

THE FIRST RULE

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Adventure Code: CCC-BMG-PHLAN3-2

Optimized For: APL 3rd Level



Deep inside the underbelly of Phlan something sinister is going on. A new group of criminals is looking to take over illegal operations in the city and have set themselves up in the sewers. Adventurers are needed to discover what secrets lie beneath Phlan. Do you heed the call?

A four-hour adventure for 1st - 4th level characters

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INTRODUCTION

Welcome to *The First Rule*, a Convention Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

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.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

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. Become familiar 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.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

Adventure Primer

*The only sure thing about luck is...
that it will change.*

-- Bret Harte

Adventure Background

The prosperity brought about by the recent events in Phlan are a welcomed change for its citizens. Jhessail Greycastle is now the elected leader of Phlan and has promised to purge away the city's corruption. She has enlisted help from unlikely sources, including the once corrupt Black Fist and the former thieves' guild known as the Welcomers.

This collaboration between groups has left a gap in the criminal underworld. An organization named the Coin Spinners has taken up where the former left off. This new thieves' guild has no scruples about the less savory aspects of crime. Extortion, murder, and even slavery is becoming commonplace. The source must be found and eradicated if the city wishes to improve.

The Chancellor of Phlan, a tiefling named Calypso, has been working with the Welcomers to infiltrate this new thieves' guild. They have found a location where the Coin Spinners have been selling, trading and battling slaves. This place, called the Crucible of Mayhem, is the perfect chance to infiltrate the guild and find how to stop them. Their plan was working until their spy was caught. Now Calypso must hire adventurers to salvage the mission or risk losing their lead.

Location and NPC summary

The following NPCs and locations feature prominently in this adventure.

Mantor's Library. A library built in Scholar's Square and the most prominent institution for research in the city.

Underbelly of Phlan. The sewers and ruined tunnels left over from the city's constant rebuilding.

Crucible of Mayhem. A secret area found by the Coin Spinners that they use to sell slaves and organize arena fights.

Jhessail Greycastle. Elected leader of Phlan and renounced Banite paladin.

Calypso. A tiefling sorcerer and former adventurer who is now the Chancellor of Phlan.

Dark Linsa. A half-drow who works as a spy for the Welcomers. She went missing while undercover.

Rhubagar. A duergar slaver and owner of Dark Linsa.

Grandmaster Holt. Leader of the Crucible of Mayhem and second lieutenant of the Coin Spinners.

Adventure Overview

This adventure is divided into four parts.

Part 1: Mantor's Library. The adventurers meet at Mantor's Library to talk with Calypso and discuss their mission.

Part 2: Sewers of Phlan. The adventurers enter Phlan's sewers from beneath the docks. Using the lantern provided to them by Calypso, the group navigates the sewers and makes it to the Crucible of Mayhem.

Part 3: Crucible of Mayhem. Once inside the Coin Spinner's hideout, the adventurers must blend in with the patrons and find a way to meet with Grandmaster Holt.

Part 4: Grandmaster's Sanctum. Inside the sanctum, the adventurers confront the leader of the crucible. They'll receive an invitation to the Coin Spinner's main hideout after dealing with the Grandmaster.

Adventure Hooks

Choose an appropriate reason for the party to become involved with this adventure. The adventurers might have different reasons for accepting this mission.

Handpicked. The adventurers are hired by an unknown employer and told to meet at Mantor's Library in Phlan. Unbeknownst to them they were handpicked by Calypso to undertake a mission of dire importance.

Heroes of Phlan. The adventurers have come to Phlan's aid in the past and earned the Chancellor's trust. Their experience with the Coin Spinners might prove invaluable for this mission. They are told to meet at Mantor's Library to discuss the details.

Zhentarim (Faction Assignment). Dark Linsa of the Welcomers went missing after going undercover. The Zhentarim owe the Welcomers a favor and hire a faction agent to find and potentially rescue her.

Harpers (Faction Assignment). The Underbelly of Phlan is largely undocumented thanks to the city's propensity to be destroyed and rebuilt. Properly documenting the exploration of the sewers would prove invaluable to the Harpers. They have hired a faction agent to assist Calypso and map the sewers.



PART 1. MANTOR'S LIBRARY

Expected Duration: 30 minutes

The adventurers are invited to Mantor's Library in Scholars Square to meet with their employer. When they are ready to start, read the following:

Reconstruction in this area of Phlan is still underway when you arrive at Scholar's Square. You notice a few carpenters are working on the roof of the library as you enter. The inside looks untouched, with rows upon rows of books still lining the shelves.

