

DDAL08-01



THE MAP WITH NO NAMES

A Waterdeep Adventure



Rumors abound of a map that leads to a treasure of unimaginable value. When chance drops the map into your hands, you have the chance to become wealthy beyond your wildest dreams. But you're not the only ones with that dream. The chase is on. Part One of the *Umbral Aristocracy Trilogy*. A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.

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ADVENTURE PRIMER

"Sometimes it's the journey that teaches you a lot about your destination"

—Drake

BACKGROUND

Rumors of a map leading to a massive treasure are running rampant in the streets of Waterdeep. Everyone seems to be gossiping about the map and what glorious treasure it might lead to. Among the many adventurers in Waterdeep, such wealth is a coveted dream—leading several groups of them to search the city for the fabled map.

However, the drow mercenary group Bregan D'aerthe want to find it first. To thin the competition, Bregan D'aerthe created several **FALSE TREASURE MAPS**, each unique, planting them in places where adventurers will no doubt find them. Rather than waste opportunity, all of these false maps ultimately lead to one of their rivals, the masked lord **ARTOR MORLIN**, aka the Baron of Blood. No matter if Artor or the adventurers are killed, Bregan D'aerthe wins.

The map found in this adventure was dropped during a bar fight on the floor of **GREEN'S REST**, waiting for adventurers to find and follow it to several locations used by minions of Artor Morlin before culminating in the **CITY OF THE DEAD**.

EPISODES

The adventure's story is spread over **three episodes** and takes approximately **two 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.

- **Episode 1: You Dropped This.** The adventurers are asked to follow a left behind treasure map. This is the **Call to Action**.
- **Episode 2: Follow the Clues.** The adventurers follow the map, go to various locations around Waterdeep and find more clues at each stop. This is **Story Objective A**.
- **Episode 3: A Crypt Portrait.** At the map's penultimate location, a lycanthrope protects the clue to the map's final location. This is **Story Objective B**.

BONUS OBJECTIVES

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: A Wedding Ring.** A smuggler pleads with the adventurers to retrieve his wedding ring from a crime boss's secret lair. This bonus objective is found in **Appendix 5**.
- **Bonus Objective B: Map Heist.** A pickpocket asks the adventurers to rescue her and her boyfriend from someone who wants to take the map. This bonus objective is found in **Appendix 6**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

How Will You Play?

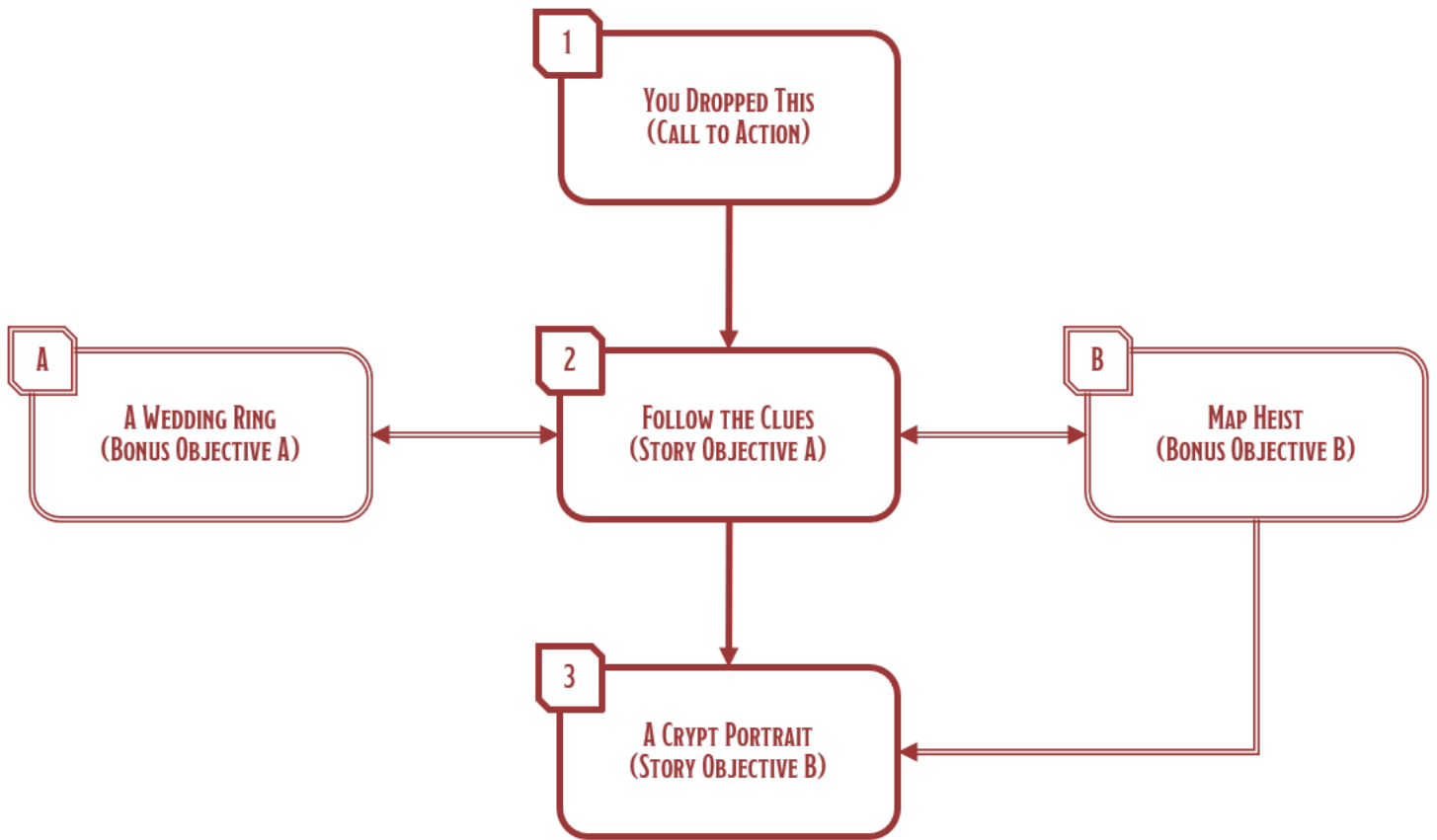
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by one or two hours by utilizing the bonus objectives. **Bonus Objective A** extends the Trollskull Alley scene in **Episode 2**. **Bonus Objective B** branches off from **Episode 2** when the adventurers are traveling between locations or are about to enter **Episode 3**.

EPISODE FLOWCHART

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



EPISODE 1: YOU DROPPED THIS (CALL TO ACTION)

Estimated Duration: 15 minutes

AN ADVENTURE UNFOLDS

In this section, the adventurers receive a treasure map from Duric of Green's Rest. Duric encourages the adventurers to follow it, as it may make for an entertaining tale later.

This adventure begins with at least one of the adventurers already in Waterdeep since the previous night. Rumors abound, and all of the adventurers have heard one. Create and give rumors to the adventurers using the contents of this adventure, such as the bar brawl, or other Season 8 material. Most of the rumors should be about the treasure maps found around town and the glorious treasures they could lead to.

In the morning, they arrive for a meal at the dining room of Green's Rest, known for their delicious cinnamon honey. They may have stayed overnight at the inn or chose to eat here (the locals speak highly of the place).

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Green's Rest is a well-kept inn/tavern with just enough frills and rough edges to make most feel comfortable.

The dining room has a bar and several tables, enough to comfortably hold up to 30. The morning meal here is a pleasant combination of bread and honey mixed with cinnamon.

Lighting. Between the outside light through the open windows or the green *driftglobe* over the bar, the dining room is brightly lit. These may be used to reveal *title mark glyphs'* nature (see sidebar) such as the one on the map given to the adventurers.

CREATURES/NPCs

Duric Green is a co-owner of Green's Rest along with his husband **Zelphin** (Zel for short). A handful of **commoners** are here eating breakfast.

