

RED WAR: THAYAN PEACE KEEPER



A 2-4 hour Adventure for Tier 1 Characters



CCC-QUAKE-01



RED WAR: THAYAN PEACE KEEPER



During the Red War, you’ve been asked to deliver a mysterious wooden box labeled “Thayan Peace Keeper” to a group of legendary heroes inside Mulmaster. But the heroes never show up. A case of mistaken identity only further complicates what was supposed to be a simple mission—while the clock is ticking.

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

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ADVENTURE PRIMER

"Thayans! What a corrupt lot! Meanwhile, adventurers are too clever for their own good. I don't know which one is worse."

- Gharan Tarklar,
Fang of the Zulkirs

BACKGROUND

Mulmaster is a place on the verge of collapse. After the attacks from the Cults of Elemental Evil, the city struggled to repair itself until the Red Wizards of Thay (Thayans) came to help.

Skeptical of the Red Wizards' ultimate intentions, members of the five major factions in the region caused an uproar, calling for Thay to vacate the city. That has not come to pass, as a small army of heroes converges upon Mulmaster. However, the Thayans have them outnumbered and outgunned. Szass Tam, the archlich and ruler of Thay, has arrived, covering the vulnerable city with deadly enchantments.

Some leaders within the faction army have been considering an extreme countermeasure to knock out the Thayan army and give the "good guys" a fighting chance.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Mulmaster (MULL-master). The City of Danger was once a sprawling cosmopolitan metropolis under the dictatorship of the High Blade. However, it was devastated by the machinations of the Cults of Elemental Evil. In the years that follow, the city has been rebuilding with the aid of the Mageocracy of Thay.

Temple of Lathander. Located about a half mile inside the walls of Mulmaster. The priest Myriel serves there and is believed to be sympathetic to efforts against the Thayans.

Karl Davion (KARL Dah-vee-ON). No-nonsense leader within the Order of the Gauntlet. He's tasked with organizing the troops converging upon Mulmaster. He has a special box for our heroes.

EPISODES

This two-hour adventure is spread over four episodes. The first episode contains the Call to Action. The adventure also includes two 1-hour **bonus objectives** that can be played if time permits, that are placed at the end of the adventure.

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: What's in the Box?** Outside Mulmaster, the characters have been given a simple mission from the top leadership. Deliver a mysterious wooden box to a group of legendary heroes waiting for the package at the Temple of Lathander. This is the **Call to Action**.
- **Episode 2: Left or Right? Right or Left?** The characters must take the right underground pathway to get to the Temple. This is **Story Objective A**.
- **Episode 3: Um, Where Did They Go?** When the legendary heroes fail to show at the Temple of Lathander, the adventurers discover the box is a bomb known as the Thayan Peace Keeper. The box springs a magical enclosure, trapping the characters with the bomb. It begins to count down.
- **Episode 4: Do We All Die Now?** The characters have to defuse the TPK or face the consequences. This is **Story Objective B**.

BONUS OBJECTIVES

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. (Note: DM may skip the bonus objectives with the PCs walking or scurrying back to base camp.) These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Who Are You?** The Red Wizards confuse the adventurers for the legendary heroes they were supposed to meet. The adventurers may be able to spin this to their advantage—or it could end horribly. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: What Are You?!** Rat battle! Rodents with teeny-tiny swords vs. awakened frogs loyal to the Red Wizards. This bonus objective is found in **Appendix 5**.

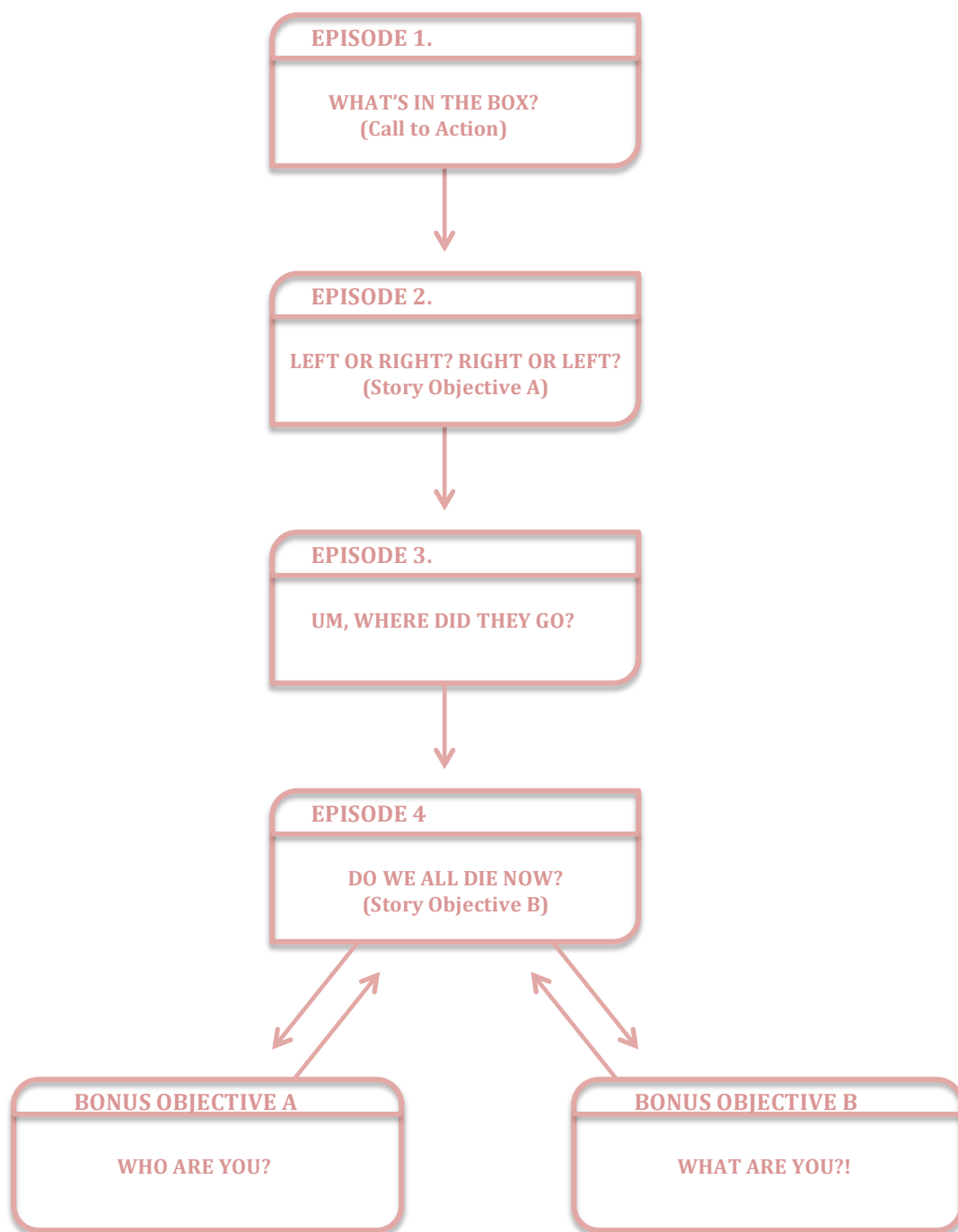
THE RED WAR, ONGOING EFFECTS, & MULMASTER