The adventures have some time before their employer arrives to introduce themselves or chat. Some or all of the adventurers might have worked together in the past while others are new to Phlan. After the discussion dies down, Calypso enters the room.

Roleplaying Calypso

Calypso is a tiefling sorcerer and former adventurer who is now the Chancellor of Phlan. She is aligned with the Zhentarim.

- **Ideal:** I prize freedom and despise tyranny. Chains are meant to be broken, as are those who would forge them.
- **Bond:** Phlan is my home – I must do all I can to protect it.
- **Trait:** Flattery is my preferred trick for getting what I want.
- **Flaw:** I'd rather eat my robes than admit when I'm wrong.

Meeting the Chancellor

Calypso greets everyone and introduces herself before motioning them to follow. She escorts them into a back room and offers them a seat. After everyone enters the room, she locks the door and takes a seat herself before explaining the situation.

The Backstory

Due to the urgency of the mission Calypso wastes no time starting the briefing. She shares the following:

- After the war with Bane and the election of Jhessail Greycastle, Phlan must rebuild. Many groups like the Black Fist and even the Welcomers are helping with that.

- The Welcomers were once a thieves' guild but have recently turned away from crime. Calypso is working with them to rout a new guild looking to take over criminal activity in Phlan.
- This new criminal organization is known as the Coin Spinners. There have been reports of them smuggling rare animals, harassing locals and even trafficking slaves through the city.
- A Welcomer named Dark Linsa has been working undercover in the Coin Spinner organization. She found where the Coin Spinners have been storing, selling, and fighting their slaves; A place called the Crucible of Mayhem.
- Dark Linsa was close to finding the leader of the Coin Spinners and their main hideout when she went missing. Calypso fears she's been killed or captured.

The Chancellor answers any questions the group might have before continuing on.

The Mission

Calypso informs the adventurers that their goal will be to infiltrate the crucible and gather information. To do so they must complete the following steps:

- The adventurers will travel into the Underbelly of Phlan via the sewers and infiltrate the Crucible of Mayhem. This is an undercover mission and requires the group to maintain cover.
- Once inside the crucible, the group must find the underboss, a gnome wizard named Grandmaster Holt. He should have the information the group seeks.
- Calypso also wants the group to find out what happened to Dark Linsa. Preferably without blowing their cover or compromising the mission.
- Once the mission is successful, Jhessail Greycastle and a group of Black Fist guards will raid the hideout and shut the slaver ring down.
- Jhessail doesn't want to potentially lose their only lead on the Coin Spinners by shutting down the crucible until the information is secured.

The Chancellor pauses again to answer any questions the group might have before giving them directions to the sewer entrance.

A Flame to Light the Way

Before the group leaves for the sewers, Calypso retrieves an item from her pack and hands it to one of the adventurers. This item is a lantern of revealing (**see Player Handout 1**) that Dark Linsa requested the last time she reported in. Calypso lends it to the adventurers in hopes it might help them infiltrate the hideout.

Payment

Calypso offers the group 100g to infiltrate the Crucible of Mayhem and find out as much as they can. She offers an additional 50g if they can find out what happened to Dark Linsa.

Zhentarim Assignment (Rescuing Dark Linsa)

After the briefing, Calypso requests to speak with any Zhentarim agents. She informs them that the organization owes the Welcomers a favor and have asked

they rescue Dark Linsa. If the group finds her alive, she is to be escorted back to Calypso at Valjevo Castle.

Harper's Assignment (Mapping the Sewers)

Before the adventurers leave, the group is approached by a librarian named Camilla Bates. She is a member of the Harpers and wishes for a detailed map of the sewers the group will be exploring. If any faction agents wish to complete this assignment, the player must draw an actual map of the sewers. As long as an effort is made, the Harpers accept the map.

Advancing the Adventure

If the adventurers are done at Mantor's Library then they can follow Calypso's directions to the Sewers. The entrance the Coin Spinners have been using is located in the Dock district of Phlan.



PART 2. SEWERS OF PHLAN

Expected Duration: 1 hour 30 minutes

The directions Calypso gives the adventurers lead them to the dock district of Phlan. As the group approaches the location read the following:

A few onlookers give weird looks as you climb underneath the docks and to the location Calypso described. Built into the stone foundation of the buildings is a portcullis that marks the entrance to the sewers.

General Features

These features are found throughout the sewers and adjoining tunnels unless otherwise specified:

Light. There is no light inside sewers unless otherwise specified.

Sounds. The sounds of dripping water echoes through the tunnels.

Sewers. The sewers are approximately 10ft wide and 15ft deep. One side of the tunnel is a 5ft wide platform while the other side is a 5ft deep pool of murky water.

