

DDAL 08-02



# BENEATH THE CITY OF THE DEAD

## A Waterdeep Adventure

The treasure hunt has led to the City of the Dead. Beneath that well-manicured park is an ancient crypt where the treasure awaits you!

Part Two of the *Umbral Aristocracy Trilogy*.

*A Two-Hour Adventure for Tier 1 Characters.*

Optimized For: APL 3



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# ADVENTURE PRIMER

*Better a thousand times careful than once dead.*

—Proverb

## BACKGROUND

Rumors abound in Waterdeep of a map that leads to a vast treasure. Following the map and clues, the characters have discovered the presence of an ancient crypt below the City of the Dead.

## EPISODES

The adventure is spread over **three to five episodes** that takes approximately two to four hours to play. The adventure begins with a Call to Action scene.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Walk Among the Dead.** Traveling to the city's massive graveyard, the adventurers scour the manicured gardens for an entrance to the crypt while avoiding unwanted attention. This is the **Call to Action**.
- **Episode 2: Decrypting the Crypts.** The characters must locate the crypt's inner sanctum but are beset by its guardians along the way. This is the **Story Objective A**.
- **Episode 3: A Turn for the Worse.** Having made their way to the innermost part of the crypts, the adventurers must follow the map to the treasure. However, they discover that the map has led them directly into the lair of a vampire, Artor Morlin. In exchange for their lives, the masked lord asks the adventurers to seek out who is behind the false treasure map. This is the **Story Objective B**.

## BONUS OBJECTIVES

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement checkpoints** (but no treasure checkpoints) in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: A Sheepish Request.** The grass in the City of the Dead is tended to by a flock of sheep, but something's been killing them. As far as the gravedigger can tell, a feral dog is likely to blame for the maulings, but he promises to tell the adventurers about an alternate entrance to the crypts below if they put an end to whatever's killing the sheep.
- **Bonus Objective B: Unfinished Business.** The ghost of a long-dead child is lost in the crypts and prevents the adventurers from progressing any further. If they wish to complete their task, they must deal with the ghost.

## 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.

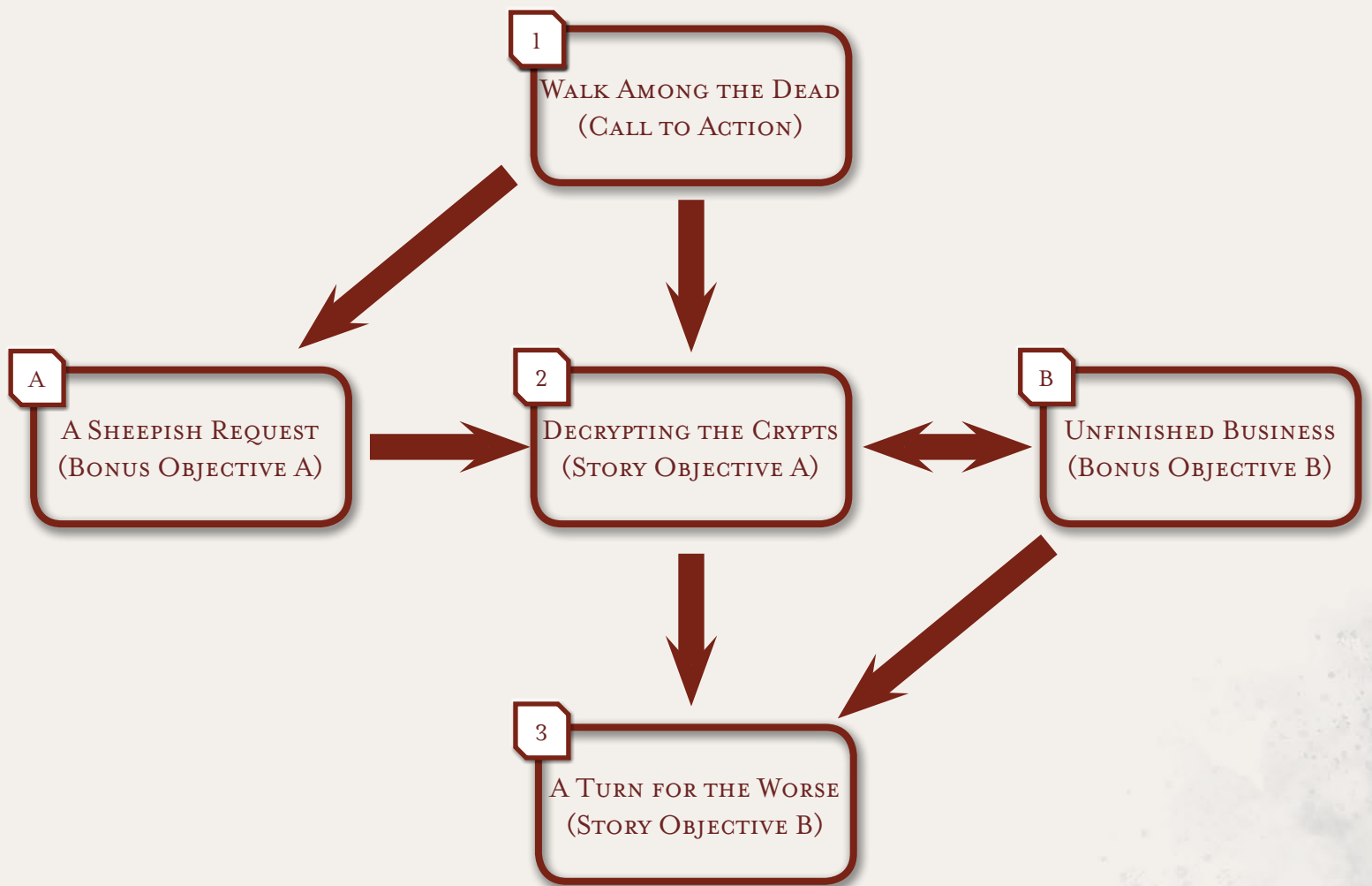
**Story Objectives Only.** To complete the adventure's story objectives, the characters participate in Episodes 1 through 3 in order.