This adventure takes place during the Red War, with the full effects of the war in play throughout. The full details are available in Appendix 3.

This adventure does not contain any maps of Mulmaster. To help your overall awareness of the city, you may want to download the PDF "City Guide: Mulmaster" from DMsGuild.com, which contains maps and city information, via the following link:
www.dmsguild.com/product/202483/City-Guide-Mulmaster

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: WHAT'S IN THE BOX? (CALL TO ACTION)

Estimated Duration: 15 minutes

SCENE: BASE CAMP OUTSIDE MULMASTER

Faction soldiers and other adventurers have journeyed into the City of Mulmaster—into what looks like certain death—in an attempt to wrest control of this critical port city from the Red Wizards of Thay!

But not everyone has gone. A few adventurers have stayed behind at the request of the dashing leader of the Order of the Gauntlet, Karl Davion.

Adventure Hooks: Characters with a vested interest in saving the City of Mulmaster from Thayan control will be ready to help. Possibly a friend or family member fled the city and begged for assistance. These reasons or others could bring the adventurers together.

AREA INFORMATION

This area features:

Terrain. The base camp is located upon a grassy hill, a mile from the city. Several tents house the military leaders and their plans.

Weather. A dark, unnatural storm brews over the area, blotting out the sun during the day and swallowing the stars at night. Black clouds roll, stained by red lightning flashes.

Light. During the day the area is dim light, and creatures with aversion to sunlight suffer no penalties. At night, the area is dark.

Sounds. Even from this distance, explosions like rolling thunder can be heard from the city.

CREATURES/NPCs

Karl Davion, favorite son of Hillsfar, is anxious to fight the Red Wizards. He has gathered the characters together in the general's tent, and places a sealed wooden box on the table. It is covered in strange runes.

Objectives/Goals. Davion asks your party to deliver this important box to a group of legendary heroes waiting for the package at the Temple of Lathander. Davion has secured a tunnel that leads from the camp to the temple about a half-mile inside the walls of Mulmaster. It should be a simple mission, deliver the box and then return.

If players want to know what they will get out of it, offer the *Cloak of Many Fashions* (see **Appendix 9**) as fair compensation for an “easy task.”

What Does He Know? If the adventurers ask Davion about the box, he provides the following information:

- The box was created by Vargath'Zhul, a powerful wizard who defected from Thay and wants to strike down his former allies.
- The box is magically sealed and intended only for the legendary heroes to use. Otherwise, nothing short of a *Wish* spell will open it.
- Davion does not know what's inside the box, only that it will strike a mighty blow against Thay.

If the adventurers ask Davion to accompany them:

- He will tell them that he is needed elsewhere in Mulmaster. But when they are finished, return to the base camp. It's dangerous for the fledgling adventurers to wander too far into Mulmaster.

If they ask Davion about the legendary heroes:

- The DM may personalize the experience by using names of tier 4 characters familiar to your group, possibly ones who have participated in DDEP00-01 *The Red War*.

Any Wisdom (Insight) checks will reveal that Karl Davion is trustworthy and honorable.

If the adventurers use *Comprehend Languages* or some other method to interpret the sigils, the markings read: “Thayan Peace Keeper.”

ROLEPLAYING KARL DAVION

Male LN. shou human (champion)

Personality. Karl Davion is a no-nonsense kind of guy. He expects nothing less from other members of the Order. He is a charismatic leader on the battlefield, but speaks only when necessary out of combat.

He has a keen eye for details and always urges others to be careful of the manipulation of evildoers.

Appearance. Davion is in his late twenties with fiery red hair. He is most often seen in studded leather armor. He wears a ring that sparks with lightning.

Quote: “If everything seems right, something is wrong.”

EPISODE 2: LEFT OR RIGHT? RIGHT OR LEFT?

Estimated Duration: 30 minutes

SCENE. THE SECRET TUNNELS UNDERNEATH MULMASTER

The tunnel leading to Mulmaster has been recently dug, possibly with magic. Once the tunnel reaches Mulmaster, it connects with a much older network of catacombs. (Necrotic Kiss and Cancerous Magic, detailed in Appendix 3, are in effect.) In contrast, these catacombs are a mess of twists and turns.

As the DM, have fun! Lead the characters through a maze of left turns, right turns, and dead ends—a twisted maze. Theater-of-the-mind works best.