Objectives/Goals. **Duric** and **Zel** are busy serving breakfast this morning. Duric is pestering Zel to ask the characters if the map belongs to them. Soon, Duric himself approaches the characters to find out.

What do They Know? Last night, cleaning up after a bar brawl, **Zel** found a treasure map with no names or recognizable marks but possessive of a curious glow. Green's Rest had no other overnight customers last night, so **Duric** believes that it belongs to one of the adventurers—otherwise he doesn't have the slightest clue as to whom it may belong.

CALL TO ACTION

The map clearly doesn't belong to the adventurers, but finding the actual owners is impossible—Green's Rest was simply too busy last night. Plus, with all of the rumors about treasure in town, most folks would claim the map just to get a piece. As far as Duric is concerned, the map belongs to the adventurers now.

Duric suggests they see where the map leads, offering them a free meal and drinks at the inn if they come back with an entertaining story (and a cut of whatever treasure they happen to find—you know, a "finder's fee!").

TITLE MARK GLYPHS

To make the maps seem hard to follow, Bregan D'aerthe left these glyphs at specific locations to guide the adventurers along the false path they laid. Also, the map the adventurers receive has the glyph at the top, where a map title would be. Consider adding more of these glyphs to a scene to assist with the adventure's pacing and to keep the action moving.

The *glyphs* are difficult to see, requiring a successful DC 15 Intelligence (Investigation) check to discern in mundane light, but they glow a pale gold when exposed to magical light (such as the *driftglobes* that illuminate Green's Rest). This is how Zel noticed the mark on the map given to the characters.

A character with a successful DC 10 Intelligence (Arcana) check recognizes that magical light causes the glyph's glow.

THE MAP

See **Appendix 7** for the map. The treasure map is blank except for a dotted path connecting five circled spots. The first three spots each has a clue written beside it and a large X marks the last. The *title mark glyph* is at the top, and glowing while exposed to magical light like from the *driftglobe* in Green's Rest.

The adventurers can ask the Waterdhavians for help in finding these locations, similar to a foreigner asking a local for directions. Additionally, characters from Waterdeep each recognize one of the first three locations from the clues. In time, the characters discover the following during the adventure:

- If laid atop a map of Waterdeep, the treasure map provides a general idea of each location—particularly the ward they're located in.
- The nature of the *title mark glyph* (see Title Mark Glyphs sidebar).
- Each circled spot maps to an area several blocks wide. The clues lead to somewhere within the circled areas, but never at the center of it (or at the center of the X mark of the last location).
- The clue for the **first location** has a troll's skull depicted, leading the characters to Trollskull Alley in the Northern Ward within which lies the house shown on the map.
- The clue for the **second location** refers to the first floor of the Hawk Man, one of the giant walking statues of Waterdeep. The interior has been hollowed out to form a multi-floored tower.
- The clue for the **third location** tells them to go below Three Daggers Alley—a place infamous for spectral daggers that attack passersby.
- The **fourth location** is in the Southern Ward, at the Crimson Brush. There's no clue for its precise location on the map. Instead, the adventurers are led here from clues found at the first 3 locations.
- A clue found at the Crimson Brush leads the characters to the **fifth location** (with the marked X), a specific mausoleum the City of the Dead.

PLAYERS DRIVE THE ACTION

The map is presented with a linear path, but the players don't need to heed that. They can travel to any of the first three locations in whatever order they wish. In fact, they start out closer to the Dock Ward than the other Wards. Each location allows for multiple types of approaches to allow the adventurers to reach their goal.

If it enhances the session, swap around the items that are listed for each location. Given some of the foes resistance or immunity to silver, you can opt to have the silver daggers normally found in Trollskull Alley to instead appear at one of the other locations.

In addition, the players needn't visit all of the first three locations to find where the fourth is. If they discover it through clever thinking and deduction without all of the clues, encourage them to press onward; the focus is to find where the map leads, not to tour Waterdeep.

EPISODE 2: FOLLOW THE CLUES (STORY OBJECTIVE A)

Estimated Duration: 60 minutes

WATERDEEP, THE CITY OF SPLENDORS

In this section, the adventurers follow clues for the first three locations marked on their map, to find clues to lead them to the fourth location.

PREREQUISITES

The characters begin this episode after receiving the map during the Call to Action.

STORY OBJECTIVE A

Discovering the location of the fourth circled spot on their treasure map is **Story Objective A**.

On the map, the first three clues lead to locations somewhere in Waterdeep. At each of those, the adventurers search around and find a hidden cache of items, including a clue to the location of the map's fourth circled spot. A *title mark glyph* is found at each of these locations, leading them to their clue.

CLUE LOCATION SCENES

Scene	Encounter	Ward
A	Trollskull Alley	North
B	Soaring Delights	Castle
C	Three Daggers Alley	Dock

BONUS OBJECTIVE A: This bonus objective (**Appendix 5**) extends the scene at Trollskull Alley.

BONUS OBJECTIVE B: This bonus objective (**Appendix 6**) occurs as the adventurers travel between locations.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. Waterdeep is the largest city on the Sword Coast, made up of multiple wards each easily the size of a large town. The populace is a diverse mixing of races and cultures, though primarily human. Many conveniences exist in Waterdeep that are seldom seen elsewhere, from paved streets with street signs to an extensive sewer and plumbing system.

Lighting. Unless otherwise stated, Waterdeep is brightly lit either from the sunlight or from the lit lamps that line most streets.

CRIME AND PUNISHMENT

At this time, provide the Code Legal to the players (See **Appendix 8**). This document is well known by all who visit Waterdeep. If the adventurers are about to commit a crime, warn them of the potential consequences if they are caught. Of note, regardless of the reason, murder of a Waterdeep citizen carries a strong penalty.

If the City Watch is summoned, a patrol of eight **guards** arrives in minutes, detaining everyone involved to question them. They return any stolen goods to their rightful owners and exonerate those deemed to have acted on behalf of the public good. They arrest as necessary, taking them to a jail in the Castle Ward, until an hour later when a magistrate can hear their case and pronounce punishment.

SCENE A. TROLLSKULL ALLEY

In this noted North Ward alley, the adventurers find the house that matches the depiction on their map. At the house, they'll meet a suspicious boy.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This squat, three-story house is the only building with round windows and side stairs in the area. It's bordered on both sides by other residences. The house is laid out as a family residence, but with most rooms neglected. A door to the basement is in the kitchen on the floor at ground level.

Secret Passage. The basement has a few storage rooms, one of which possesses a secret passage that leads to the city sewers.

Clue to Location 4. In the first room in basement, the *title mark glyph* has been written on one of the walls. If interacted with, a small section of the wall pivots on its central axis, revealing a wall cache with treasure inside. Additionally, written in grease-paint on the pivoted wall face are a string of letters:

"CNSRRBONIRUWMUTASSHROHED"

Lighting. Candles, lamps, and the occasional torch provide bright light on the main floor and basement, while the upstairs are dimly lit by sunlight filtering through the windows.

CREATURES/NPCs

Pavel is an anxious teenage boy (a **commoner**) who is alone in the house save for the ten smugglers (**bandits**) of varying races and citizenry currently in the basement.

Objectives/Goals. Pavel is here to send anyone away, unless they've got a key to the house, and to keep the activities downstairs secret. He nervously answers the door if anyone knocks, telling them "*no more, uh, um, v-visitors.*" The smugglers lounge

around between jobs—gambling with stolen coins and goods. They're scared of the City Watch and assume the City Watch sent the characters, comically running to escape when discovered.

What Do They Know? Pavel only recently joined the crew and guards them on orders. He doesn't know the smugglers. One of the smugglers has seen a symbol briefly glowing on a basement wall (a *title mark glyph*) when no one else noticed.