**Main and Bonus Objectives.** You can extend this adventure by one or two hours by utilizing the bonus objectives provided in the appendices.

These objectives branch off Episodes 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.



# ADVENTURE FLOWCHART





## EPISODE 1: WALKING AMONG THE DEAD



**Estimated Duration:** 30 minutes

### THE CITY OF THE DEAD

The adventure begins as they enter the City of the Dead. How the characters came to be in the presence of such evil depends on whether they played in the adventures prior to this one:

- **Played Previous Adventure.** The characters are following a map obtained after a bar brawl—a map purported to lead to a grand treasure.
- **Didn't Play Previous Adventure.** While roaming the streets of Waterdeep a drow adventurer rushes past the adventuring party—accidentally dropping a replica crypt painting before disappearing into a crowd. The characters find a map in the torn paper backing and determine the painting's scene is located in the City of the Dead, highlighted on the map.

#### AREA INFORMATION

The area has the following features:

**Dimensions & Terrain.** The walled cemetery is a public park by day with the gates opening at dawn and closing at dusk. Any character who succeeds on a DC 10 Intelligence (History) check recalls the City of the Dead is the only place in Waterdeep where the deceased can be buried legally. The cemetery is vast and would take days to examine. The City of the Dead is surrounded by a

40-foot tall wall of cobbled stone. Inside, gravel pathways lead throughout the well-manicured gardens where sheep roam free. Elegant mausoleums, ornate gravestones and mournful statues adorn the public park.

**Lighting.** Illumination is provided by natural sources such as daylight and moonlight.

**Watchtowers.** Square watchtowers on either side of the wooden gate at the main entrance depict scenes featuring skeletons.

**The Painting.** Whether they obtained the crypt painting from the art shop or found the replica dropped by the Bregan D'aerthe mercenary, the image contains clues to the crypt entrance. The painting features a stone statue of a cloaked figure pointing toward a mausoleum in the foreground. The statue in the painting is easily found on a northeastern hill in the City of the Dead. From there, the mausoleum can be found by following the direction that the hand on the statue points toward

#### SCENE A. ONE FOOT IN THE GRAVE

The mausoleum depicted in the painting is located west of the statue in the Lords' Respite area of the cemetery and belongs to a wealthy family.

#### AREA INFORMATION

The area has the following features:

**Mausoleum.** This 10-foot by 15-foot mausoleum is a marble structure erected in the likeness of a stately house. Above its metal doors is a stone banner inscribed with the name "Gost." It is 10-feet wide by 15-feet long. Inside are

four alcoves with grave markers for members of the Gost family. Some of the tiles have been broken.

**Pointing Statue.** The statue of a cloaked figure stands on a 5-foot square, 10-foot tall plinth, and points toward the Gost mausoleum (which is a ruse; the mausoleum isn't the entrance to the crypts). A successful DC 10 Wisdom (Perception) check, reveals the statue is a new addition to the cemetery. Any character who closely investigates the statue and succeeds on a DC 15 Intelligence (Investigation) check locates a catch inside a fold of its robe that opens a secret door at its base. Otherwise, it takes an hour for them to find the way in without making checks.

### CREATURES/NPCs

In total, twelve City Watch **guards** patrol the area: four in each of the two towers, and a group of four walking the grounds.

**Objectives/Goals.** The City Watch are on the lookout for suspicious activity. A character that succeeds on a DC 10 Charisma (Deception or Persuasion) check relieves their suspicion if caught. After dusk, the DC increases by 5. If the check fails, one of the guards blows a horn that alerts the other City Watch guards within the cemetery who arrive 1 minute later.

**What Do They Know?** The City Watch has been extra vigilant due to an increase in grave robbers disrupting this mausoleum in particular. They don't know about the treasure maps that have been circulating around Waterdeep.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **guards** from each group
- **Weak:** Remove a **guard** from each group
- **Strong:** Replace two **guards** from each group with a **bandit captain**.

#### BONUS OBJECTIVE A

If using this bonus content, the characters encounter the groundskeeper who asks that they look into his disappearing sheep. If they complete this **Bonus Objective A** the groundskeeper tells them of another entrance that circumvents the Trapped Hall.



#### PLAYING THE PILLARS (SCENE A: ONE FOOT IN THE GRAVE)

##### Combat

The City Watch guards call for backup by blowing a horn that sounds throughout the graveyard. They strike to apprehend, not kill the characters. If the encounter occurs before dusk, bystanders flee the public park.

Some reinforcements may attack from range while others close with the characters in melee combat.

##### Exploration

The adventurers can avoid detection by the guards with a successful DC 12 Dexterity (Stealth) **group** check but are confronted if unsuccessful. The mausoleum bears evidence of activity—chisel marks, footprints, and other signs of tampering by graverobbers or treasure seekers. A character that succeeds on a DC 15 Intelligence (Investigation) check finds another map similar to their own crumpled up in the corner of one of the alcoves.