AREA INFORMATION

Terrain. 10 foot tall stone-worked rounded tunnels with recesses for tombs every few feet. If the players search the tombs, they are all empty. A DC 15 Wisdom (Perception) check would reveal the remains left on their own.

Lighting. Darkness. Characters without darkvision or a source of light are completely blind.

Smells and Sounds. The aroma of decay is everywhere. Sounds of war can be heard above.

EMPTY TOMBS, CROWDED HALLWAY

The players should notice that these old tombs are suspiciously empty. Where are the bodies? They encounter **6 Skeletons** also roaming the tunnels.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove **2 skeletons**.
- **Weak:** Remove **1 skeleton**.
- **Strong:** Add **1 skeleton**.
- **Very Strong:** Add **2 skeletons**.

For Extra Challenge: Have two of the skeletons arrive a round later from the other direction, so the adventurers are fighting them on both sides.

SERIES OF SYMBOLS CARVED INTO THE TUNNEL WALLS

Characters can decipher the symbols with a DC 10 Intelligence check or if they use magic to decipher it. (Characters with *thieves cant* automatically succeed.) The symbols are from the Mulmaster revolutionaries.

The symbols easily direct the characters to a ladder leading up to the Temple of Lathander.

If they can't decipher the symbols have one of the random encounter NPCs (see below) aid them with a DC 10 Charisma (Persuasion) check.

NON-COMBAT RANDOM ENCOUNTERS

The characters encounter others traveling through.

NON-COMBAT RANDOM ENCOUNTERS (CHOOSE AT LEAST TWO)

d8	Encounter
1	Soleil Finchfib
2	Adalina Caldobra
3	Dela
4	Maucien Lemonloon
5	Laal
6	Malkyn Fenris
7	Braelen the Untamed
8	Mooney

Soleil Finchfib

Female gnome, a priestess of Shiallia who is far from her comfortable home in Silvermoon. She is trying to find the Zhent Ghetto. This NPC appears in CCC-REAP-01 *Red War: Lost Ashes of a Wayward Gnome*.

Gift: With a positive interaction, she can cast *cure wounds* (regain 1d8+3 hp) on someone who needs it.

Adalina Caldobra

Female human, a respected warlord of the Hawks. This well-trained strike group hunts Red Wizards. She is trying to reach the docks. This NPC appears in CCC-OCC-01 *Red War: Housekeeping*.

Gift: With a positive interaction, she can offer them a *potion of healing*.

Dela

Female human, she is the owner of the Traveler's Cloak Inn, one of the finest establishments in Mulmaster. She is trying to escape the city. This NPC appears in CCC-JGD-01 *Red War: Left Black and Blue*.

Gift: With a positive interaction, she can provide an adventurer with a bottle of her best mead. (They get inspiration from the DM.)

Maucien Lemonloon

Human bard, charlatan and con artist. He is fleeing Mulmaster and hoping for better fortunes in the village of Stonedock. This NPC appears in CCC-COTN-01-01 *By the Seashore: A Red War Tale*.

Gift: With a positive interaction, he provides bardic inspiration (1d6) to one player.

Laal

A flumph who lives underneath Mulmaster and is trying to find the sewers. As a flumph, she can sense the emotions and thoughts of others. This NPC appears in CCC-GAD01-02 *Red War: Black Phoenix*.

Gift: With a positive interaction, she will hum a song for the adventures that sounds suspiciously like “Maneater” by Hall & Oates. (The DM can award inspiration to whichever character seems to have enjoyed Laal’s performance the most.)

Malkyn Fenris

Male gnome, the Archmage of Phlan. He speaks in a thick high-pitched voice, obsessed with the color green. He is late for an important mission. This NPC appears in CCC-ST2-01 *Red War: Embassy of Evil*.

Gift: With a positive interaction, he can cast *longstrider* on whoever is most complimentary of his fine clothes.

Braelen the Untamed

Male human, Braelen is a feral child who growls and has the dismembered arm of a Thayan in his mouth.

Gift: With a positive interaction, he will give *guidance* to the person with the highest animal handling skill check

Mooney

Male human, an ambitious writer for Thunderquill Tribune. He wants to interview the characters, so he can report these events to his editor in Neverwinter.

Gift: With a positive interaction, he will write a story about your exploits in Mulmaster. (The DM can award inspiration to whoever provides Mooney the most useful information.)

LADDERS GO UP AND DOWN

After these non-combat encounters, the players find a ladder that leads to a trap door above them. This trap door is the entrance to the Temple of Lathander.

OBJECTIVES

Adventurers who successfully arrive at the Temple of Lathander will achieve *Story Objective A*.

EPISODE 3: UM, WHERE DID THEY GO?

Estimated Duration: 15 minutes

SCENE. TEMPLE OF LATHANDER

From the catacombs, a ladder leads to a secret trap door to the interior of the Temple of the Lathander.

The legendary heroes who were supposed to be waiting for the adventurers are nowhere to be seen.

AREA INFORMATION

Dimensions & Terrain. The interior of the circular temple is 30 feet in diameter. The floor is cobblestone. The ceiling is 80 feet high. There are no windows except a series of skylights in the ceiling, sending shafts of reddish light throughout the temple. A stone altar in the center of the temple features the symbol of Lathander, a road traveling into the sunrise. If using a map, draw it according to these specifications.

Lighting. During the day the area is dim light with a red hue, and creatures with aversion to sunlight suffer no penalties. At night, the area is dark.

Sounds. The sounds of war, shouts of fear and anger, can be heard beyond the walls of the temple.

INVESTIGATING THE TEMPLE

Give the characters an opportunity to search the temple, and try to find any clue that may indicate why the legendary heroes are not there.

(**Note:** If the characters attempt to leave the temple, either out the front door or back through the trap door, move immediately to “activating the first protocol” and episode 4.)

A DC 15 Wisdom (Perception) check to notice that temple appears largely undisturbed. One might deduce that the legendary heroes haven’t arrived yet—if they will at all.