BONUS OBJECTIVE A: If pursuing this bonus objective, one escaping smuggler, a desperate man named Urth, returns to beg the characters for help. See **Appendix 5** for more details.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Remove five **bandits**.
- **Strong or Very Strong:** Add two **spies**.

TREASURE & REWARDS

Behind the pivoting section of wall, the characters find the following:

- A *wand of secrets*. Wrapped around the wand is a scrap of paper upon which is written:

"Whisper something that you've never told anyone"

PLAYING THE PILLARS

COMBAT

Pavel poses no threat. The smugglers much rather flee than fight. If forced to fight, half remain behind to distract the adventurers—hoping the others bail them out of jail later. This is purposely written as an easy fight.

EXPLORATION

The characters can use Stealth or the sewers to bypass Pavel and enter the house. In the sewers, a character that succeeds on a DC 15 Intelligence (Investigation) check finds the secret door leading into the basement.

SOCIAL

Pavel is a bad liar (Deception +0) and is easily coerced (roleplaying or skill check) to allow the characters inside. He rat's out the smugglers if it's to his benefit. He hides upstairs when the characters find the basement.

SCENE B. SOARING DELIGHTS

Soaring Delights is a restaurant on the first floor of the interior of the Hawk Man, one of the fabled walking statues of Waterdeep in the Castle Ward. The busy restaurant won't allow the adventurers to search around, unless they're willing to help out.

AREA INFORMATION

This area features:

The Hawk Man. The massive statue appears similar to an aarakocra with furred wings and an outstretched left arm and is in a moderate state of disrepair. Part of the interior has been hollowed out into a multi-floored tower. Guests and tenants access the tower by ringing a bell, which notifies the door guard to lower a rope chair or ladder.

Dimensions & Terrain. On the first floor, the Soaring Delights is a restaurant that primarily caters to the tower's wealthy tenants. The dining area is finely decorated. The kitchen and storerooms are in the back behind double swinging doors.

Lighting. The entire restaurant is brightly lit from sunlight and candles on the tables.

Clue to Location 4. The *title mark glyph* has been written on a stone in the kitchen floor under a barrel of fish. Prying out the brick reveals a hidden cache. On a piece of paper in the cache is written:

"FOUR AT A TIME. READ TOP TO BOTTOM."

CREATURES/NPCs

The Soaring Delights is owned and operated by the sisters **Shani** and **Vonda**, while Shani's husband **Adeyo** cooks (all **commoners**). **Nobles** and **commoners** alike crowd the dining area.

Objectives/Goals. **Shani** and **Vonda** wanted a smooth opening day to the public, but **Adeyo** and **Vonda** fell ill (ear infection), causing them to fall behind. They're all too busy to chat, but Shani is looking for folks to hire to get them through this busy time.

What Do They Know? Until today, Soaring Delights catered only the tower's tenants, but they've just opened to the general public. **Adeyo** and **Vonda** just want to get through the day bearing the pain. **Shani** doesn't tolerate anyone not in their employ mucking around the establishment. But in exchange for the characters working the restaurant during the current busy time, she lets them investigate wherever they like. The staff is unaware of the marked stone and hidden cache in the kitchen. The **commoners** are delighted to experience such extravagance, while the **nobles** in attendance are perturbed that they have to eat with "lesser" folk.

TREASURE & REWARDS

In the hidden cache in the kitchen floor, the characters find the following:

- Two silver daggers. These daggers can't be sold, and they can't be kept once the session ends but can be purchased for 1 treasure checkpoint. A note wrapped around one of them reads:

"For the shopkeep"

PLAYING THE PILLARS

COMBAT

None. The patrons and staff simply get out of the way if the adventurers push this avenue. They report to the City Watch later.

EXPLORATION

The cuisine centers around elegantly constructed fish, cheese and vegetable dishes, paired with wines. **Vonda** and **Adeyo** do their best to guide any who helps them prepare dishes in the kitchen.

SOCIAL

Improvise brief roleplaying scenes for the working adventurers. While on the job, complications arise: A patron accidentally begins choking. Pigeons fly in the kitchen creating droppings. A disruptive argument happens at a table.

SCENE C1. THREE DAGGERS ALLEY

In the sewers beneath this infamously cursed alley in the Dock Ward, the adventurers find a gang hideout.

AREA INFORMATION

This area features:

Dimensions & Terrain. Save for a few pieces of trash or a discarded crate, this 5-foot wide, 70-foot long alley is largely clear of debris. A covered sewer entrance lays halfway into the alley.

Lighting. The alley is shaded from sunlight during the day, leaving it dimly lit. The streetlamps don't reach the alley at night; it's ominously dark.

Magical Daggers. Whenever a creature passes 10 feet into the alley, three daggers magically appear and attack (+5 to hit) any creature in the alley—dealing 2 (1d4) piercing damage on a hit. The daggers can be destroyed (AC 14; 5 hit points; immune to poison and psychic damage). Destroyed daggers don't reappear for 10 minutes.

If there are no creatures in the alley, the daggers disappear. After 10 total minutes of attacks, they disappear for 10 minutes.

UNDERNEATH THE ALLEY

Under the alley, there is a secret door to the gang hideout in the sewer tunnel.

AREA INFORMATION

This area features:

Dimensions & Terrain. The ceilings here are 10 feet high, and 5-foot wide walkways flank a central 5 feet wide channel funneling sewage through the area. Rats scurry in and out of the muck.

From where the adventurers enter, 20 feet away there is a secret door revealed by a DC 15 Intelligence

(Investigation) check. The *title mark glyph* is inscribed on the door. Once found, the door can easily be opened by pushing inward, however it is **trapped**. The door leads to Scene C2, Gang Hideout.

Lighting. Dim light is present within 20 feet of an open sewer entrance. Otherwise, the area is dark.

Crossbow Trap. The secret door is connected by tripwire to two heavy crossbows mounted just past the door. The trap is triggered by anyone who opens the door, causing the crossbows to fire at whoever is in the doorway. The trap makes two attacks (+5 bonus to hit) that deal 5 (1d10) piercing damage.

When opening the door, a creature with a passive perception of 15 can see the tripwire before it is triggered. Once detected, a DC 10 Dexterity check using thieves' tools can disable the trip wire. Alternatively, the door can be opened slightly enough to allow someone squeeze through without triggering the trap. When entering the room like this, a creature must succeed at a DC 10 Dexterity (Acrobatics) check to avoid pushing the door further, triggering the trap. Any creature in the next room next to the crossbows can easily disarm them.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** The trap makes one attack.
- **Strong or Very Strong:** The trap makes three attacks.

SCENE C2. GANG HIDEOUT

The hideout is used by Dalia and her gang, who are away when the adventurers arrive. Unknown to the gang, their hideout has the clue the adventures seek.

AREA INFORMATION

This area features:

Dimensions & Terrain. The area consists of a 10-by-15-foot chamber with two similarly sized adjoining chambers: one serving as sleeping quarters complete with five straw pallets, and the other as Dalia's chambers.

Furnishings. The area is sparsely furnished, the common room has dingy low table piled with a deck of cards (Three Dragon Ante), and a sconce with a lit torch. Tracks show signs of recent activity. Two doors (one open, one closed) lead out of this room.

Lighting. A pair of lit candles are on the table giving the common room bright light and dim light into the sleeping area. Dalia's room is unlit.

Stone Coffin. In Dalia's room, in one corner is a locked stone coffin. A character with a successful DC 15 Dexterity check made with a set of thieves' tools or a DC 15 Strength (Athletics) can open it without the key. The coffin is empty, but a creature succeeding on a DC 11 Intelligence (Investigation) check reveals a false bottom. The *title mark glyph* is also inscribed on the false bottom. Once found, the hidden compartment under the false bottom is easily opened. Words are written at the bottom of the hidden compartment:

"ARRANGE IN SIX ROWS"

CREATURES/NPCs

Ten minutes after the adventurers arrive, Dalia, a **wererat**, and her gang (two **bandits**) are returning to their hideout. Thinking no one else is in the area, their voices echo in the sewers far ahead of them, talking of a recent job they did for "The Baron."