##### Social

The guards blame graverobbers for the increased vigilance and note that several groups have come through to ransack the area. The characters can fabricate any number of reasons to be interested in the mausoleum: long-lost relations of an interred family, genealogical researchers, or even a restoration crew here to repair damage caused by looters. Another group of adventurers may even stumble on the area—no doubt following the same trail that the characters are.



## EPISODE 2: DECRYPTING THE CRYPTS

**Estimated Duration:** 60 minutes

### SCENE A. TRAPPED HALL

With the crypt entrance open, the adventuring party can take a set of stone steps that lead straight down into a hall.

#### PREREQUISITES

This episode begins once the characters enter the crypts in **Episode 1**.

#### STORY OBJECTIVE A

Discovering the secret entrance to the crypt's inner sanctum is **Story Objective A**. The characters complete this after discovering the secret door leading to **Episode 3**.

#### AREA INFORMATION

The area has the following features:

**Dimensions & Terrain.** The corridor leading from the entrance to the catacombs twists, turns, and descends, before widening into a wider corridor that ends in a pair of iron-plated double doors. This area is 20-feet long by and 5-feet wide, and the walls are decorated with gilded sconces every five feet.

**Lighting.** While there are regularly spaced sconces throughout the catacombs, they are all unlit. The only light here is that which the characters possess.

**Smells & Sounds.** For lack of a better phrase, the catacombs are as silent as the grave. The occasional skittering of a rat can be heard, but other than that, it's completely silent. The smell of dust and mildew almost completely hides the lingering smell of death.

**Pit Trap.** A servant of Artor Morlin has dug the dirt from beneath a 10-foot square section of the stone floor

directly in front of the door. The floor collapses if 50 pounds or more are placed atop it. The pit opens up to a wider 20-foot wide by 15-foot long area.

A character succeeding on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check notices the weakened floor and the foot-wide ledge around its edges that afford safe passage. Otherwise, a creature that triggers the trap falls into the pit. Thankfully, they take no damage. Unfortunately, it's because their fall is broken by the seven **zombies** in the pit with them.

A character attempting to climb out of the 20-foot deep pit must make a DC 10 Strength (Athletics) check to scale the wall.

#### CREATURES/NPCs

There are seven **zombies** at the bottom of the pit.

**Objectives/Goals.** The zombies are mindless servants of Artor Morlin that pummel any creature that falls into the pit to death.

**What Do They Know?** The zombies are unable to communicate and wouldn't have much to say if they could. However, a character that succeeds on a DC 15 Wisdom (Medicine) check notices they all appear to have died from bludgeoning damage. It's a safe assumption that the zombies are the animated bodies of others who have died in the pit.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove five **zombies**.
- **Weak:** Remove two **zombies**.
- **Strong:** Add five **zombies**.

## SCENE B. HEROES' TOMB

After making their way through the trapped hall, the characters find themselves in a crypt.

### AREA INFORMATION

The area has the following features:

**Dimensions & Terrain.** At its narrowest and broadest points, the coffin-shaped chamber measures 50-feet wide and is 30-feet across. It's decorated with ornamental shields and polearms on its walls. Two stone sarcophagi stand in the alcoves to the north and south, each engraved with the figures of a male and female warrior. The sarcophagi are empty. Sets of metal doors lie on the north and south walls.

### CREATURES/NPCs

A circle of five **skeletons** each ride on a **warhorse skeleton**, facing out from the center of the room. They are guardians of the crypts and attack any creature that enters the area.

**Objectives/Goals.** The skeletons are bound to Artor Morlin and follow his orders to guard the tomb to the letter with unwavering loyalty.

**What Do They Know?** The skeletons can't speak but understand Common. They can't be persuaded to cease their attacks aside from magical means.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **warhorse skeletons**.
- **Weak:** Replace a **warhorse skeleton** with three **skeletons**.
- **Strong:** Add two **warhorse skeletons**.

## SCENE C. HALL OF SECRETS

The long corridor leading from the Heroes' Tomb leads into another chamber with a number of statues.

### AREA INFORMATION

The area has the following features:

**Dimensions & Terrain.** A corridor leading north bends eastward after 20 feet, revealing an eerie hall that continues north then east. The hall is 5-feet wide. It eventually ends to the east at another set of metal doors.

**Metal Doors.** These doors are made of iron-plated wooden doors. Each features a relief carving of a wolf rampant.

**Statues.** Two stone statues depicting nobly dressed humans (a woman in stately robes and a man in armor holding a sword and shield) stand in niches 15 feet before the door. The northern statue hides a secret door that leads to **Episode 3**. The statues each reveals one empty hand is carved to hold a cylindrical object. Any character investigating the statues that also succeeds on a DC 15 Intelligence (Investigation) check determines the outline of the locked secret door, but no means of opening it. In order to do so, the baton from the **Scene D** must be placed in the statue's empty hand.

The statue is trapped, however; if anything other than the baton is placed in its hand, the trap is triggered. The trap is detected by a successful DC 15 Wisdom (Perception) check and disabled with a set of thieves' tools and a successful DC 15 Dexterity check. If the door is opened without disabling the trap, however, a spray of needles erupts from the statue. Any creature within 5-foot of it must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) piercing damage. If the group is strong or very strong, increase the piercing damage to 14 (4d6).

### BONUS OBJECTIVE B

If utilizing **Bonus Objective B**, the ghost of Perdita, a young treasure hunter, manifests as they reach the statues. She asks the characters for help in locating her sister—who she fears is dead. If the characters agree to help, Perdita opens a secret door hidden behind the eastern statue. It leads to a corridor to the east that bends south. This door **doesn't exist** if this Bonus Objective isn't being utilized.