JOURNAL OF MYRIEL

If the characters choose to search the stone altar, they will find a journal placed on a small shelf underneath the altar. It is the Journal of Myriel, a priest of Lathander.

Looking through the journal reveals the following:

- The first half of the journal is a simple record of religious ceremonies and services provided throughout the year. It is clear that Myriel is a kind

man who has done many great things in Mulmaster. The handwriting is meticulous, the model of perfect penmanship.

- The second half of the journal takes a sharp turn. The handwriting is sloppier with the sense of a man in a rush to get everything down. Myriel has recorded in great detail the many atrocities that the people of Mulmaster have suffered from the occupying Thayans. It appears the Red Wizards weren’t entirely magnanimous when they came to rebuild the city. This document could be quite valuable to the factions attempting to make a case against Thay’s growing influence in the region. (Bringing this journal back to base camp will be part of achieving **Story Objective B.**)
- The last page of the journal is a letter addressed “To Whomever Finds This Journal.” It says the following: *This city has always wrestled with corruption. But now is different. The Red Wizards led by Szass Tam pose an existential threat to all of Faerûn. We cannot let them control Mulmaster and get a foothold in the Moonsea. I can only hope our sacrifice is not in vain. **Please deliver this journal to the faction leaders outside Mulmaster so that our deaths may wake the sleeping allies and rouse the heroes of Faerûn to action!** I will save as many as I can—let the rest, including myself, be the ghosts of a just war in an unjust world, calling out for an end to Thayan tyranny. Sincerely, Myriel of Mulmaster*

ACTIVATING THE FIRST PROTOCOL

At any point, if the characters attempt to leave the temple (e.g., back through the trap door, the front door, or any other conceivable exit method), immediately activate the first protocol—found in **Episode 4: “Do We All Die Now?”**

Seriously though, this adventure doesn’t work if the characters aren’t trapped. It’s kind of the point.

After the DM has given the players sufficient opportunity to explore the temple and gain some insight on the Red War through Myriel’s journal, the DM may then activate the first protocol.

EPISODE 4: DO WE ALL DIE NOW?

Estimated Duration: 60 minutes

SCENE A. FIRST PROTOCOL: THE LETTER

The wooden box vibrates; the sigils glow green. The box immediately opens up on five of the six sides to reveal a bronze orb floating within, surrounded by a glowing light.

Immediately, the entire temple is enclosed within a solid, shimmering GREEN *Forcecage*. This cage follows all the properties of the 7th level spell, except its size and green appearance.

The orb floating within the box appears to be several segmented pieces that rotate and twists in different directions. Any character that grabs the orb takes 1d4 force damage with each attempt.

Directly above the orb is an illusory clock, counting down second by second. Twenty minutes until the clock strikes midnight.

The DM should indicate that this is some sort of magical bomb. If it goes off, it will be *very bad*.

A small scroll rolls out from the opened box in the direction of the most intelligent character in the party, it opens up for that person to read.

DIE THAYAN RATS!

The scroll is a letter, apparently written by the creator of this magical device to its intended victims—the Red Wizards! The DM should point out that even though the letter is from a Thayan to other Thayans, it is written in the common tongue.

To the Thayan rats reading this letter: Since I enjoy a good game, I will give you a chance to save yourselves. There are three protocols to this orb. Each protocol must be completed to disarm it.

For years, I have witnessed drama among the ranks of the Red Wizards. But you do not halt nor turn from your wicked ways. Thus, your corruption has played out as a “drama” unto the entirety of Faerûn. Still “halt nor turn” is not something you can do. Thus, I gladly join the ranks of those who would see your destruction. However, if you can speak aloud the true and original name of Szass Tam, you will complete the first protocol. I am Vargath’Zhul, once your kin and now your bitter foe.

At the end of the scroll are these numbers: 9-3-15-8-11-13-6. And then, a second set of numbers: 10-5-2-4-7-16-1-14-12

Provide the players with the handout **Appendix 7: First Protocol, The Letter**.

COUNTING DOWN

Once the Thayan Peace Keeper opens, the DM should track the 20 minutes of “in-game time” until the bomb detonates (see **Appendix 6: Countdown Tracker**). It’s important for the DM to create a sense of urgency. Players can opt to *spend their time* to improve their chances at solving each protocol:

- If the players want a hint for any of the protocols, it will cost them 5 minutes.
- If the players want advantage on a skill check, it will cost them 3 minutes.
- Each guess to solve a protocol will cost 2 minutes.
- DM will adjudicate and deduct minutes for any in-character activities they deem to be “time consuming” while the Thayan Peace Keeper is active.

SOLVING THE LETTER

The true and original name of Szass Tam is Tarloth Narmandur. (Source: *Tyrants in Scarlet: The Founding History of the Zulkirs of Thay* by George Krashos and Ed Greenwood. This incredible document is available on DMsGuild.com for free.)

If a character is proficient in History or has specifically studied Thayan lore at one time—e.g., through their backstory or by spending downtime to research Thay—they may attempt a DC 20 Intelligence (History) check.

Otherwise, they will need to solve the puzzle. The players should notice these four words, which are repeated in the letter: DRAMA HALT NOR TURN. Assign numbers 1-16 to these letters from left to right. That becomes the key for the numbers at the bottom of the scroll to spell the name TARLOTH NARMANDUR.

When the characters speak this name aloud, the orb spins around and now the Forcecage is a BLUE color. The second protocol is now active.

SCENE B. SECOND PROTOCOL: THE ILLUSION

A light emanates from the orb. It expands and forms into the illusory form of Vargath'Zhul himself!

ROLEPLAYING VARGATH'ZHUL

Male CN. tethyrian human (illusion)

Personality. No one hates the Red Wizards more than former Red Wizards. Vargath'Zhul is a shining example of this fact. Vargath'Zhul is unhinged and seething with rage. He talks through gritted teeth when discussing Thay.