Objectives/Goals. After finishing a job elsewhere, Dalia and the gang are looking to rest. If the adventurers don't linger, they evade Dalia's crew. Otherwise, Dalia and her gang don't take kindly to intruders, and fight to kill.

What Do They Know? Dalia (or one of the bandits if Dalia is not present) has the key to the stone coffin. Dalia didn't know about the false bottom. None of the gang knows anything about the *title mark glyph* or when it was inscribed. Dalia works for a man she calls the Baron (Artor Morlin). They know nothing else pertinent to this adventure.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Replace the wererat with two **bandits**.
- **Weak:** Replace the wererat with three **bandits**.
- **Strong:** Add a **wererat**.
- **Very Strong:** Add a **wererat** and three **bandits**.

TREASURE & REWARDS

If the characters find the hidden compartment, they find the following within:

- Two *potions of healing*

PLAYING THE PILLARS

COMBAT

For combat-oriented groups (and if time permits), remove the crossbow trap and have Dalia and crew return sooner to their hideout. Dalia tries to escape in the sewers when reduced below half hit points. Once Dalia is defeated or flees, the others then try to escape.

EXPLORATION

They can avoid the magical daggers using other sewer entrances several blocks away. A character can lead the group back to the area though the sewers with a DC 12 Wisdom (Survival) check or by having the City Secrets feature from the Urchin background (or something similar).

SOCIAL

A **spy** named Sarande is traveling in the area of the alley. She offers her aid to unsure adventurers for a cut of any profits. Privately, she wants revenge on Dalia's gang and is satisfied just robbing her. If hired, she aids the adventurers in this scene. She has a silver dagger.

WRAPPING UP THE EPISODE

To complete this episode's objective, the adventurers must discover that the location of the fourth circled spot on their treasure map is the Crimson Brush in the Southern Ward. This is done by using the clues found during this episode (see Solving the Puzzle below). Scene 3 begins with the adventurers arriving at the Crimson Brush.

SOLVING THE PUZZLE

The clues are as follows:

- CNSRRBONIRUWMUTASSHROHED
- FOUR AT A TIME. READ TOP TO BOTTOM.
- ARRANGE IN SIX ROWS.

To solve, take the first 4 letters from the first clue and then write down the next 4 letters in a row underneath. This arranges the letters into 6 rows that looks like this:

C	N	S	R
R	B	O	N
I	R	U	W
M	U	T	A
S	S	H	R
O	H	E	D

When read from the first column, top to bottom, it reads "*Crimson Brush Southern Ward.*"

EPISODE 3: A CRYPT PORTRAIT (STORY OBJECTIVE B)

Estimated Duration: 45 minutes

THE CRIMSON BRUSH

In this episode, the adventurers find a portrait of a crypt. That crypt is the ultimate destination on their map, leading them into DDAL08-02 *Beneath the City of the Dead*.

PREREQUISITES

The clues gathered in Episode 2 lead the characters to the Crimson Brush.

STORY OBJECTIVE B

Finding the purported location of the treasure as directed by the map is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Crimson Brush is an art shop on the first floor of a small 2 story building. A small, standard apartment is upstairs.

The shop itself is a display room, 15 feet wide by 50 feet long, with shelves spread throughout. A shop counter is along the back wall, next to a door leading to the back. Canvas artwork and painted trinkets are on display throughout. Most of the art includes blood as a theme or a depicted object colored blood red.

The clue the adventurers seek is the wall mounted crypt portrait behind the shop counter. The portrait features a statue pointing to a mausoleum crypt highlighted by a blood red sunset in the background. The *title mark glyph* is in the center of the painting.

Lighting. No windows are present on the first floor. A chandelier candelabra provides bright light.

Dropped Candelabra. The rope holding the candelabra can be cut, dealing 1d10 bludgeoning damage to a creature standing under it. A successful DC 15 Dexterity save halves the damage.

The Portrait: The Final Clue. The crypt looks like many others. The adventures must either take the painting or study it long enough to note small identifying landmarks for locating the actual crypt. It is common knowledge that the City of the Dead is the ward where Waterdeep inter their dead

CREATURES/NPCs

Gath (a **werewolf**) is the owner, artist and tenant of the Crimson Brush.

Objectives/Goals. At first, Gath acts as a normal shopkeep. When the adventurers show great interest in the crypt portrait, he views them as threats to his master to stop at all costs. He refuses all offers to sell the portrait.

What Does He Know? The crypt in the portrait belongs to his master, who values his privacy. Gath knows it will be a fatal mistake if his master discovers his portrait led others to his crypt. Gath knows nothing about the *title mark glyph*, shocked by its appearance on the portrait.

The City Watch. If loud sounds result from a combat in the Crimson Brush, passersby hear the disturbance. Fearing for Gath's life, they call for the City Watch who arrive minutes later.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Gath is a **wererat**; change damage immunities to damage resistances.
- **Weak:** Gath is a **wererat**.
- **Strong:** Add a **rug of smothering**.
- **Very Strong:** Add a **rug of smothering** and a **guardian portrait**.

PLAYING THE PILLARS

COMBAT

Gath knocks over one of his shelves to block the shop's exit and physically tries to block access. For those without silvered weapons, suggest grappling Gath and shoving him prone to assist their allies.

EXPLORATION

They can steal the painting! Create opportunity and obstacles for the adventurers to handle in this heist. Use locked doors, traps listed elsewhere in this adventure, a pet guard dog or similar ideas.

SOCIAL

Gath has a distaste for all things silver and avoids ever touching it in any form. If duped or charmed, Gath may reveal he secretly works for a powerful noble he knows as "The Baron" (Artor Morlin).

WRAP-UP: A SECRET UNFOLDED

Upon discovering that the final location depicted on their treasure map is a specific mausoleum in the City of the Dead, the characters may move out to search out the resting place of the treasure.

En route to the City of the Dead, they run into Duric from Green's Rest on the streets as he runs errands for the inn. Happy to see them, Duric asks for the adventurers' tale so far, and is excitedly surprised of the maps authenticity. In exchange for a good tale, Duric offers their next stay at Green's Rest on the house (and politely suggests that two percent would be a suitable finder's fee).

From here, the story continues in DDAL08-02 *Beneath the City of the Dead*.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** Find the fourth map location.
- **Story Objective B:** Discover where the map leads.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A.** Find Urth's wedding ring.
- **Bonus Objective B.** Rescue Nezra and Larth

PLAYER REWARDS

The characters earn the following player rewards for **completing the adventure**:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Wand of Secrets. By whispering a secret to themselves that they have never told anyone, the owner can cause the tip of this wand to glow with light equal to a candle. This item can be found in **Appendix 10**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and information relevant to the adventure.