## SCENE D. NOBLE'S TOMB

Making their way down the corridor, the adventuring party can enter the next area without hindrance.

### AREA INFORMATION

The area has the following features:

**Dimensions & Terrain.** The doors open into another coffin-shaped chamber—this one wider to accommodate the two stone sarcophagi laid out on a raised dais to the south. It is 45-feet long and between 20 to 30 feet at its narrowest and widest. A 3-foot tall column between the coffins displays a ceremonial baton while suits of armor flank the coffins. Any character who opens the coffins reveals that they are empty.

On the southern wall above the column is the portrait of a smirking noble lord. Three swords hang above the portrait in a fan shape.

### CREATURES/NPCs

Many of the objects in the room are constructs including two suits of **animated armor**, three **flying swords**, and one **guardian portrait**.

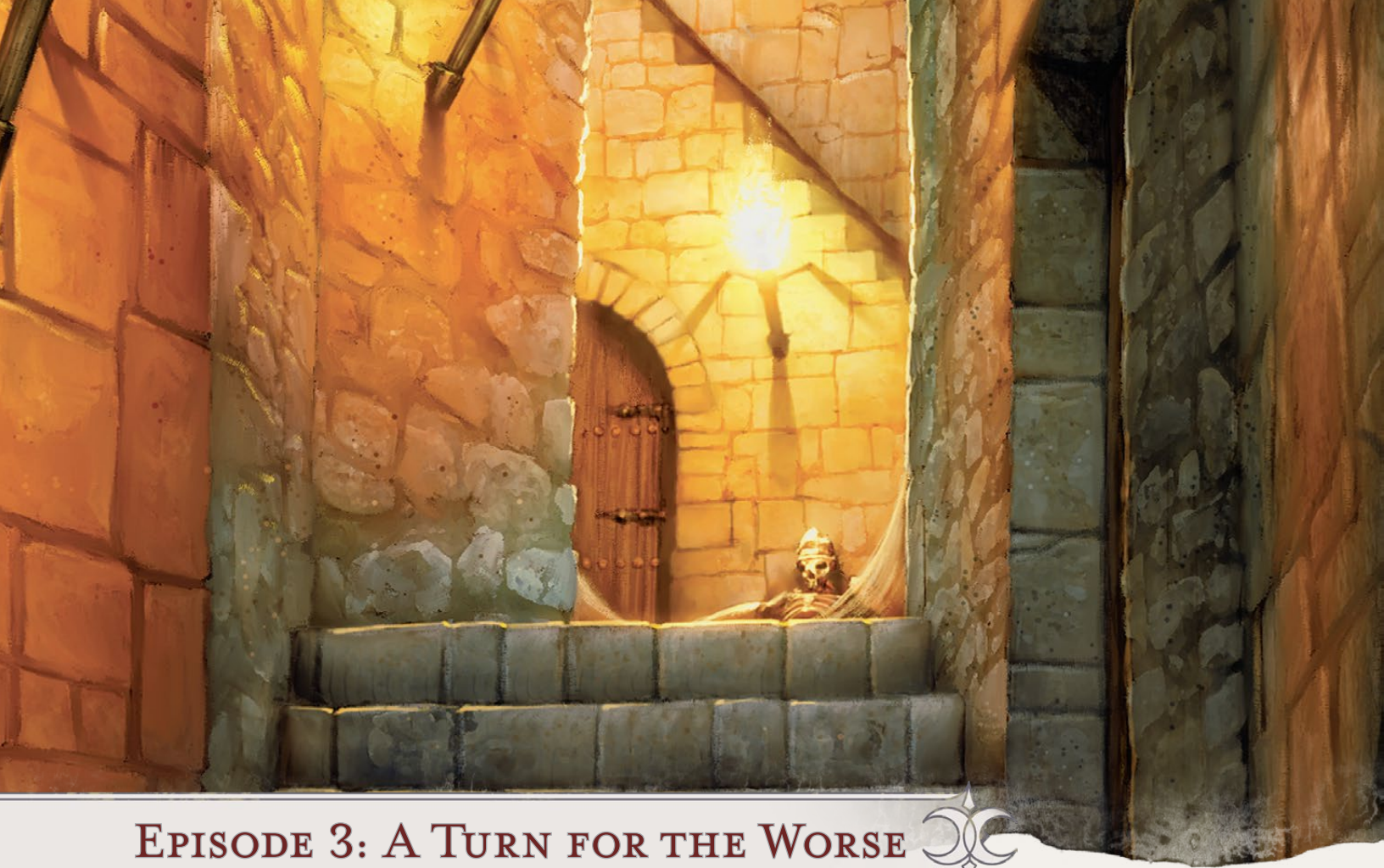
**Objectives/Goals.** The constructs have been magically enchanted to protect the baton. Any attempt to take the baton results in the constructs engaging in battle.

**What Do They Know?** None of the constructs can communicate. The armor is enchanted with scripted speech and utters a warning when animated: *"There shall be a reckoning for those who deign steal from this noble household."*

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove an **animated armor** and two **flying swords**.
- **Weak:** Remove the **guardian portrait**.
- **Strong:** Add two suits of **animated armor**.



## EPISODE 3: A TURN FOR THE WORSE



**Estimated Duration:** 45 minutes

### SCENE A. AT DEATH'S DOOR

The secret door in the statue opens up to another long hallway.