Appearance. Unlike a typical Red Wizard, he has grown out the hair on his head, dreadlocks pulled back and tied. Instead of red robes, he wears a tattered garment of green, blue, and purple cloth. But he still has the Thayan markings upon his face.

Quote: "I want you to look foolish before you die."

This programmed illusion addresses adventurers, believing them to be the Thayans trapped in this Forcecage as the clock counts down to midnight. This illusion is pre-recorded and will not respond to the adventurers' questions. (**Note:** Have fun playing Vargath'Zhul as an angry former Red Wizard.)

EVERYONE LOVES RIDDLES

The illusory Vargath'Zhul bows in a mocking manner and congratulates the Red Wizards (i.e., the adventures who are not actually Red Wizards) for knowing the name of the person they blindly serve.

Vargath informs them that in order to complete the second protocol they must answer these three riddles correctly.

1. You measure my life in hours and I serve you by expiring. I'm quick when I'm thin and slow when I'm fat. The wind is my enemy. What am I?
2. First you eat me, and then you get eaten. What am I?
3. You can have it, and be at it, but it never lasts forever. What is it?

If the players argue that while they don't know the answers to the riddles, their characters are smarter and would absolutely know—that's valid. At the DM's discretion, they can make an Intelligence or Wisdom ability check. The DM can set the DC as they see appropriate. Success provides the answer; nearly successful checks may give them a hint. Players may also *spend their time* for help. (See "Counting Down" sidebar on page 9.)

SOLVING THE RIDDLES

The first answer is a CANDLE. Upon answering it correctly, a candle appears in Vargath'Zhul's hand.

The second answer is a FISHHOOK. Likewise, a fishhook appears in his other hand.

The third answer is PEACE. Vargath'Zhul lets go of the illusory fishhook and candle. These items float in the air. A longsword appears in his hand.

The programmed illusion of Vargath'Zhul lets go of the sword. It too floats in the air. He says that all three items are a means to an end.

- Light to see the world
- Labor to sustain the world
- Violence to subdue the world

Vargath'Zhul tells the characters they must choose one in order to activate the third and final protocol.

If the characters choose:

The Candle. A blinding light bursts from the orb. Every character must make a DC 15 Constitution save or be blind for the next 10 minutes.

The Fishhook. A pulse of energy radiates from the orb causing a sense of weariness. Every character must make a DC 15 Constitution save or receive one level of exhaustion.

The Peace (Longsword). In a flash, the illusory longsword multiplies into **3 Flying Swords** and attacks the party. Roll initiative!

ADJUSTING THE ENCOUNTER

- **Very Weak:** Remove **2 flying swords**.
- **Weak:** Remove **1 flying sword**.
- **Strong:** Add **1 flying sword**.
- **Very Strong:** Add **2 flying swords**.

For Extra Challenge: Have the candle or fishhook effect also occur, but not all three effects. Now the adventurers are fighting while blind (yikes) or fighting while exhausted.

Immediately after the character select the item, the third protocol is activated — even if the characters are in the middle of a combat encounter with the flying swords. The Forcecage is now PURPLE.

SCENE C. THIRD PROTOCOL: THE LIMERICK

The programmed illusion disappears. Instead, Vargath'Zhul's booming voice comes from the vibrating orb: "I request... a limerick! It must entertain me or else the orb detonates!"

WRITING A LIMERICK

A limerick is a short, bouncy poem that is often nonsensical and humorous.

- The poem is five lines long.
- Lines 1, 2, and 5 rhyme. Lines 3 and 4 rhyme.
- Lines 1, 2, and 5 have eight beats (or syllables). Lines 3 and 4 have six beats. The rhythm is anapaestic, but we won't go into all that.

Example of a limerick: There once was a runner named Dwight / Who could speed even faster than light. / He set out one day / In a relative way / And returned on the previous night. (The players can't use this one.)

SOLVING THE LIMERICK

Vargath'Zhul wants the Red Wizards to humiliate themselves. If the players present anything that is not disparaging to Thay, Szass Tam, or the Red Wizards themselves, the booming voice will respond with "NOT FUNNY!" And the players will have to present another limerick until they finally write one that makes fun of the Red Wizards.

If the players struggle, remind them of who their audience is. Vargath'Zhul hates, hates, hates the Red Wizards, Szass Tam, and everything about Thay. This last protocol should be fun for the players, if they get frustrated, feel free to work with them.

If the players are particularly proud of their poems, they may share these Red Wizard limericks with the Verdantium online community. The Verdantium is a player-driven, inter-faction Red War army. Players can visit the Verdantium on Discord (discord.gg/cvnjrjQZ) or Facebook (facebook.com/groups/verdantium/).

Once they successfully complete the third protocol or if they run out of time, the Forcecage turns RED.

TICK, TICK . . . BOOM!

A series of loud booming noises come from orb as it begins to crack and violently shake. The DM should make it seem as if the characters are absolutely doomed. The Thayan Peace Keeper is going to explode, or will it?

If the characters successfully completed the three protocols, the orb then goes still. The Forcecage fades away. The illusory clock changes into a message floating in the air: "A deal is a deal. You are free to go. Remember the name of Vargath'Zhul who revealed you as the fools you are! Seriously. I hate you. I'm glad I left Thay. My life is so much better now, and you have to live with that."

If the characters run out of time before completing the three protocols, things get weird. There is a mighty blast of arcane energy, and the heroes are polymorphed into **rats**! Yes, rats.

WRAP-UP: CONCLUDING THE ADVENTURE

At this point, the DM and players have a few choices:

If you are NOT playing the bonus objectives:

Whether or not the characters successfully disarmed the orb, they may return to base camp with Myriel's journal by retracing their way through the secret tunnels. As rats, they may need to collectively carry the journal. In an hour, the polymorph effect will end.

