were still accepted in the walls of Hillsfar.

The characters can easily surprise the duo and the succubus charms the mage on her turn. For the purpose of this combat the mage automatically fails his save. The succubus then quickly retrieves the plans and store it in a pocket dimension to ensure she holds the high ground in the truce. However, the succubus will never betray the characters. She merely does not trust the characters.

Treasure

Red Wizard Azor wears a **Helm of Comprehend Languages**.

Combat Balancing

Here are some suggestions for this encounter:

Very weak and weak. Knight Jake has an AC of 16 instead of 18 as he is wearing chainmail instead of plate.

Strong and very strong. Knight Jake has maximum hitpoints (80 instead of 52).

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Knight Jake fights to the death. He tries to get out of the room and to the stairways to alert the guards.

Exploration. Characters can climb the outer walls of the ruins and enter through holds in the wall or windows to gain access to the stairway area to block the knight's path.

Social. Azor and Jake will not surrender and will fight to their death.

The Guards

The succubus can charm the lone guard in the **lighthouse** and a second one before the other guards begin to get suspicious. The succubus could also charm one or two guards as they take short breaks in the barracks. The number of guards charmed is based on the party balancing. Once the guard notice the anomaly the characters are forced to fight the guards. If the characters time it well, they can surprise the remaining guards as well. The succubus stays out of direct combat to ensure she remains in a dominant position in the truce. At no time should the succubus betray the characters. The guards fight to their death and refuse to surrender.

Once at least eight guards are captured, the succubus opens and portal to moves the bodies into an unknown realm. As agreed, she allows the characters to leave and hands over the Red Wizards plans.

Combat Balancing

Here are some suggestions for this encounter:

Very weak: Characters fight a maximum of four guards at once

Weak. Characters fight a maximum of six guards at once

Strong and very strong. Characters fight a maximum of eight guards at once

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The guards fight to the death.

Exploration. Allow characters to get creative at thinning the numbers of the guards out.

Social. The guards will not surrender and will fight to their death.

Rewards

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

Player Rewards

The characters can earn the following rewards:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; 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 feature 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 Unlock

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 1**.

- *Helm of Comprehend Languages*
- *Boots of False Tracks*

DM Note

The *Dust of Disappearance* can not be kept if not used during the adventure.

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.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

- **Red Wizard Azor.** A young red wizard (*chaotic evil*) who is climbing the wizardry leader in the house of necromancy, Azor works day and night to leave a mark on the Thayans plan of total domination.

Personality: I will stop at nothing to achieve my goals.

Ideal: No limits. Nothing should fetter the infinite possibility inherent in all existence.

Bond: I would throw away my life if it means gaining the attention of the Zulkirs.

Flaw: I always push blame onto my subordinate.

- **Thayan Knight Jake.** An experience veteran in the field, Jake (*lawful evil*) was overlooked for promotion on multiple occasions because his family lacked influence. However, he sees this as part of the order of the Thay that he dedicated his life to protect.

Personality: I'm rude to people who lack my commitment to hard work and fair play.

Ideal: Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine.

Bond: I must serve to maintain my family honors and loyalty to the Thayan Kingdom.

Flaw: I have little respect for those who are not proven warriors.

- **Succubus Kelsea.** After the failure of his trio incubi, the Succubus Kelsea (*lawful evil*) began to climb the ladder of leadership. Unlike most fiend, Kelsea knows the art of a sly diplomat. She confidently shares her name to built trust and never betrays humanoid who she forms contracts with.

Personality: The enemy of my enemy is my friend. For now...

Ideal: Honor. I do not break contracts I have agreed to.

Bond: Disposing of the incubi is my goal. We succubus can be more than toys to Gaz'zt.

Flaw: I share my name to gain trust from humanoids though it puts me at risk of arcane bondage.

Creature Statistics

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Succubus

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +9

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on its ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material plane, or vice versa.

Appendix 1: Character Rewards

Helm of Comprehend Languages

Wondrous item, Uncommon

While wearing this helm, you can use an action to cast the *Comprehend Languages* spell from it at will.

Magical runes and symbols similar to that of the Red Wizards are painted over this ordinary looking helm. It is unclear if the runes imbued the helm with its magic property or further power can be extracted by the right user.