#### PREREQUISITES

The characters can pursue this episode after they've opened the secret door in the north statue by placing the baton in its empty hand.

#### STORY OBJECTIVE B

Discovering the truth behind the treasure map is **Story Objective B**. The characters complete this once Artor Morlin arrives in the Scene and explains exactly how much trouble the characters are...but he's not so rude as to deny them a way into his good graces. If they are willing to seek out whomever is spreading these false treasure maps, he will allow them to live. Otherwise, he may not be so generous.

#### AREA INFORMATION

The area has the following features:

**Dimensions & Terrain.** This corridor stretches out for 35 feet before opening into a 15-foot by 15-foot chamber containing a single sarcophagus.

**Coffins.** Stone sarcophagi are lined along the northern wall—above each of which is a placard engraved with a name. The sarcophagi are all empty.

**Secret Door.** Another secret door on the western wall of the chamber leads to the final area. Any character who succeeds on a DC 9 Intelligence (Investigation) check, discovers the entrance. If the characters have problems locating the door, hint at a lack of dust on the floor beneath it—likely signs of recent, repeated passage.

#### CREATURES/NPCs

As the characters enter, a **vampiric mist** protecting the area seeps out of the sarcophagus. A **swarm of bats** in the ceiling attack if disturbed by noise or fire.

**Objectives/Goals.** The creatures protect the entrance to Artor Morlin's lair.

**What Do They Know?** While they know that Artor Morlin is a vampire, they're unable to speak without the aid of magic.

#### ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **mist** with three **swarms of bats**; all the bats attack after the characters enter the room.
- **Weak:** Remove the **swarm of bats**.
- **Strong:** Add one **vampiric mist**.



## SCENE B. THE UNWELCOMING COMMITTEE

Upon leaving the previous area, the adventuring party enters a small, well-lit room.

### AREA INFORMATION

The area has the following features:

**Dimensions & Terrain.** The room is 15-by-10-feet wide. The far wall bears metal double doors.

**Lighting.** Wall torches light the antechamber.

### CREATURES/NPCs

Two guards (**werewolves** in human form) stand at the doors, each with a leashed **wolf** at their feet. Artor Morlin is in his lair on the other side of the doors and eventually roused from his slumber by the sounds of arguing or combat.

**Objectives/Goals.** Tasked with protecting their master's lair (along with the wolves), the guards are easily antagonized and demand explanation from intruders. When Artor arrives, he's annoyed by the characters' presence—especially upon seeing them holding one of the maps. In an act of benevolence, he offers them the opportunity to come to a mutually beneficial arrangement. But first, he wants the treasure seekers to stop knocking his door down.

**What Do They Know?** The guards are employed by Artor Morlin—who they know to be a vampire. Treasure hunters have been attempting to enter the premises in increasing frequency, but only to their untimely demise. Most of them carried maps not too dissimilar to that carried by the characters. Artor Morlin has had dozens of incursions into his domain recently, and each time by someone bearing a map almost identical to the one in the characters' possession. The map appears to suggest that a great treasure is hidden below the pointing statue in Scene A. He doesn't disclose, however, that in researching the rumors of treasure, he's discovered that there may actually be a hidden cache, and whoever is spreading the false maps is trying to throw the competition off its scent.



### PLAYING THE PILLARS (SCENE B: THE UNWELCOMING COMMITTEE)

#### Combat

The werewolves prefer to fight in their hybrid form. The noise of combat rouses Artor Morlin from his lair and he appears after 1d4 rounds of combat. Remember that it's unlikely that the characters will possess silver or magical weapons and have very little hope in defeating the lycanthropes. The guards knock any foes unconscious rather than kill them—vampires need blood now and then.

#### Exploration

If the guards are defeated in combat, the adventurers find the doors to the next area to be locked. Searching the bodies turns up a set of keys with a signet. Any character who succeeds on a DC 18 Intelligence (History) check, determines it is Tethyrian in origin.

#### Social

Any character who succeeds on a DC 15 Charisma (Persuasion) check convinces the guards that they mean no ill-intent and may seek an audience with their employer.

Characters succeeding on a DC 13 Wisdom (Insight) check get the distinct impression that Artor is annoyed by the characters' presence, and little stands in the way of him just killing them out of frustration, so antagonizing him may not be the best idea if they plan to leave alive.

# 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:** Reaching the inner sanctum
- **Story Objective B:** Discovering the map's secret

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

- **Bonus Objective A:** Locate the hidden entrance.
- **Bonus Objective B:** Grant Perdita eternal rest.

### PLAYER REWARDS

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

#### MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

**Goggles of Night.** These goggles are done in a bat motif and studded with teeth. The owner frequently finds blood dripping from their scalp or face as if they have been bitten by a small animal. This item can be found in **Appendix 6**.

### 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.

- **Artor Morlin (ARR Tore MORE linn).** Known also as The Baron of Blood. This masked lord is a vampire, but very few live to hold this knowledge. While wholly evil, Artor is calculating and respectful. His clothing, while fine, is outdated in fashion and he smells of dust and ancient blood.

**Personality:** *I send minions to deal with threats.*

**Ideal:** *I'm always one step ahead of my enemy.*

**Bond:** *Knowing my secrets means death.*

**Flaw:** *If I must fight, my bloodlust consumes me.*

- **Adhamh (AH-dem).** A dwarf gravedigger within the City of the Dead. Adhamh is a stocky male of simple means with a long gray beard that overcompensates for his receding hairline. His job ensures he keeps to himself, ever watchful of the comings and goings of those who visit the City of the Dead.