- **Duric Green (DUR-ick green).** Along with his husband Zelphin (Zel for short), Duric is the co-owner of Green's Rest, an inn/tavern. Green is a tall, stocky and balding human male with a beard that can rival any dwarf's. The middle-aged man smiles often with a jovial demeanor, offering optimistic words of encouragement to guests.
Personality: *I choose to focus on the positive. Negativity worsens your health and your income.*
Ideal: *Prosperity and good impressions with others often go hand in hand.*
Bond: *My husband and our business is my whole world. And I wouldn't have it any other way.*
Flaw: *I'm somewhat terrible at keeping secrets.*
- **Gath (GAATH).** Gath is a slipshod attired short male that owns the Crimson Brush, a shop wherein he sells his artwork. Gath sells his art in the afternoon, paints into the night and sleeps in. Gath secretly works for a ruthless and powerful noble, mainly as a messaging hub.
Personality: *When I see a scene that inspires me, I paint it without concern for the consequences.*
Ideal: *Blood is beautiful. Its color highlights my art.*
Bond: *My life is forfeit if I fail my master.*
Flaw: *I'm personally, and physically, adverse to silver. I even don't like handling silver coins.*
- **Nezra (NEZZ-rah).** Found in Bonus Objective B. Nezra is a pickpocket that bounces around between gangs, uncomfortable with staying with one group for too long. Her boyfriend, Larth, wants her to leave her pickpocket days behind her.
Personality: *I like to have a plan when doing dangerous activities.*
Ideal: *We should all work smarter, not harder.*
Bond: *I am loyal to my fellow thief, as long as they don't cross me first.*
Flaw: *My conscience sometimes gets the better of me after I steal.*
- **Pavel (PA - vell).** Pavel is teenaged lanky boy of Moonshea heritage. He picks jobs when he can, and illegal ones pay him better. The City Watch caught him at his last lookout job for the smuggling gang. He strongly doesn't want a repeat experience.
Personality: *Today is what matters. I'll worry about tomorrow, tomorrow.*
Ideal: *Enough money lets me do whatever I want.*
Bond: *I want to climb the ranks in the smuggling gang.*
Flaw: *I'm terrified of being caught by the city watch again after they arrested me last time.*
- **Shani and Vonda (SHA-nee and vonn-DUH).** These human sisters, born in Turmish, immigrated to Waterdeep years ago attracted by the city's allure. They started a business that has grown into the successful Soaring Delights. Shani is outgoing, insightful and confident. Vonda is empathetic, patient and resolute. Shani is married to Adeyo, a quiet man who works for the sisters in the restaurant's kitchen.
Personality: *Our food is art that we enjoy sharing with others.*
Ideal: *Sharing a meal is the best way to start a friendship.*
Bond: *Though born elsewhere, we love Waterdeep as much as anyone born here.*
Flaw: *Shani doesn't tolerate rudeness. Vonda is a workaholic.*
- **Urth (ERR-TH).** Found in Bonus Objective A. Urth is a petty thief with a gambling problem. He is a discreet, opportunistic, small time crook, who is also a devoted husband.
Personality: *I make the most of my opportunities to get what I want.*
Ideal: *If it's small enough, no one will notice it's gone.*
Bond: *I work to make life better for my wife, Alice.*
Flaw: *I'm not careful when I gamble.*

APPENDIX 2: CREATURE STATISTICS

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to *hit*, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to *hit*, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to *hit*, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to *hit*, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

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)	10 (+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.

GUARDIAN PORTRAIT

Medium construct, unaligned

Armor Class 5 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common, plus up to two other languages

Challenge 1 (200 XP)

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

Innate Spellcasting. The portrait's innate spellcasting ability is Intelligence (spell save DC 12). The portrait can innately cast the following spells, requiring no material components:

3/day each: *counterspell*, *crown of madness*, *hypnotic pattern*, *telekinesis*

False Appearance. While the figure in the portrait remains motionless, it is indistinguishable from a normal painting.

MIMIC

Medium monstrosity (*shapechanger*), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

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

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. 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.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

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

Languages –

Challenges 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an *antimagic 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., Medium or smaller creature. *Hit:* 3 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.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

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.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The Thug makes two melee attacks.

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

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

TRAPPER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	2 (-4)	13 (+1)	4 (-3)

Skills Stealth +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages –

Challenges 3 (700 XP)

False Appearance. While the trapper is attached to a ceiling, floor or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 10 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Smother. One Large or smaller creature within 5 feet of the trapper must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until the grapple ends, the target takes 17 (4d6 + 3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded and at risk of suffocating. The trapper can smother only one creature at a time.

WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+X)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

STAT BLOCK HEADING

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

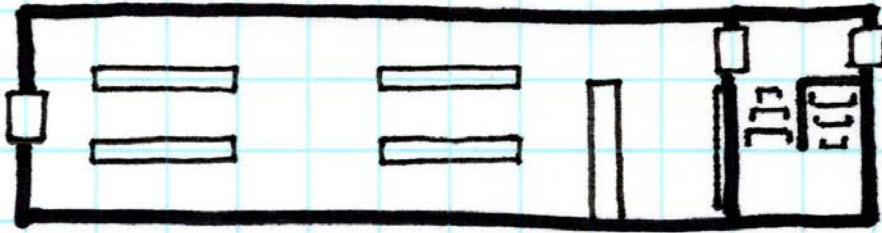
Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

APPENDIX 3: GANG HIDEOUT MAP



APPENDIX 4: CRIMSON BRUSH MAP

THE CRIMSON BRUSH



□ = 5 FT

APPENDIX 5: A WEDDING RING (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

SCENE A. PLEA FOR HELP

During the Trollskull Alley events of **Episode 2**, a thief pleads with the adventurers to recover his lost wedding ring.

PREREQUISITES

This scene occurs when the adventurers play through the Trollskull Alley scene in **Episode 2**. It can be used at any point during the scene by adjusting when Urth meets with the characters. This can't run after **Episode 3** starts.

BONUS OBJECTIVE A

Recovering the wedding ring is **Bonus Objective A**.

CREATURES/NPCs

Urth (**spy**) is in the basement when the adventurers find the smugglers. He escapes at first with the others but returns shortly after the others leave. Optionally, he's one of the smugglers the adventurers capture or meets them outside.

Objectives/Goals. Urth wants his wedding ring back.

What Do They Know? Urth is a petty thief with a gambling problem, losing his wedding ring in a previous bet here. Urth came today to win it back, but learned Blegor, the head of this gambling operation, has kept it for himself. With Blegor absent, he sees the adventurers as his best chance to get it back. Urth does not want to be arrested (his bets were also stolen goods) but he is willing to risk the adventurers turning him in to get the ring back.

Urth tells the characters where Blegor's room is, suggesting that they start there. He assumes deadly traps await and that they are better able to handle the traps than he can.

FIND IT YOURSELF URTH!

Even if the adventurers agree to help Urth, they may want him to lead the way to finding the ring, or possibly have him find it himself. Urth is reluctant but agrees to this.

If the adventurers go with him, use the **spy** statistics to adjudicate Urth's success. For simplicity, Urth locates the secret ladder to the second basement and picks the lock on the door below.

Regardless, the rug kills Urth without the adventurers' aid.

SCENE B. BLEGOR'S ROOM

The adventurers unlock and enter Blegor's room, finding a secret ladder

AREA INFORMATION

This area features:

Dimensions & Terrain. This room is in the basement nearby where the smugglers gambled. The door has "Keep out!" written on it and is locked, opened by a DC 15 Dexterity check using Thieves' Tools or bashed open with a DC 15 Strength (Athletics) check.

Inside, the 10 feet by 15 feet room has a desk, chair and a bookcase stocked with books on various subjects. Scribbled notes with the beginnings of spell research into creating abjuration wards (no value) lie on the desk.

A DC 12 Wisdom (Perception) check finds drag marks on the floor, implying that the book case moves. A DC 8 Intelligence (Investigation) check reveals a hidden catch that slides open the hinged bookcase. Behind the bookcase, there is a 5 feet square secret area with a ladder heading down 10 feet below into **Scene C. Hallway**.

Lighting. The room is unlit.

SCENE C. HALLWAY

The adventurers enter a second basement from the ladder in Blegor's room. It begins with a trapped hallway.

AREA INFORMATION

This area features:

Dimensions & Terrain. This 5-foot wide hallway extends 30 feet total turning a corner at its midpoint. It ends in a locked door that leads to Scene D. The door is opened by a DC 15 Dexterity check using Thieves' Tools or bashed open with a DC 15 Strength (Athletics) check.

Lighting. The area is unlit, but has an unlit torch resting in a sconce at the corner in the hallway.