If you are playing the bonus objective(s):

For adventurers who successfully disarmed the orb, begin with **Appendix 4: Who Are You? (Bonus Objective A)**. For adventurers who did not disarm the orb, begin with **Appendix 5: What Are You?! (Bonus Objective B)**. Further guidance is available in the related appendices, but from there, you may continue to the other bonus objective.

Upon returning to basecamp, the adventurers may see another group of wide-eyed newbies who are being sent on another wild goose chase to find the whereabouts of those missing legendary heroes. According to leadership, it should be an "easy task." (You've heard that before!) But this is an adventure for another time.

OBJECTIVES

Adventurers who solved the Thayan Peace Keeper and returned to base camp with Myriel's journal will achieve **Story Objective B**.

TREASURE AND REWARDS

Adventurers unlock the *Cloak of Many Fashions* (see **Appendix 9**), upon completion of Story Objective B, as a sign of the leadership's appreciation.

Their discoveries will help the inter-faction army as the war continues.

ADVENTURE REWARDS

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

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

- **Story Objective A:** Arrive at the Temple of Lathander.
- **Story Objective B:** Solve the Thayan Peace Keeper and return to base camp with Myriel's journal.

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

- **Bonus Objective A:** Survive the standoff.
- **Bonus Objective B:** Defeat the frogs.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Cloak of Many Fashions. While wearing this cloak, you can use a bonus action to change the style, color, and apparent quality of the garment. The cloak's weight doesn't change. Regardless of its appearance, the cloak can't be anything but a cloak. Although it can duplicate the appearance of other magic cloaks, it doesn't gain their magical properties.

When not worn, the cloak's default setting is a perfectly authentic Red Wizard cloak.

This item can be found in **Appendix 9**.

STORY AWARDS

During this adventure, the characters may earn the following story award:

You Look Like That One Person. Occasionally, people confuse you with a more famous hero. It can be annoying. This story award is only applicable while you are tier 1.

More information can be found in **Appendix 8**.

DM 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.

- **Karl Davion (KARL Dah-vee-ON).** No-nonsense leader within the Order of the Gauntlet. He's tasked with organizing the troops converging upon Mulmaster. He has a special box for our heroes.

Personality: Grim, focused, real killjoy

Ideal: See all, so nothing catches you off guard.

Bond: My fellow soldiers on the battlefield

Flaw: Flaws? If I told you my flaws, that's the flaw!

- **Vargath'Zhul (Var-GATH Zool).** A powerful wizard who defected from Thay and wants to strike down his former allies. His inability to find closure has caused to be unhinged and filled with rage.

Personality: Acts like a jilted lover.

Ideal: Devote life to magic revenge box? Worth it.

Bond: Hate is the wind beneath my wings.

Flaw: Overly complicated solutions to simple issues.

- **Mulmaster (MULL-master).** The City of Danger was once a sprawling cosmopolitan metropolis under the dictatorship of the High Blade. However, it was devastated by the machinations of the Cults of Elemental Evil. In the years that follow, the city has been rebuilding with the aid of the Mageocracy of Thay.
- **Temple of Lathander (lah-THAN-der).** Located about a half mile inside the walls of Mulmaster. The priest Myriel serves there and is believed to be sympathetic to efforts against the Thayans.

APPENDIX 2: CREATURE STATISTICS

FLYING SWORD

Small construct, unaligned

Armor Class 17 (Natural Armor)

Hit Points 17 (5d6)

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

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 ¼ (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.

FROG

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft., Passive Perception 11

Languages --

Challenge 0 (10 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

RAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4-1)

Speed 20 ft.

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

Senses Darkvision 30 ft., Passive Perception 10

Languages --

Challenge 0 (10 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

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.

THAYAN APPRENTICE

Medium humanoid (human), any non-good alignment

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Skills Arcana +4

Senses passive Perception 11

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion. * Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

Spellcasting. The apprentice is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mage has the following wizard spells prepared:

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

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd level (3 slots): *blur*, *scorching ray*

ACTIONS

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

*Doomvault Devotion is relevant to "Dead in Thay" chapter of *Tales from the Yawning Portal*, not this CCC.

THAYAN WARRIOR

Medium humanoid (human), any non-good alignment

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion. * Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

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

ACTIONS

Multiattack. The warrior makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

*Doomvault Devotion is relevant to "Dead in Thay" chapter of *Tales from the Yawning Portal*, not this CCC.

APPENDIX 3: RED WAR ONGOING EFFECTS

This adventure takes place during the events of *DDEP00-01 The Red War*. As a result, the following additional rules are in effect for the duration of this adventure.

Credit goes to K. Jasmine Vernon for the base of this explanation and its layout.

SZASS TAM'S NECROTIC KISS

With the assistance of Zulkir Dar'lon Ma—Szass Tam has blanketed the city of Mulmaster in a series of enchantments.

All living humanoids other than those intentionally excluded by Szass Tam and the Zulkir (such as the Red Wizards, with others being called out during the course of this adventure) are immediately afflicted with the following:

SZASS TAM'S NECROTIC KISS

Any living creature that ends its turn within 5 feet of this creature must succeed on a DC 14 Constitution saving throw or else immediately gain one level of exhaustion. Levels of exhaustion gained as a result of this affliction are healed at a rate of one per week, or immediately if the source of the affliction is ended.

Removing the Kiss. This affliction cannot be removed, dispelled, or delayed by any known spell or effect – including wish. The Necrotic Kiss ends automatically at the conclusion of this adventure (but is also present in other adventures set during the Red War).

Non-Humanoid Creatures. Living non-humanoid creatures (beasts, elementals, summoned fey, etc.) are not afflicted with the Necrotic Kiss, but are not immune to its effects. If any such creature (including the character's own mount, if any) ends its turn adjacent to an afflicted humanoid, they must make the saving throw or suffer 1 level of exhaustion from the Necrotic Kiss.