**Personality:** *I feel far more comfortable around the dead than the living.*

**Ideal:** *There's no good pretending to be something I'm not.*

**Bond:** *My job is my life.*

**Flaw:** *I tend to gossip in order to fill awkward silences.*

- **Perdita (PUR-di-ta).** A ghost child who died beneath the City of the Dead. The human girl is about eight-years-old. She is dressed in a simple tunic and breeches, and her black hair is done in two braids.

**Personality:** *I idolize my sister Suri and constantly refer to her deeds and example.*

**Ideal:** *Blood runs thicker than water.*

**Bond:** *I spend my afterlife searching for my sister.*

**Flaw:** *I am terrified of rats.*

- **City of the Dead.** Waterdeep's official burial grounds.

**Personality:** *Offering a tranquil place for both the living and the dead.*

**Ideal:** *The histories, lives, and legends of those buried within these walls will never be forgotten.*

**Bond:** *Death is the great equalizer. Everyone has a place in the City of the Dead.*

**Flaw:** *I like keeping secrets and won't share them with anyone.*



# APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

## ANIMATED ARMOR

Medium construct, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

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

**Damage Immunities** poison, psychic

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

**Languages** —

**Challenge** 1 (200 XP)

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

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

### ACTIONS

**Multiattack.** The armor makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d6 + 2) bludgeoning damage.

## BANDIT CAPTAIN

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

**Armor Class** 12 (leather armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

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

**Saving Throws** Str +4, Dex +5, Wis +2

**Skills** Athletics +4, Deception +4

**Senses** passive Perception 10

**Languages** any two languages

**Challenge** 2 (450 XP)

### ACTIONS

**Multiattack.** The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

### REACTIONS

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

## 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 10 ft., one target.

*Hit:* 2 (1d4) bludgeoning damage.

## FLYING SWORD

Small construct, unaligned

**Armor Class** 17 (natural armor)

**Hit Points** 17 (5d6)

**Speed** 0 ft., fly 50 ft.

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

**Saving Throws** Dex +4

**Damage Immunities** poison, psychic

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

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

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

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

## GHOST

Medium undead, any alignment

**Armor Class** 11

**Hit Points** 45 (10d8)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, necrotic, poison

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

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

**Languages** any languages it knew in life

**Challenge** 4 (1,100 XP)

**Ethereal Sight.** The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Horrifying Visage.** Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## GHOUL

Medium undead, any alignment

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

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

**Languages** Common

**Challenge** 1 (200 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

## 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

**Scimitar.** *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.

## SKELETON

Medium undead, lawful evil

**Armor Class** 13 (armor scraps)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

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

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

### ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## SWARM OF BATS

Medium beast, unaligned

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

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

**Languages** —

**Challenge** 1/4 (50 XP)

**Echolocation.** The swarm can't use its blindsight while deafened.

**Keen Hearing.** The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

## SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

**Armor Class** 10

**Hit Points** 24 (7d8 - 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

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

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

## VAMPIRIC MIST

Medium undead, chaotic evil

**Armor Class** 13

**Hit Points** 30 (4d8 + 12)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

**Saving Throws** Wis +3

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

**Damage Immunities** poison

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

**Senses** passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Life Sense.** The mist can sense the location of any creature within 60 feet of it, unless that creature's type is construct or undead.

**Forbiddance.** The mist can't enter a residence without an invitation from one of the occupants

**Misty Form.** The mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in any way that requires fingers or manual dexterity.

**Sunlight Hypersensitivity.** The mist takes 10 radiant damage whenever it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

### ACTIONS

**Life Drain.** The mist touches one creature in its space. The target must succeed on a DC 13 Constitution saving throw (undead and constructs automatically succeed), or it takes 10 (2d6 + 3) necrotic damage, the mist regains 10 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