Pit Trap. At the corner in the hallway is a pit trap. The trap is concealed by a bit of canvas painted to look like the rest of the floor. A DC 15 Wisdom (Perception) check finds the canvas. A character rolls at disadvantage if someone is ahead of them in the hallway blocking the view of the floor.

Whenever anyone steps on the canvas, they must make a DC 15 Dexterity saving throw. On a successful save, the creature catches themselves on the pit's edge or instinctively steps back. A creature that fails the saving throw falls into the 10-foot deep spiked pit—falling prone and taking 3 (1d6) bludgeoning and 7 (2d6) piercing damage from the spikes at the pit's bottom.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Reduce the trap's Dexterity Saving Throw DC to 13 and its spike's damage to 3 (1d6)
- **Very Strong:** The pit is 20 feet deep instead, increasing the fall damage to 7 (2d6) bludgeoning.

SCENE D. ANTECHAMBER

An antechamber lies between the hallway and Blegor's bedroom.

AREA INFORMATION

This area features:

Dimensions & Terrain. Other than the door the adventurers just entered through, this 15-foot square room has a rug in one corner with another door just past it. Arcane scribbles in chalk are on each of the walls. The scribbles are harmless and too incomplete to reconstruct their meaning. A decomposed body melted with acid lies in corner beside the rug.

Lighting. This room is unlit and has no wall sconces for torches.

Pressure Plate Trap. Just past the door from the hallway, there is a pressure plate trap. A DC 15 Wisdom (Perception) check reveals the crease around the pressure plate. When at least 30 pounds of weight is applied to the trap, a compartment above opens dropping vials of acid on the triggering creature. The creature must make a DC 15 Dexterity saving throw. On a failure, they suffer 11 (2d10) acid damage.

CREATURES/NPCs

The rug is a **mimic**.

Objectives/Goals. The rug follows orders, literally.

What Do They Know? Blegor ordered the rug to only attack or adhere to creatures who attack or step on it. Blegor normally rolls it up or drags it aside to avoid the rug from attacking him.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Reduce the trap's Dexterity Saving Throw DC to 13 and its damage to 5 (1d10). Halve the **mimic's** damage and it has 29 hit points.
- **Weak:** Reduce the trap's Dexterity Saving Throw DC to 13. The **mimic** has 29 hit points.
- **Very Strong:** Change the mimic to a **trapper**.

SCENE E. BLEGOR'S BEDROOM

The adventurers find the wedding ring in Blegor's bedroom.

AREA INFORMATION

This area features:

Dimensions & Terrain. This 20-foot long by 15 feet wide room has a nice, comfortable bed in one corner, a rug, a desk and a chest. On the desk is several unlit candles in holders and a spellbook (see treasure below). Inside the strongbox is treasure, including Urth's wedding ring. A piece of paper lies on top of the wealth.

Lighting. The room is unlit, but unlit candles are on the desk.

Glyph of Warding. On the paper is written the word "Oops." If anyone within 20 feet of the paper says this word aloud, all creatures within 20 feet of the paper must make a DC 15 Dexterity saving throw. On a failure, they suffer 22 (5d8) cold damage. A successful save halves this damage.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

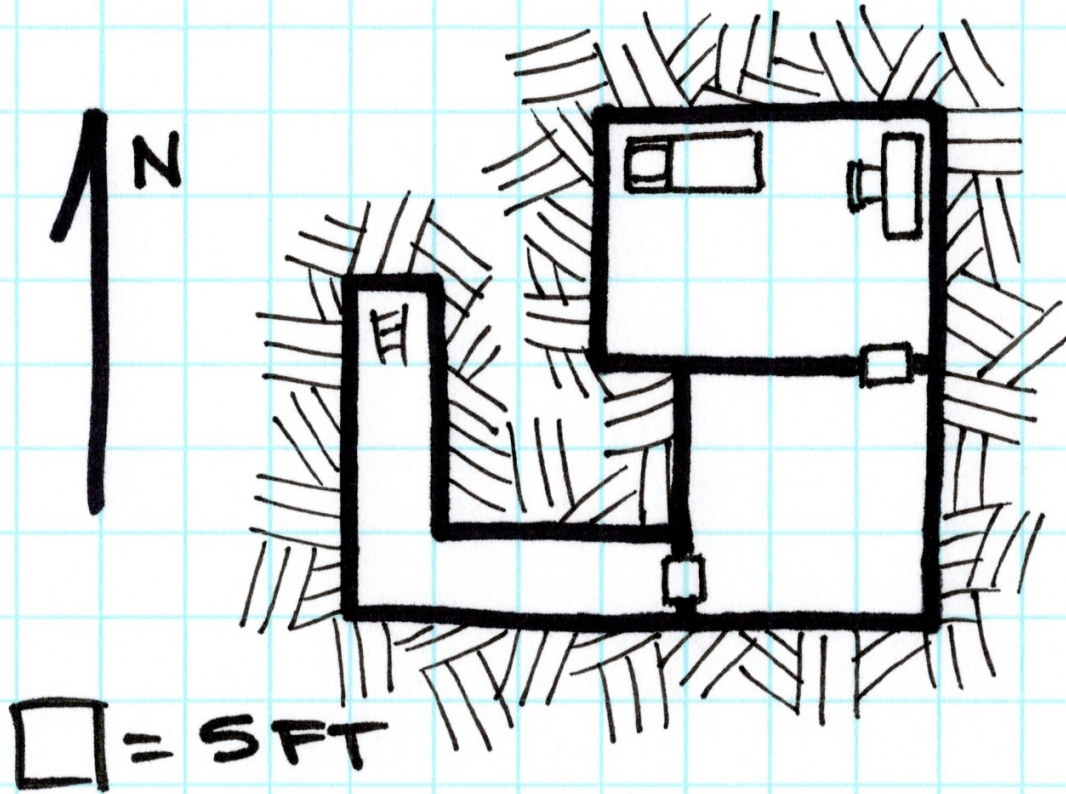
- **Very Weak:** Reduce the trap's Dexterity Saving Throw DC to 13 and its damage to 9 (2d8).
- **Weak:** Reduce the trap's Dexterity Saving Throw DC to 13 and its damage to 13 (3d8).

TREASURE & REWARDS

In the strong box, the characters find the following:

- A wooden box filled with various coins and jewelry—including Urth's wedding ring.
- A letter from "The Baron" to Blegor, instructing him to "spy on the drow."
- A *spellbook* with the following spells: *glyph of warding*, *identify*, *invisibility*, *locate object*, *mage armor*, *magic missile*, *rope trick*, *snare*. One character may keep this spellbook.

A WEDDING RING



APPENDIX 6: MAP HEIST (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

A SIDE RESCUE

Bregan D'aerthe has created competition for the adventurers' map, to help reinforce the map's authenticity. In these scenes, the adventurers need to fend off the competition and perform a rescue.

PREREQUISITES

This scene occurs after the adventurers visit any scene in **Episode 2**, in a ward of your choosing. This can't run after **Episode 3** starts.

BONUS OBJECTIVE B.

Rescuing Nezra and Larth—two thieves caught up in Ravik's plans for the map—is **Bonus Objective B**.

In addition, if the adventurers somehow lose possession of the map, they must recover it without the City Watch's help.

CREATURES/NPCs

Throughout these scenes, the events are watched by two members of Bregan D'aerthe.

Objectives/Goals. They observe the adventurers and how they handle the attempts to take the treasure map. If they lose the map, they secretly step in to aid the adventurers in the map's recovery.

What Do They Know? They know everything in the Adventure Background.

SCENE A. PICKPOCKET

Nezra tries to secretly take the map from the adventurers.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This occurs anywhere in the streets of Waterdeep, preferably one busy with travelers. The streets are generally 20-foot wide, lined with 5-foot wide sidewalks.

Lighting. These streets are brightly lit with natural daylight or with lit candles along the streets.