Tunnels. The tunnels after area E are smaller and only 5ft wide and 10ft tall.

A. Sewer Entrance

The entrance to the sewers is underneath the docks directly below a fishmonger. When the adventurers arrive, it is low tide and the beach is strewn with debris.

Portcullis

The sewer tunnel is closed off by a portcullis that is made out of metal but has corroded over time. Investigating the bars reveals that two of the bars are weak. These bars can be bent enough to allow a medium-sized creature through with a successful DC 15 Strength (Athletics) check. Using a crowbar or something else that gives leverage grants advantage on the check.

Lever

Approximately 10ft into the sewer tunnel is a lever that controls the portcullis.

Debris

Sticks, rocks and other debris from the Moonsea have washed underneath the docks and into this area. If the adventurers search around they can find pieces of drift wood, some over 10ft long.

Graffiti

There is chalk graffiti covering the walls outside the entrance to sewers. Most belong to local sailors but a few of the newer ones are from Coin Spinners. A successful DC 12 Intelligence (Investigation) check can spot an almost illegible message among the graffiti. This message from Grandmaster Holt is actually a glyph of warding. Reading the graffiti sets off the spell, releasing a 1st level burning hands (DC 12) in the area in front of the graffiti. The message left by Holt reads:

What kind of room has no doors or windows?

The answer to this riddle (mushroom) is the password to the secret door in area E. It was left by Holt in case any of his lackeys forgot it, along with a punishment for forgetting.

Advancing the Adventure

After the portcullis is opened the adventurers can travel down the tunnel and into the sewers. About 50ft in is an offshoot tunnel leading into area B. 25ft past that, the main tunnel forks in two directions leading into areas C and D. A successful DC 12 Wisdom (Survival) check can notice that while the main tunnel is heavily used, the offshoot tunnel leading into area B has been used more recently.

B. Vagrant Tunnel

The strong smell of fish can be found down this part of the sewers. The runoff from a nearby fishmonger ends up here and stinks up the tunnel. At the end of the tunnel is a cooking pot and a small fire.

Vagrant

A vagrant has set up at the end of this tunnel near the drain. He has been living in the sewers since before the Coin Spinners started using the tunnels. The **commoner** likes to take any leftover fish scraps thrown away and make them into a stew. If he hears anyone coming down the tunnel then he attempts to hide. A successful DC 12 Wisdom (Perception) check can spot him crouching behind a pipeline. If he is caught the man frantically begs for his life. If he is calmed down the vagrant is willing to share his stew along with some information:

- The vagrant is old and his memory is fading. He does not remember his name or how he started living in the sewers.

- He's seen groups of "hooligans" entering and leaving the sewers on a regular basis. He hides from them when they pass by. They always head down the main tunnel and take a left at the fork.
- He saw the hooligans bringing in strange animals about a tenday ago. They looked like reptiles with large fins on their back.
- They also regularly bring in prisoners in chains that look to be slaves. They took the animals and the prisoners deeper into the sewers.
- After bringing those strange reptiles in, they started bringing in large chunks of meat to feed them.
- He overheard one of the hooligans repeating the word "mushroom" to himself; as if he was trying not to forget the word.

After the vagrant shares what he saw, he goes back to resting by his fire and eating his stew. He refuses to leave his camp or any attempts to help or heal him. He is content with the life he has.

Fish Stew

If the adventurers calm the vagrant, he offers to share his fish stew. The stew is made from the discarded remains of fish from the nearby fishmonger. Anyone eating the stew must make a DC 12 Constitution saving throw or become poisoned for 1 hour, otherwise it just tastes rancid. The vagrant can be talked into selling the entirety of the stew, including the pot, for 5g.

Advancing the Adventure

This tunnel is a dead end and the only way to continue is to turn back into area A.

C. Dimetrodon Tunnel

The Coin Spinners have let loose a group of four **dimetrodons** into this tunnel to deter intruders. They are currently resting at the bottom of the pool waiting for prey. Their fins are visible from above the water and they attack anything entering their territory unless fed.

The Coin Spinners usually bring something or someone to feed the dimetrodons and distract them. Their skeletal remains litter the bottom of the water.

Feeding Time

If the adventurers bring something to feed the dimetrodons, they can pass without a fight. As long as its meat, such as the fish stew from area B, the dinosaurs mind their own business.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- **Very weak party:** Remove two **dimetrodons**.
- **Weak party:** Remove two **dimetrodons**.
- **Strong party:** Add three **dimetrodons**.
- **Very strong party:** Add four **dimetrodons**.