DMs should describe the effect after the first save is made. While this curse is an ever-present challenge for the duration of this adventure, it should not remain unexplained.

NECROTIC KISS EXAMPLE ROUND

- Maalkur moves adjacent to a Red Wizard and ends his turn. He does not need to make a saving throw

against the Necrotic Kiss as Maalkur is not adjacent to himself, nor is the Red Wizard afflicted.

- Pearl moves adjacent to Maalkur and the Red Wizard and ends her turn. Pearl must now make a saving throw against the Necrotic Kiss because Maalkur is afflicted.
- Red Wizard dances wildly and ends their turn. The Red Wizard does not need to make a save because Red Wizards are immune to the effect.
- At the end of Maalkur's next turn, if Maalkur is still adjacent to Pearl he too will need to make a saving throw, as Pearl herself is afflicted.
- If the adventurers move so that there's 10 feet of space, no save is needed by either character.

CANCEROUS MAGIC

The Thayans have been toiling away in an effort to harness the rifts into the elemental plane. These rifts are an abomination in the fabric of the Weave, and magic has begun to behave erratically as a result.

The following effects apply for the duration of this adventure:

CANCEROUS MAGIC

- **Spells (Wild Surge).** Every leveled spell cast by the characters and their allies automatically triggers a *wild surge*. Roll on the Wild Surge table in the *Player's Handbook* (p 104).
- **Necrotic Kiss.** Any creature afflicted with Szass Tam's Necrotic Kiss has disadvantage on the first saving throw they make each round.

RED WIZARDS AND THEIR ALLIES

To reiterate, all Red Wizards (unless specifically called out) are immune to the effects of the Necrotic Kiss and Cancerous Magic. This immunity extends to their allies, which will be called out as being a **Thayan Ally** directly in the adventure.

ADDITIONAL INFORMATION

To help your overall awareness of the city, and to give a bird's eye view of locations called out in this adventure, please download the PDF "**City Guide: Mulmaster**" from the DMsGuild.com, which contains maps and city information, via the following link: www.dmsguild.com/product/202483/City-Guide-Mulmaster

APPENDIX 4: WHO ARE YOU? (BONUS OBJECTIVE A.)

Estimated Duration: 60 Minutes

SCENE. TEMPLE OF LATHANDER

Asandra (Thayan Apprentice) and **Ortyr (Thayan Warrior)** enter the temple. Asandra wears the traditional Red Wizard garb. Ortyr is not a wizard, but a highly trained soldier for the Thayan army. While they are not high ranking leaders, the two of them are experienced enough to pose a threat.

A CASE OF MISTAKEN IDENTITY

Even the most basic Passive Insight (10+) reveals these two Thayans did not expect to see the adventurers and—dare I say it—they look nervous?

It seems they believe these tier 1 players are the legendary heroes. They inform the adventurers they came looking for Myriel's journal, and that the temple is surrounded.

CREATURES/NPCs

Sure enough. If the characters look out the open door, they see Thayans surrounding the temple.

Objectives/Goals. They just want the journal, but it would be of strategic importance to the inter-faction army.

What Do They Know? These two Thayans believe these adventurers are the legendary heroes who were *supposed* to be here waiting.

ADJUSTING THE ENCOUNTER

- **Very Weak:** Replace both with **2 thugs**.
- **Weak:** Replace warrior with **1 thug**.
- **Strong:** Add **1 apprentice**.
- **Very Strong:** Add **1 apprentice** and **1 warrior**.

For Extra Challenge: The Thayan Peace Keeper is going haywire with a *color spray* hitting everyone in the temple every other round.

ROLEPLAYING THE STANDOFF

The DM should try to not rush this scene. There is plenty of time to build the tension of this standoff.

If allowed, these two Thayans will try to negotiate for the journal and for their lives, sharing their life story to build some empathy with the adventurers.

At any point, if a character says or does something that feels inconsistent with a legendary hero, either Asandra or Ortyr may make a contested Wisdom (Insight) check against the character's Deception.

If the ruse is over, Asandra and Ortyr will fight them while others wait outside. **Note:** If retreating is necessary, it makes sense to run away through the trap door, but players do crazy things. Be prepared for the unexpected, e.g., if they run out the front door.

DEVELOPMENT

If the characters have already completed **Bonus Objective B**, they may escape the way the came.

If not, the DM can opt for the Thayan Peace Keeper to sputter back to life (laughter from Vargath'Zhul can be heard—clearly not a man of his word) and blast them with the transmutation energy. Then proceed to **Appendix B: What Are You?!**

OBJECTIVES

Adventurers who survive this standoff will achieve **Bonus Objective A** and gain the "You Look Like That One Person" story award. See Appendix 8.

PLAYING THE PILLARS

COMBAT

This fight should remain between the apprentice, the warrior, and the adventures. It should not include *the enemy forces surrounding the temple*. However, if they want to go out like Butch Cassidy and the Sundance Kid, that's their choice.

EXPLORATION

The adventurers can escape through the trap door. Let the players know this is an option. In this instance, use the "Chases" section of the DMG, chapter 8. Consider including complications relevant to a catacomb.

SOCIAL

The Red Wizards think the temple contains legendary heroes. Why not roll with it? Literally. The party may do a group DC 15 Charisma (Deception) check—or appoint one person to deceive on their behalf. Award inspiration for creativity. Roleplay the outcome.

APPENDIX 5: WHAT ARE YOU?! (BONUS OBJECTIVE B.)

Estimated Duration: 60 Minutes

SCENE. TEMPLE OF LATHANDER

Either the adventurers have (a) just failed to disarm the Thayan Peace Keeper in Episode 4, Scene C or (b) they've survived a standoff with Thayans in Bonus Objective A: Who Are You? and the orb *accidentally* went off.

Regardless, the adventurers are now tiny rats.