CREATURES/NPCs

Nezra, a **spy**, prowls the streets after the adventurers.

Objectives/Goals. Nezra uses a thick crowding of people to come by, find and take the map, using her Sleight of Hand opposed by the adventurers' passive Perception. If successful, have the characters make an active Perception check. If she still goes unnoticed, she escapes. Otherwise, if caught, she begs the adventurers to rescue Larth.

What Does She Know? Ravik and his gang captured Nezra and her boyfriend Larth earlier. Ravik told Nezra of the adventurers and ordered her to steal their treasure map, threatening Larth's life. Nezra knows the abandoned warehouse where the Ravik, Larth and the others are.

NEZRA SUCCEEDS?

The observing members of Bregan D'aerthe follow Nezra to the warehouse. Afterwards, disguised as a human, one of them returns to the adventurers with news that they've been robbed and where they the pickpocket went.

At the warehouse, Ravik reneges on their deal and recaptures Nezra.

SCENE B. ABANDONED WAREHOUSE

Ravik and his crew are holed up in a warehouse with hostages. More show up later (see **Scene C**).

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The warehouse is one large room, 40-foot square. Empty boxes fill almost half the interior.

Lighting. Bright light within 10 feet of any open doorway or window not blocked by boxes. Otherwise, it is dimly lit.

CREATURES/NPCs

Ravik, a **duergar**, waits inside with his gang, 2 **bandits**. Larth (**bandit**), sits on the floor tied up. If Nezra returned here with the map, she's tied up too.

Objectives/Goals. Ravik wants the treasure map, so he can follow it to treasure.

Larth wants to escape, with Nezra safe.

What Do They Know? Ravik met with a drow earlier today (secretly a member of Bregan D'aerthe). From the drow, Ravik learned of the treasure map that the adventurers found this morning and the treasure it leads to. Believing in it, his gang ambushed Nezra and Larth. With Nezra being the better thief, Ravik bargained with her, Larth's life for the treasure map. Ravik knows the drow used a false name when they met.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **bandits**.
- **Weak:** Remove one **bandit**.
- **Strong or Very Strong:** Add a **duergar**.

SCENE C. NEW ARRIVALS

Tipped off by Bregan D'aerthe, other foes show up to take the treasure map. This occurs shortly after the adventurers interact with **Scene B**.

CREATURES/NPCs

Three **thugs** are the victims of a *suggestion* spell cast by Bregan D'aerthe. Fed the adventurers' description, these three were told to get the treasure map from the adventurers.

Objectives/Goals. The thugs were told that they dropped their treasure map at Green's Rest and to get it back, they'll need to fight the adventurers who now have it. They were also fed the adventurers' description and general vicinity. They arrive just as the adventurers interact with the warehouse. They attack the adventurers, as well as Ravik and his gang.

What Do They Know? Other than it's a treasure map, they know nothing about it or what's written on it. Once the spell wears off, or if directly asked, they know that it was a pair of drow that used charm magic on them.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** As weak, and they arrive after Ravik is defeated.
- **Weak:** Remove two **thugs**.
- **Very Strong:** Add two **thugs**.

PLAYING THE PILLARS

COMBAT

Ravik and his gang see everyone else as enemies. Likewise with the thugs. A three-way battle ensues. They all obviously fight nonlethally. Larth (and Nezra if she was captured) tries to escape during the battle.

EXPLORATION

If with the adventurers, Nezra helps them, but focuses on saving Larth during any fight. A good distraction can split Ravik's gang, making a rescue easier. The thugs know the adventurers are at the warehouse somewhere, not exactly where.

SOCIAL

Ravik never wanted a direct fight with the adventurers, and a convincing argument makes him and his gang retreat. The thug's enchantment ends if given something they are deceived to believe is the map.

SCENE D. CITY WATCH

Between the disturbance on the streets or bystanders seeing thugs brandish weapons and enter a warehouse, the City Watch has been summoned.

CREATURES/NPCs

A City Watch patrol led by a sergeant (eight **guards**) arrive on the scene in the aftermath.

Objectives/Goals. The Watch want to restore the peace, making arrests as appropriate.

What Do They Know? They have only eye witness reports of the activity in the past scenes. Ravik is a known criminal, accused of other kidnappings. During the questioning, they learn from the thugs and

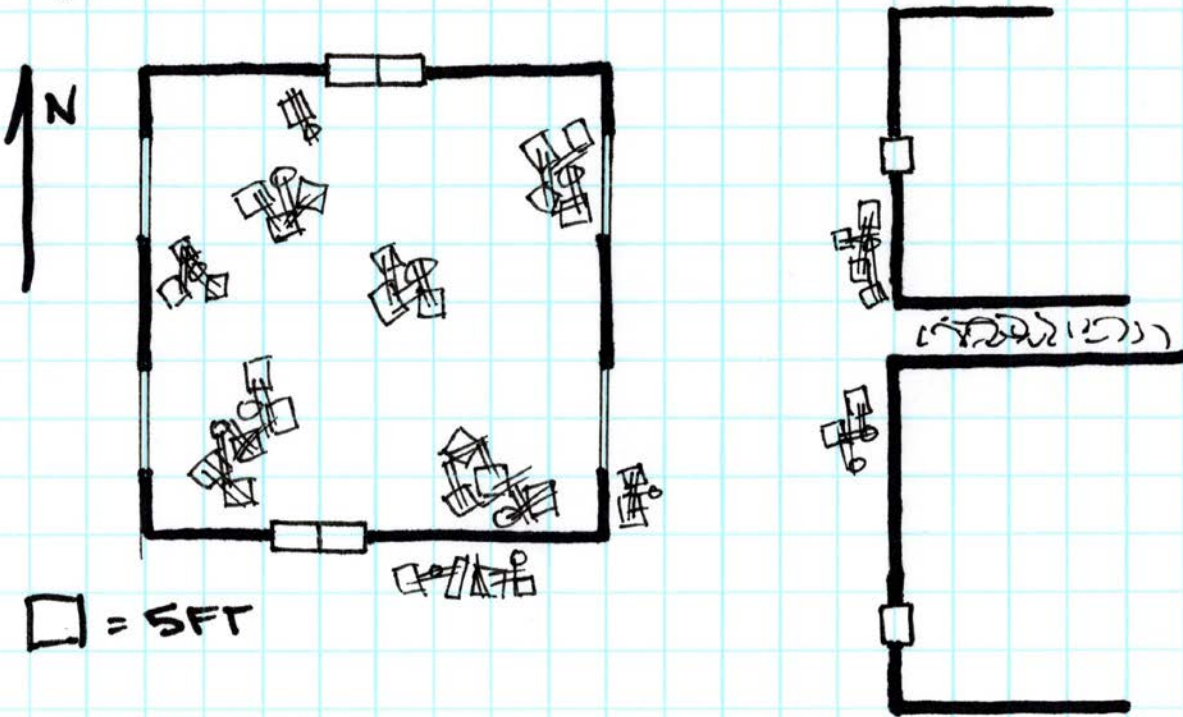
Ravik about the drow that tipped them both. The sergeant tell the adventurers this and question them about any involved drow (other than drow adventurers in their group).

Other Reports. City Watch patrols hear reports from all around Waterdeep. They discuss any reports involving people with their description and ask them about their involvement.