Treasure

Searching the skeletal remains below the water, adventurers who succeed in a DC 12 Intelligence (Investigation) or Wisdom (Perception) check find a pouch with 25g worth of garnets.

Advancing the Adventure

This sewer tunnel gradually inclines 50ft before splitting off in two directions. The water portion of the tunnel flows into an inaccessible part of the sewers while the platform portion continues on into area C.

D. Overflow Tunnel

This part of the sewers curves 40ft to a dead-end and a humanoid-sized conduit. The conduit drains water from area E into the rest of the sewers.

Conduit

The flow of water here is slow because of a clog inside the drain. The adventurers can immediately identify this after a preliminary inspection. Finding out the cause of the obstruction requires a more thorough investigation. It might be too dark and damp inside the conduit to see what is causing the clog. A successful DC 12 Wisdom (Perception) check is enough to spot a glob of muck half way up the conduit blocking the flow.

Climbing Up

The conduit is wide enough for a medium-sized creature to climb up it while squeezing. Doing so requires a successful DC 10 Strength (Athletics) check and it requires two consecutive checks to climb up the entire conduit and into area E. Until the clog is taken care of, the path into area E is blocked. The water dripping from the cistern means it is difficult to keep your grip. If you fail a climb check while inside the drain then you slide all the way down into area D, potentially taking anyone behind you with.

Obstruction

If the adventurers decide to investigate the conduit or the reason its clogged then they must climb up the tunnel. About half way up the drain is a mess of

sticks and other gunk that is causing the obstruction. Unbeknownst to the adventurers this is actually a gray ooze and isn't actually stuck, only resting. If examined or if attempts are made to unclog the pipe, the ooze attacks. The following round any of the remaining gray oozes from area E flood into area D along with the majority of the water. Anything inside the conduit or cistern are likewise flushed into area D.

Advancing the Adventure

This tunnel is a dead end except for the man-sized conduit that leads into area E. The only other way to proceed is to turn back into area A.

E. Cistern

The tunnel in area C gradually leads upward to this cistern approximately 30ft wide and 60ft deep. An obstruction at the bottom of the cistern has caused the water here to become stagnant and murky.

Water

Water feeds into this cistern from all over Phlan before flowing into the Moonsea. Normally an overflow drain keeps the water from rising too high but right now it is clogged. The water is usually 20ft deep but right now it's 40ft deep and murky. There are currently two **gray oozes** residing in the water while one **gray ooze** is lodged in the conduit leading into area D. They'll fight off any intruders entering the water.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- **Very weak party:** Remove two **gray oozes**.
- **Weak party:** Remove one **gray ooze**.
- **Strong party:** Add one **gray ooze**.
- **Very strong party:** Add two **gray oozes**.

On the second round the gray ooze lodged in the conduit leading into area D wiggles loose and joins the battle. This drains the water in the cistern over the next two rounds, 10ft at a time. Anyone in the water while the cistern drains must make a DC 15 Dexterity saving throw or is sucked into the conduit and flushed into area D. The water drains until there is 20ft of water left in the cistern.

Leap of Faith

There is a thin stone bridge spanning the length of the cistern from the entrance to the stone door. The Coin Spinners use this to span the gap but have hid it to deter

intruders. An illusion spell has permanently made the bridge invisible. Finding the bridge without being able to see it requires a DC 20 Intelligence (Investigation) check.

The bridge is thin and requires balance to cross it safely. Anyone attempting to cross will fall into the water unless they succeed in a DC 12 Dexterity (Acrobatics) check. If the bridge isn't visible, this check is made at disadvantage.

Overuse has caused the bridge to weaken, meaning if more than one creature crosses it at a time, the whole thing crumbles. Those on the bridge when it breaks need to make a DC 15 Dexterity saving throw to avoid falling into the water.

Stone Door

Directly across from the entrance to the cistern is a stone door. The door is *arcane locked* and requires a password or a DC 22 Strength (Athletics) or Dexterity (Sleight of Hand) check to open. The password to the door is mushroom.

Treasure

Below the murky water of the cistern is a wooden chest left by the Coin Spinners. Unless the water is drained it requires a DC 15 Dexterity (Perception) to spot from the surface. This chest is locked and requires a DC 12 Dexterity (Sleight of Hand) check to open. Inside the chest is 45g worth of assorted jewelry and a note with the password to the stone door.

Advancing the Adventure

The stone door leads into area F, while the entrance to cistern leads back into area C.