ON BEING A RAT

The rats wear the clothing that the heroes wore—including the armor, e.g., tiny chainmail or tiny studded leather, etc, which will affect their AC. (Think *Mice & Mystics*™). Replace their stat block with the rat stat block. See [Appendix 2: Creature Statistics](#). The rats have max hit points: 3. The characters have tiny versions of whatever weapons they wielded previously. These weapons only deal 1 hp of the damage type—regardless of any other class or ability features they had in their previous form. If they do not have weapons, they may bite (+0 to hit, 1 piercing damage). **Limit any spell casting abilities and/or class features to 1 hp damage and the effects as mostly “flavor.” After all, they are rats.** The DM should adjudicate on any bizarre particulars. Maybe the characters communicate via squeaks and gestures? Maybe a familiar or animal companion now serves as a mount? The DM may choose to modify the range of the Necrotic Kiss and Cancerous Magic effects for tiny creatures.

The effect lasts for one hour. If they drop to 0 hp while in rat form, they will remain unconscious (and remain in rat form) until the hour is completed.

FROGS LOYAL TO SZASS TAM

Take a moment to describe how the world looks through their new rat perspective. The adventurers sense and smell things they never noticed before. The urge to scavenge becomes much stronger, etc.

The adventurers notice a tiny wooden door on the opposite side of the temple that they'd never noticed before. It's rat-sized. On the other side of the door, they hear croaking that sounds like chanting. “Szass! Tam! Szass! Tam! Szass! Tam! Szass! Tam!”

When the adventurers open the door (because why wouldn't you?), they enter a second temple, clearly devoted to the leader of the Red Wizards. There are **6 to 14 frogs** (adjustment: two frogs for every rat), dressed in red robes and each holding a different tiny weapons—a variety of swords, spears,

daggers, quarterstaff, etc. They turn to rats, ready to fight for their beloved leader! Combat is inevitable.

ADJUSTMENTS FOR THE FROGS

- **Awakened.** These frogs have been magically awakened. Each frog has an Intelligence of 10 and speaks common.
- **Tiny Weapons.** Each frog has a weapon (+0 to hit, 1 hp of damage type).

AREA INFORMATION

This area features:

Dimensions & Terrain. Appears to be a storage closet. The main door is to the outside; the tiny door appears to have been constructed by the frogs. The closet has been remodeled as a shrine to Szass Tam with red tapestries and tiny childlike drawings of the infamous lich. The closet is 5 feet by 5 feet. For the purposes of a grid map, it is recommended you block it off in 6 inch squares (thus, 10 by 10). Each frog or rat can occupy a single square.

Lighting. A single candle illuminates the closet. The candle provides sufficient, flickering light.

CREATURES/NPCs

Some deranged druid has awakened these frogs, giving them the command to fight in the Red War.

Objectives/Goals. Any pre-combat monologue from the frogs (and they do love to monologue) will reveal that they are mustering their forces and preparing to strike. Their ultimate goal is to murder the nice priest of Lathander who has been scheming against the Red Wizards.

What Do They Know? In the past month, the frogs have listened in on a lot of conversations throughout Mulmaster, providing valuable information to the Red Wizards about resistance within the city.

DEVELOPMENT

After fighting the frogs, the rats will turn back to their original forms—crammed in the secret room.

If the characters have already completed **Bonus Objective A**, they may escape the way they came.

If not, when they change back, they may proceed to [Appendix A: Who Are You?](#)

OBJECTIVES

Adventurers who defeat the frogs will achieve **Bonus Objective B**.

APPENDIX 6: COUNTDOWN TRACKER

Once the Thayan Peace Keeper opens, the DM can track the minutes by marking these boxes.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Tick, tick . . . boom!

- If the players want a hint for any of the protocols, it will cost them 5 minutes.
- If the players want advantage on a skill check, it will cost them 3 minutes.
- Each attempt to solve a protocol will cost 2 minutes.
- DM will adjudicate and deduct minutes for any activities they deem to be “time consuming” while the Thayan Peace Keeper is active.

ProTip: The DM could also design a papercraft clock to represent the countdown.

APPENDIX 7: FIRST PROTOCOL, THE LETTER (PLAYER HANDOUT 1)

To the Thayan rats reading this letter:

Since I enjoy a good game, I will give you a chance to save yourselves. There are three protocols to this orb. Each protocol must be completed to disarm it.

For years, I have witnessed drama among the ranks of the Red Wizards. But you do not halt nor turn from your wicked ways. Thus, your corruption has played out as a “drama” unto the entirety of Faerûn. Still “halt nor turn” is not something you can do. Thus, I gladly join the ranks of those who would see your destruction. However, if you can speak aloud the true and original name of Szass Tam, you will complete the first protocol. I am Vargath’Zhul, once your kin and now your bitter foe.

9-3-15-8-11-13-6
10-5-2-4-7-16-1-14-12

APPENDIX 8: STORY AWARD (PLAYER HANDOUT 2)

STORY AWARDS

During this adventure, the characters may earn the following story award:

You Look Like That One Person. Occasionally, people confuse you with a more famous hero. It can be annoying. This story award is only applicable while you are tier 1.

APPENDIX 9: MAGIC ITEM (PLAYER HANDOUT 3)

Characters completing this adventure's objective unlock this magic item.

CLOAK OF MANY FASHIONS

Wondrous Item, common

While wearing this cloak, you can use a bonus action to change the style, color, and apparent quality of the garment. The cloak's weight doesn't change.

Regardless of its appearance, the cloak can't be anything but a cloak. Although it can duplicate the appearance of other magic cloaks, it doesn't gain their magical properties.

When not worn, the cloak's default setting is a perfectly authentic Red Wizard cloak.

APPENDIX 10: 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?

dnd.wizards.com/playevents/organized-play

NEW TO THE RED WAR?

dndadventurersleague.org/ccc-red-war/

www.dmsguild.com/product/254132/The-Verdantium-A-Red-War-Roleplaying-Guide/

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 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