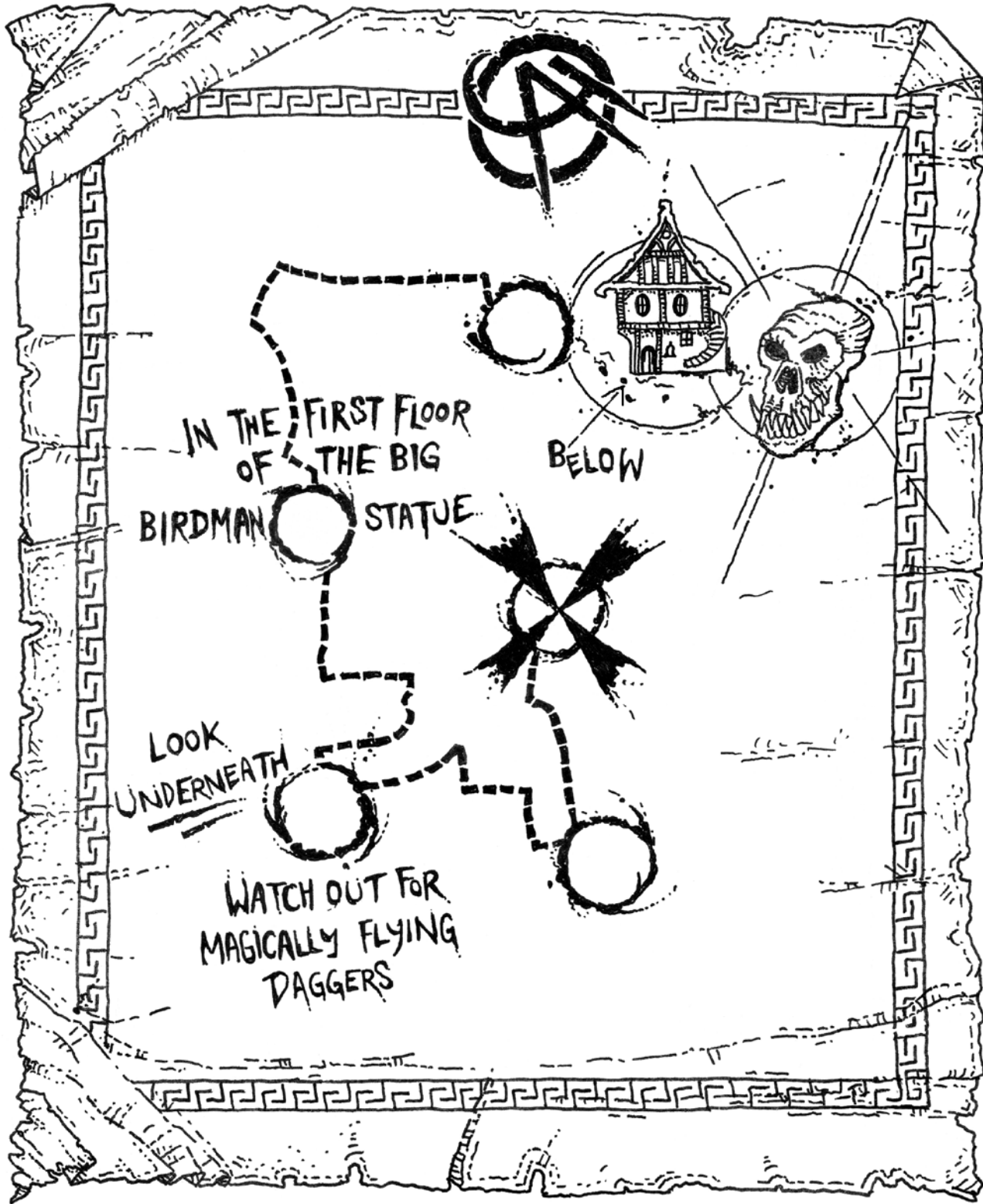
RAVIK OR THE THUGS SUCCEED?

If Ravik or the thugs defeat the adventurers, the City Watch arrive afterwards and rescue them. The Watch returns the treasure map to the adventurers.

ABANDONED WAREHOUSE



APPENDIX 7: THE TREASURE MAP



APPENDIX 8: CODE LEGAL

Punishment for a crime can include one or more of the following, based on the nature of the crime, who or what the crime is committed against, and the criminal record of the convicted:

- Death
- Exile (for a number of years or summers)
- Flogging (a set number of strokes)
- Hard labor (for a period of days, months, or years depending on the seriousness of the crime)
- Imprisonment in the dungeons of Castle Waterdeep (for a period of days or months depending on the seriousness of the crime)
- Fine (payable to the city; inability to pay the fine leads to imprisonment and/or hard labor)
- Damages (payable to the injured party or victim's kin; inability to pay damages leads to imprisonment and/or hard labor)
- Edict (forbidding the convicted from doing something; violation of an edict can result in imprisonment, hard labor, and/or a fine)

I. CRIMES AGAINST LORDS, OFFICIALS, AND NOBLES

- Assaulting or impersonating a Lord: death
- Assaulting or impersonating an official or noble: flogging, imprisonment up to a tenday, and fine up to 500 gp
- Blackmailing an official: flogging and exile up to 10 years
- Bribery or attempted bribery of an official: exile up to 20 years and fine up to double the bribe amount
- Murder of a Lord, official, or noble: death
- Using magic to influence a Lord without consent: imprisonment up to a year, and fine or damages up to 1,000 gp
- Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

II. CRIMES AGAINST THE CITY

- Arson: death or hard labor up to 1 year, with fines and/or damages covering the cost of repairs plus 2,000 gp
- Brandishing weapons without due cause: imprisonment up to a tenday and/or fine up to 10 gp
- Espionage: death or permanent exile
- Fencing stolen goods: fine equal to the value of the stolen goods and edict
- Forgery of an official document: flogging and exile for 10 summers
- Hampering justice: fine up to 200 gp and hard labor up to a tenday

- Littering: fine up to 2 gp and edict
- Poisoning a city well: death
- Theft: flogging followed by imprisonment up to a tenday, hard labor up to 1 year, or fine equal to the value of the stolen goods
- Treason: death
- Vandalism: imprisonment up to a tenday plus fine and/or damages covering the cost of repairs plus up to 100 gp
- Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

III. CRIMES AGAINST THE GODS

- Assaulting a priest or lay worshiper: imprisonment up to a tenday and damages up to 500 gp
- Disorderly conduct within a temple: fine up to 5 gp and edict).
- Public blasphemy against a god or church: edict
- Theft of temple goods or offerings: imprisonment up to a tenday and damages up to double the cost of the stolen items
- Tomb-robbing: imprisonment up to a tenday and damages covering the cost of repairs plus 500 gp

IV. CRIMES AGAINST CITIZENS

- Assaulting a citizen: imprisonment up to a tenday, flogging, and damages up to 1,000 gp
- Blackmailing or intimidating a citizen: fine or damages up to 500 gp and edict
- Burglary: imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp
- Damaging property or livestock: damages covering the cost of repairs or replacement plus up to 500 gp
- Disturbing the peace: fine up to 25 gp and edict
- Murdering a citizen without justification: death or hard labor up to 10 years, and damages up to 1,000 gp paid to the victim's kin
- Murdering a citizen with justification: exile up to 5 years or hard labor up to 3 years or damages up to 1,000 gp paid to the victim's kin
- Robbery: hard labor up to 1 month and damages equal to the value of the stolen goods plus 500 gp
- Slavery: flogging and hard labor up to 10 years
- Using magic to influence a citizen without consent: fine or damages up to 1,000 gp and edict

APPENDIX 9: FOURTH LOCATION CLUES

CNSRRBONIRUWMUTASSHROHED

FOUR AT A TIME. READ TOP TO BOTTOM.

ARRANGE IN SIX ROWS.

APPENDIX 10: MAGIC ITEM UNLOCK

Characters completing this adventure's objective unlock this magic item. Once unlocked, the item may be purchased once using treasure checkpoints. Once this item has been purchased, it's no longer available unless later unlocked by other means.

WAND OF SECRETS

Wand, uncommon

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

By whispering a secret to themselves that they have never told anyone, the owner can cause the tip of this wand to glow with light equal to a candle.

APPENDIX 11: DUNGEON MASTER TIPS

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.

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/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. 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 one if they’re outside its level range.

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). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

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

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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