F. Bat Colony

The stone door in area E leads away from the sewers and into the ruins of an old prison. The path winds downward 20ft to a room approximately 15ft wide and 20ft high. An exit on the opposite side of the room leads to another winding tunnel.

Bats

This area is home to a large number of bats who sleep here during the day and escape through cracks in the ceiling during the night. The smell of guano and their chirping tips off the adventurers before they even enter the room.

Bypassing the Alarm

The Coin Spinners know not to light any torches or make any noises while walking through this room. If the

adventurers do either of these, or make no attempts to hide the light from their *lantern of revealing*, the bats go crazy and swarm. A successful DC 12 Dexterity (Stealth) check can bypass the room without agitating the bats, otherwise they alert the duergar in area G.

Advancing the Adventure

This room has two tunnels opposite of each other leading into areas E and G.

G. Crucible Entrance

Another 20ft passage leads to this small 20ft by 20ft room and a pair of double doors. This is the entrance to the Crucible of Mayhem, the area the Coin Spinners use to house and fight slaves.

Duergar Guards

There are two **duergar** guarding the entrance to the crucible. They assume anyone coming past the *arcane locked* door is allowed to enter. If the adventurers alerted the bats in area F, then the duergar are invisible and attack when the group arrives. Otherwise they will parley with the adventurers.

The first thing the duergar ask when the group approaches is for the password. It is the same one as the stone door, and if it is not given then they attack. If told the correct password the duergar will allow the adventurers entrance into the crucible, but otherwise keep to themselves.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- **Very weak party:** Remove one *duergar*.
- **Weak party:** Both are drunk and are **poisoned**.
- **Strong party:** Add one *duergar*
- **Very strong party:** Add two *duergar*.

Treasure

The duergar have 15g worth of assorted coins, along with a flyer hyping up an arena fight between two combatants named “Voodoo” and the “Half-Breed”.

Advancing the Adventure

After the adventurers get past the duergar guarding the entrance, they can continue on into the Crucible of Mayhem.



PART 3. CRUCIBLE OF MAYHEM

Expected Duration: 1 hour

The adventurers arrive at the crucible through a passage to the north. This once abandoned prison is now packed with arena patrons. As the group enters, read the following:

You walk down a corridor into a hall and are immediately hit with sounds of cheering. The hall is packed with gamblers, slavers, and thugs crowded around a pit in the middle. The cheering gets louder as another fight gets set to begin.

As the group enters the area, another crucible fight is starting. The distraction of the upcoming bout gives the adventurers enough time to blend in with the crowd and clear any suspicions linked to their arrival. If they wish to watch, continue to the She Looks Familiar section below. Either way, a group of Coin Spinners approaches the group after the fight (see False Alarm section below).

General Features

These features are found inside the Crucible of Mayhem unless otherwise specified:

Light. The rooms and hallways of the crucible are brightly lit with torches.

Sounds. Cheering from the crowd drowns out the sounds of battle in the arena.

Crowd. The crowd here is made of gamblers, slavers, and thugs. The room is packed.

Crucible. The crucible is a 20ft deep pit dug into the middle of the largest room. The edges of the pit are lined with wooden spikes to deter slaves from climbing out. A few trap doors are built into the floor to let the combatants into the arena.

She Looks Familiar

If the adventurers wish to spectate the fight, they have to find a suitable area to watch. The crowd starts cheering the names of the two combatants as the group finds a spot. The fight takes place between two slaves nicknamed Voodoo and the Half-Breed. The goblin and half-drow are skilled combatants and make for a fine show.

As the adventurers watch, it becomes apparent from Calypso's description that the half-drow is actually Dark Linsa. After both slaves go at it for a while, Linsa lands a decisive blow and is declared the winner. Both slaves are escorted out of the arena by their owners through trap doors in the floor.

False Alarm

After Dark Linsa's crucible battle, a drunk gang of Coin Spinners approach the group. These four veterans aim to harass the adventurers after losing money betting on the last round. They heckle, belittle, and mock the group but are otherwise harmless. If the adventurers are willing to play along and let the thugs blow off some steam, they eventually apologize. Afterwards the group can ask the gang a few questions and learn the following:

- The Crucible of Mayhem is a place for people to buy, sell, or battle slaves. There's also an area to gamble if you want to test your luck.
- This area used to be an abandoned prison long ago until the Coin Spinners came and claimed it.
- The leader of the crucible is a wizard named Grandmaster Holt. Few have seen him outside his inner sanctum farther into the prison.
- The only known way to meet the Grandmaster is for your combatant to win three crucible battles and get invited to his inner sanctum.
- If you want to participate in the crucible you need a slave to represent you. Only slaves are allowed to fight in the arena.
- They bet on Voodoo during the last fight and lost. The gang hates the owner of Half-Breed, a duergar named Rhubagar.