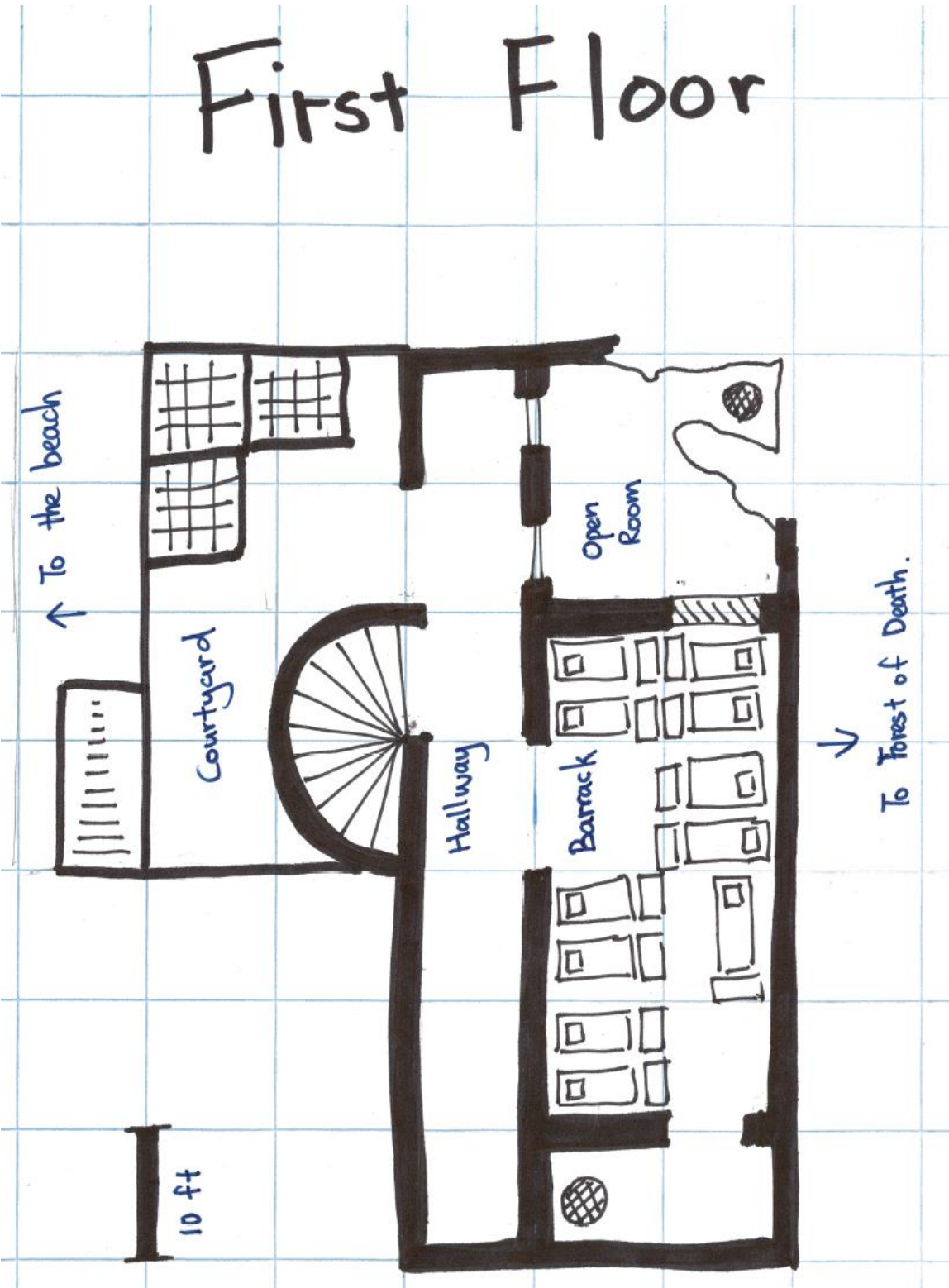
Boots of False Tracks

Wondrous item, Common

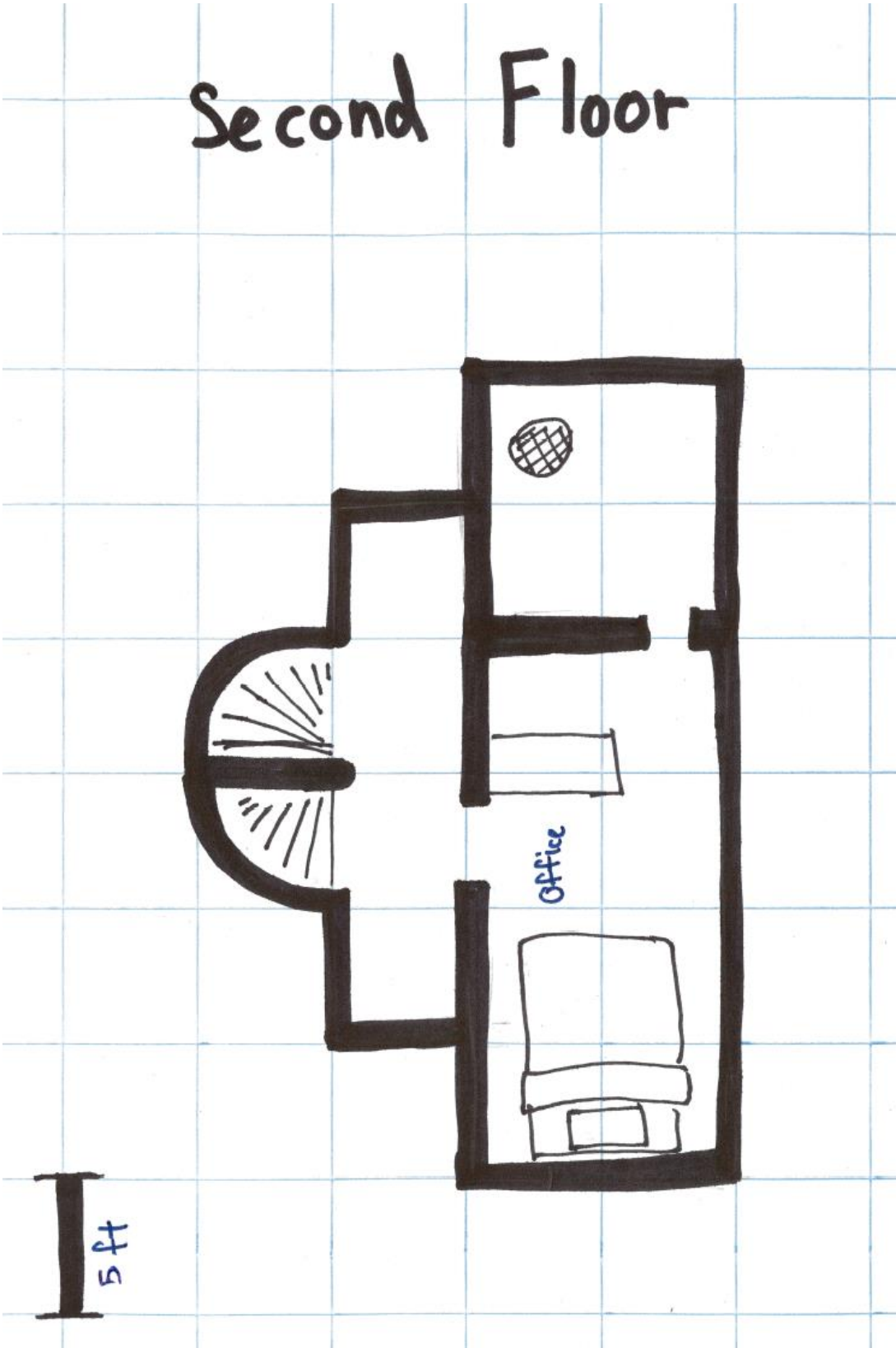
Only humanoid can wear these boots. While wearing the boots, you can choose to have them leave tracks like those of another kind of humanoid of your size.

Appendix 2: Maps

First Floor of Ruin Fort

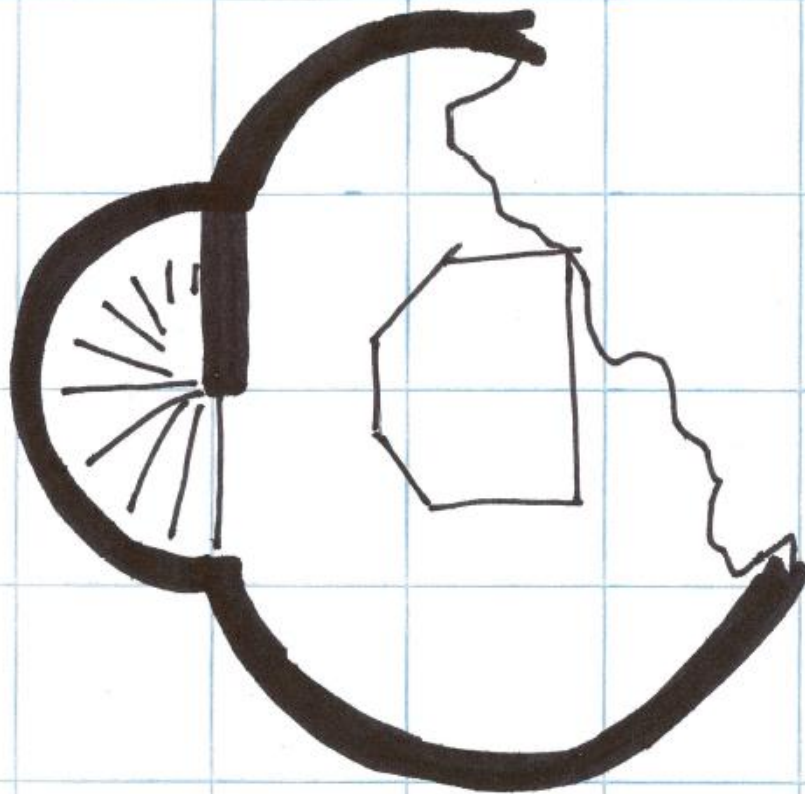


Second Floor of Ruin Fort



Lighthouse

Light house



5 ft

Appendix 3: 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.

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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 a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

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 the 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