## WARHORSE SKELETON

Medium undead, lawful evil

**Armor Class** 13 (barding scraps)

**Hit Points** 22 (3d10 + 6)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** —

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

### ACTIONS

**Hooves. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target.

**Hit:** 11 (2d6 + 4) bludgeoning damage.

## WERERAT

Medium humanoid (human, shapeshifter), lawful evil

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

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

**Shapeshifter.** 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.

### ACTIONS

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

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

**Hand Crossbow (Humanoid 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.

## WOLF

Medium beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## ZOMBIE

Medium undead, neutral evil

**Armor Class** 8

**Hit Points** 22 (3d8 + 9)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Wis +0

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

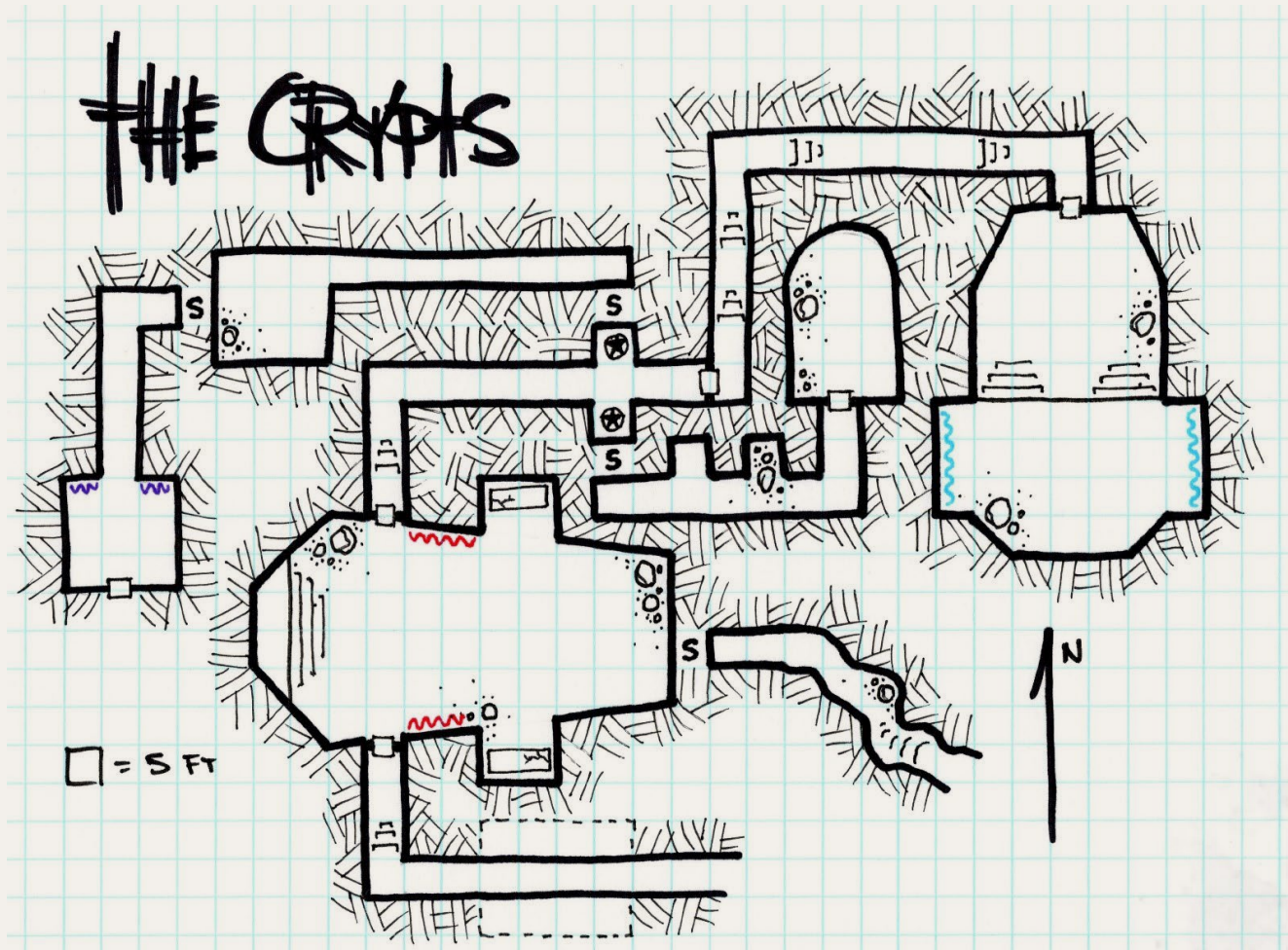
**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

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



# APPENDIX 3: MAP



# APPENDIX 4: A SHEEPISH REQUEST (BONUS OBJECTIVE A.)

*Estimated Duration:* 1 hour

## THE KILLING FIELDS

Shortly before entering the crypts, the characters are approached by Adhamh, a gravedigger.

### PREREQUISITES.

The characters may pursue this objective after discovering the entrance to the crypts.

### BONUS OBJECTIVE A.

Locating the hidden entrance to the crypts is **Bonus Objective A**—something learned from the groundskeeper in exchange for discovering the culprits behind the sheep deaths and ridding the area of ghouls, pushing a hidden lever, the grave slides open to reveal a staircase that leads to a secret chamber. The area leads south to the Heroes' Tomb in **Episode 1**

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The grassy hills of the cemetery are tucked between mausoleums and statues. Gravel paths lead through these areas.

**Lighting.** If entered at night the area is unlit except by lanterns carried by the City Watch or the gravedigger.

**Tracks.** Character that succeed on a DC 9 Wisdom (Survival) check find large canine tracks. Otherwise, they wander for an hour before finding the dog.

### CREATURES/NPCs

Adhamh, a gravedigger (**commoner**) within the City of the Dead, approaches the characters before entering the crypt. Later, they encounter a feral dog (a **wolf**) carries a recent kill in its mouth—a tasty rabbit for its pups. In addition, a pack of four **ghouls** lurk nearby and only come out at dusk.



**Objectives/Goals.** Adhamh is primarily concerned with finding out what's happening to his sheep. The dog instinctively takes care of its pups. And the ghouls are here to consume the sheep in the fields.

**What Do They Know?** Adhamh has seen other adventuring parties descend using the entrance hidden in the statue, but none have returned. He knows of a safer entrance to the crypt that promises to show the characters if they help him with his problem. The feral dog knows about the ghouls, but its pups are too young to move. The ghouls were freed from their tomb a few days ago by a merchant of House Stonebridge. The ghouls fear a powerful, unnamed creature that lurks below (Artor).

## PLAYING THE PILLARS (A SHEEPISH REQUEST)

### Combat

The dog is only guarding its pups. Upon learning of the undead problem, Adhamh is likely to bring it to the City Watch's attention—who, in turn, allow the adventuring party to enter the secret crypt without hindrance.

### Exploration

A character investigating one of the slaughtered sheep that succeeds on a DC 15 Wisdom (Survival) check notices humanoid bite marks—not those of a canine. In addition, the characters easily find two sets of tracks: some humanoid, one canine. Adhamh may dismiss these as belonging to City Watch guards or even himself due to his frequent presence in the area. Investigating the tomb that the ghouls escaped from reveals a handkerchief embroidered with the initials: "L.S."