After the Coin Spinners are done talking with the group, the adventurers are free to explore the area.

Too Easy

The lax security of the crucible and the timing of the group's arrival means they have avoided suspicion. Unless the adventurers overtly compromise their cover, the patrons of the crucible assume they belong there.

Outnumbered

This part of the adventure has the group infiltrating a slave ring and gathering information. If the adventurers wish to succeed, they must blend in. Remind the players that their mission is not to stop the slave trading at this point, but to find its leader and gather information. The number of criminals packed into the room would be obvious suicide to take on in battle. If the adventurers still wish to take on the slavers, have a group of eight **veterans** arrive to subdue them. Afterwards have them fight in the arena (using the rules described below) until they win enough to earn an audience with Grandmaster Holt.

What Next?

The adventurers can figure out what to do next by asking around and gathering information. If the group skipped talking to the Coin Spinners, they can learn that information now from patrons of the crucible. In addition, they learn about the options described below.

Participating in the Crucible

The adventurers will quickly find that if they want to meet Grandmaster Holt, the easiest way is to win crucible battles. There is a standing rule that if a combatant wins three battles, the slave and their owners are invited to meet with the Grandmaster inside his inner sanctum. The only way to participate in the crucible is to own a slave and enter them into the arena.

Hiring a Slave

The slave trade is where the group can recruit someone to act as their combatant. Unless a member of the group poses as a slave, the only way to enter the crucible is to buy a slave off the market.

Finding Dark Linsa

The adventurers can ask around and eventually find out that the duergar Rhubagar owns Dark Linsa; otherwise known as Half-Breed. He hangs out in the slave trade and is infamous for his nasty temper.

Finding the Inner Sanctum

If the adventurers wish to find the inner sanctum without an invitation from Grandmaster Holt, they'll have to search the halls of the crucible. There are rumors of people trying to find the inner sanctum but becoming lost or disappearing all together.

Straight to the End

Players being who they are, they might choose to ignore the crucible section of this adventure and head straight to the inner sanctum. With enough luck, Grandmaster Holt's illusions will not be enough to deter them. If you are ahead on time, consider throwing another fight at them en route to the sanctum. This suggestion is only if you need to delay the final section. Have the adventurers fight a group of appropriately sized **giant bats** or **swarm of bats** to slow them down.

Areas of the Crucible

The areas of the Crucible are described below.

Gambling

This area of the crucible is dedicated to the gamblers and bookies who bet on the crucible fights. If someone wishes to bet on a fight, they can do so here. To make things simple, any bet the adventurers make is at two to one odds. The maximum bet allowed is 50g per fight.

Slave Trade

This area of the crucible is dedicated to storing and trading slaves. There is an ample number of slaves available, of which three are viable to become combatants.

Crucible

The crucible is a large pit dug into the middle of the room approximately 60ft in diameter and 20ft deep. The walls of the pit are lined with wooden stakes to deter slaves from escaping. The floor of the crucible is rigged with trap doors to allow combatants and other surprises into the arena.

Adjoining Tunnels

These tunnels lead to other parts of the prison and are mostly unused by the Coin Spinners. If explored it quickly becomes apparent that it would take days to fully traverse. A few of the tunnels lead into the Grandmaster's inner sanctum, but are protected by spells (see below).

Inner Sanctum

The Grandmaster's inner sanctum is a set of rooms deep inside the prison. Holt protects the area with illusion magic to deter intruders. Unless someone is invited into his sanctum, they must make a DC 18 Intelligence saving throw or become lost. Success means you are able see through the illusion and locate

the sanctum. Failure means becoming lost for 1d4 hours before eventually making your way back to the crucible.

Crucible Battles

The crucible fights consist of **three battles per round**, with the victor being whoever won the most battles during that round. Each battle consists of a **contested d20 roll between the combatants**. The winner is whoever rolls the higher number. If a combatant **loses a roll by ten or more, they die after the round is completed**. This roll is modified by the crowd, distractions, and other factors described below.

Controlling the Combatant

During a crucible fight one player controls the combatant and describes their attacks. These descriptions should be as impressive as possible to earn the crowd's favor. Players are encouraged to switch control of the combatant between rounds to share in the fun. The DM controls the enemy combatant.

Crowd

The crowd is important part of the crucible because it effects the mood of the combatants. If the crowd likes how the combatant fights, then the cheers spur them to do greater things. Inversely, if the crowd doesn't like the combatant, they are at a disadvantage. The crowd consists of any players not partaking in the crucible and the DM. Each player has a vote, while the DM counts as three votes. As the combatants describe how they attack, the crowd votes on who had the better description. Each vote for a combatant equates to a +1 to battle rolls for that battle. Voting takes place during each battle, before the combatants roll. The effects are cumulative but do not carry over to subsequent battles.

Voting for a Combatant

As part of the crowd, the players control how well a combatant does by giving them bonuses to battle rolls. It is the job of the players and the DM to be as honest as possible when judging how well a combatant describes their attack. While it might seem counter intuitive for a player to vote for their enemy, remember that the main goal of this section is to have fun. Likewise, remember as a DM you are there to facilitate that fun. Be sure to reward creativity and remember that D&D is not a competition, but a collaborative effort.

Distractions

During a crucible fight, the adventurers can subtly affect the outcome by distracting or otherwise tampering with the combatants. Each adventurer may attempt to alter the outcome of a fight once per round. Doing so requires an appropriate ability check or expenditure of resources. The base DC for such a check is 15, and might be augmented by other factors when appropriate. Expendng a resource such as a spell automatically succeeds and each **success gives the adventurer's combatant a +1 to their battle roll for that round**. **Failure means the distraction went awry and the enemy gains a +1 to their battle roll for that round**.

Complications

At the beginning of every round of battle, roll on the complications table to determine what, if any, difficulties arise. The types of complications and their effects are described below:

Complications

d20	Effect
1-5	Nothing
6-10	Crowd throws rotten food, -1 to all battle rolls.
11-12	Velociraptors are let into the arena, -2 to all battle rolls.
13-14	Crowd cheers enemy combatant, they gain +1 to all battle rolls.
15-16	Nothing
17-18	Crowd cheers player's combatant, they gain +1 to all battle rolls.
19-20	Enemy was caught cheating, they cannot use their special ability during this round of battles.

Feel free to come up with other effects or describe them differently to better match current events. Each complication lasts only for that round of battles, then resets back to the default rules.

Special Abilities

Every combatant has a special ability that can be used to affect the outcome of a crucible battle. These special abilities can be used once per round to affect the outcome of a battle roll.

Available Slaves

Below is a list of combatants the adventurers can hire to represent them in the crucible. Each combatant has a short description followed by a special ability.

Buying a Combatant

The combatants in the crucible are all slaves forced to participate by their owners. The rules of the arena forbid any non-slaves from engaging in battle. If the adventurers want to join in, they have to have a slave of their own. Currently the slavers have three viable slaves to choose from, each costing 50g. This price can be negotiated down to 40g with a successful DC 12 Charisma (Persuasion) check. The slaves available to buy are below.

Artissa Carthwright

A Banite paladin who was captured during the last battle for Phlan. Afterwards she was sold into slavery by a few corrupt Black Fist guards working in Stonejaw prison. In battle, she uses splint mail and a whip in combination with spells. She is callous, calculated, and cruel.

Special Ability. You may give an opponent disadvantage during one battle roll a round.

Kel'uta

A native human from Chult that was abducted by the Coin Spinners and brought to Phlan. He wears the traditional jungle garb native to his homeland and uses stone weapons. He doesn't speak Common but is quick to pick up new ideas. He has a surprisingly upbeat attitude considering he's so far from home.

Special Ability. You may have advantage on one battle roll a round.

Vasile

A Vastani that was found outside the Quivering Forest by a gang of bandits. After capturing him and his vardo, they sold him into slavery. In the crucible, he wears leather armor and wields a pair of daggers. He is both morbid and funny when given the chance.

Special Ability. You may switch bonuses with an opponent during one battle roll a round.

Enemy Combatants

These are the potential opponents the group's combatant might face in the crucible. Each combatant has a short description followed by a special ability.

Dark "Half-Breed" Linsa

A half-drow that was captured by the Coin Spinners while attempting to spy on them. She was sold into slavery and forced to participate in the crucible. Uses leather armor and scimitars in battle. She can potentially be rescued by the adventurers.

Special Ability. You may covertly forfeit battles. Only useable if Dark Linsa is informed of a rescue attempt by the adventurers.

Becoming a Combatant

This part of the adventure assumes that the group will pick one of the combatants above to represent them in the crucible. It is also possible that an adventurer might want to represent the group themselves. If this is the case, that adventurer must pose as a slave. As long as they act the part, no questions are asked. During the crucible fights they'll do all battle rolls and descriptions of attacks. If the adventurer loses a battle roll by 10 or more, they'll be knocked unconscious for 1d4 hours instead of killed like normal. They also have a special ability during the crucible battles, as described below.