### Social

Adhamh loves to gossip about things he has seen: skulking drow, generations-old trade disputes between the Dankils and the Stonebridges, etc. Though difficult, the ghouls may be convinced to reveal that the Stonebridge merchant family freed them to exact revenge on the Dankils—something that the City Watch may be interested in. If the characters succeed on a DC 15 Wisdom (Animal Handling) check, they're able to goad the dog into moving the pups to safety.

# APPENDIX 5: UNFINISHED BUSINESS (BONUS OBJECTIVE B.)

**Estimated Duration:** 1 hour

## SCENE A. THE RAT RACE

As they explore the crypt, the characters encounter the spirit of a dead treasure hunter who has recently risen as a ghost and lycanthrope sister.

### PREREQUISITES

The characters must complete this objective before proceeding to **Episode 3** and may only pursue it if they've agreed to help Perdita.

### BONUS OBJECTIVE B

Putting Perdita's soul to rest is **Bonus Objective B**. If the characters deliver news of Suri's fate to Perdita, is tremendously saddened. The girl reveals that the path ahead leads to a powerful vampire's lair and that the treasure they seek is not here, but he knows more about the map that the characters carry. If the characters appear hesitant, she knows affirms that the vampire can make a powerful ally if they're determined to find the treasure. Perdita then disappears, having achieved the rest of death.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The corridor is lined with alcoves where broken tombs lie in ruin.

**Lighting.** The area is unlit.

**Secret Door.** After agreeing to help, Perdita opens a secret door hidden behind a statue in the Hall of Secrets from Episode 2. It leads to a corridor to the east that bends south.

**Smells & Sights.** The stench of death and decay greets them around the bend. Rats feast on corpses that litter the ground.

### CREATURES/NPCs

Perdita (a **ghost**) follows them into this area if they've agreed to help her learn about what happened to her sister, Suri. Deeper down the corridor, six swarms of rats skitter among cracked and missing cobbles.

**Objectives/Goals.** Perdita is desperate to find out what has happened to her sister. The rats are content to scavenge for food

**What Do They Know?** Perdita remembers dying a few days ago. She followed her sister in pursuit of a grand treasure. However, she is terrified of rats and the last thing she remembers is seeing some then everything went black. She doesn't immediately tell the characters, but she knows that a powerful vampire lives deeper in the crypts. Though she doesn't know, she won't be find peace in death until she knows her Suri's fate. Perdita doesn't allow the characters to pass without their aid. She describes her sister as being pretty and having brown hair but talks of the sun-pendant she wore—it matches the moon-pendant hanging from Perdita's neck

## SCENE B. I SMELL A RAT

The corridor opens up to larger room.

### AREA INFORMATION

This area has the following features:

**Dimensions & Terrain.** The area is a 15-foot wide by 20-foot long room where another wererat appears in its hybrid form. If approached, it attacks.

**Lighting.** The area is unlit.

### CREATURES/NPCs

Perdita's sister, Suri (a **wererat**) is here. She is identified by her brown hair and the sun-pendant she wears on a silver chain around her neck.

**Objectives/Goals.** Suri is trying to survive while avoiding her sister who haunts the corridors of the crypt. If the characters fail to convince Suri of their good intentions, the wererat engages in combat.

**What Do They Know?** Suri fought and killed a wererat very recently, and contracted lycanthropy. Knowing her sister's fear of rats, Suri has hidden from Perdita rather than burden her with knowing her true fate.

## PLAYING THE PILLARS (UNFINISHED BUSINESS)

### Combat

If the characters combat and defeat Perdita, they can break down the secret door to explore the area. Suri will exact revenge if she discovers they attacked her little sister.

### Exploration

Further investigation of the corridor allows the characters to reveal clues about Suri. Any character that succeeds on a DC 10 Intelligence (Investigation) check determines the corpses to be those of adventurers who passed away within recent days. One corpse is a wererat in hybrid form. Additionally, they can sense the presence of creatures in the alcoves.

### Social

If the characters are able to start a dialogue and convince Suri that they mean no harm by succeeding on a DC 10 Charisma (Persuasion) check, she hears them out. Instead she gives the adventuring party her pendant and begs them to tell the girl that she died. In that way Perdita's spirit can leave this world in peace. The characters may also attempt to persuade Suri to find a cure.

## APPENDIX 6: GOGGLES OF NIGHT (PLAYER HANDOUT)

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.

### GOGGLES OF NIGHT

*Wondrous item, uncommon*

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision. Wearing the goggles increases its range by 60 feet. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

These goggles are done in a bat motif and studded with teeth. The owner frequently finds blood dripping from their scalp or face as if they have been bitten by a small animal.

# APPENDIX 7: 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?

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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 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	Party Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

## APPENDIX 6: 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 1**. Characters outside this level range cannot participate in this adventure.

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<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

### GOGGLES OF NIGHT

DDALo8-02 *Beneath the City of the Dead*

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision. Wearing the goggles increases its range by 60 feet. This item is found on Magic Item Table B in the Dungeon Master's Guide. These goggles are done in a bat motif and studded with teeth. The owner frequently finds blood dripping from their scalp or face as if they have been bitten by a small animal.

UNCOMMON

MAGIC ITEM TABLE: **B**

Item Unlock

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WATERDEEP  
**DRAGON HEIST™**



WATERDEEP  
**DRAGON HEIST™**



WATERDEEP  
**DRAGON HEIST™**



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