Special Ability. You have a +1 bonus to all battle rolls when you are acting as the groups combatant.

Hiss-Hiss

A Yuan-ti pureblood from the jungles of Chult that was brought here by the Coin Spinners. Wields a falchion in battle and likes to play with its prey before killing it.

Special Ability. Advantage on all battle rolls.

Phoenix

A fire sorcerer who lost her sanity after burning down her home village. Called Phoenix because of her mastery over fire magic.

Special Ability. May replace current complication with a special one that gives opponent -2 to battle rolls. Fire engulfs the crucible arena.

Touches the Clouds

This tabaxi was a native of Chult until she was abducted from her tribe and brought to Phlan. She's known for high jumps and her razor-like claws.

Special Ability. Automatically wins the DM's crowd vote.

Voodoo

A Batiri goblin from the jungles of Chult. Her name is too hard to pronounce so they call her Voodoo. Uses shamanistic magic and a sickle in combat.

Special Ability. Negates one crowd vote per battle.

Walter Magrythe

An apothecary and explorer that was captured while navigating the jungles of Chult. Originally from Waterdeep, he uses alchemical concoctions in battle.

Special Ability. Doubles one crowd vote per battle.

Too Complicated?

The crucible battle system is an unorthodox way to handle the arena fight trope that's been used in numerous adventures. It relies heavily on having a creative group of players and an understanding DM to shine. If you feel like the rules described above are needlessly complicated, feel free to ignore or alter them as you see fit. Removing the description mechanic for groups that don't want to roleplay or the special ability mechanic for newer players might allow them to have more fun during this part. Use your best judgement as these rules are just suggestions on how arbitrate this section of the adventure.

Rescuing Dark Linsa

After witnessing the battle between Dark Linsa and Voodoo, the adventurers might want to rescue the Welcomer. Zhentarim agents will especially be interested in this to complete their faction assignment. The slaver that owns Linsa is a cruel duergar named Rhubagar. He's a notorious gambler and will take almost any bet.

Talking to Rhubagar

Approaching Rhubagar is simple enough as he has a stall in the slaver trade. If asked about Dark Linsa, the duergar boasts about how smart he was to buy her. If the adventurers want to learn more, they'll have to bribe Rhubagar with gold or gamble with him.

Talking with Dark Linsa

Rhubagar will allow the adventurers to talk with Dark Linsa privately for the fee of 20g. If she is informed of their plans to rescue her, she mentions her owner's propensity for gambling. She also mentions that she's adept at acting, and promises to throw any fights the adventurers have against her. She's quick to point out that sneaking her out of the crucible would be a foolhardy way to die.

Betting with Rhubagar

Rhubagar is addicted to gambling and will take almost any bet. If asked about Dark Linsa or whether he'd sell her, the duergar offers an alternative. He will arrange for Dark Linsa and the adventurers' slave to fight in the crucible next. If Rhubagar wins, he'll gain control of the adventurers' combatant. If the adventurers win, they'll gain control of Dark Linsa.

Outcome of the Bet

If the adventurers accept the bet with Rhubagar and win the crucible battle then the duergar is true to his word. He'll begrudgingly hand over ownership of Dark Linsa to the adventurers. Likewise, if he wins, Rhubagar expects the adventurer's give up their slave.

Advancing the Adventure

There are multiple ways to gain entrance into the Grandmaster's inner sanctum. The adventurers will have to figure out a way to enter before they are able to continue on.

Grandmaster's Favor

There is a standing rule among combatants of the crucible that if you win three battles then you get to meet the Grandmaster. This is the easiest way for the group to complete their mission and is common knowledge among combatants.

Lucky Enough

With enough luck, the adventurers can bypass the crucible and head straight to the inner sanctum. Wandering around the halls of the crucible and seeing through the Grandmaster's illusions will eventually lead to the inner sanctum.

Fated Encounter

If the adventurers participate in the crucible but don't win enough battles there is still a chance they can meet with the Grandmaster. If the group loses six battles then they are still invited inside the inner sanctum. Grandmaster Holt has taken an interest in the group and wishes to speak with them.



PART 4. GRANDMASTER'S INNER SANCTUM

Expected Duration: 45 minutes

This area of the crucible is dedicated to the Grandmaster who runs the arena. The adventurers either arrive here by invitation or wander here from the main hall.

General Features

These features are found inside the Grandmaster's Inner Sanctum unless otherwise specified:

Light. The passageways and rooms inside the inner sanctum are brightly lit with torches.

Sounds. The area is completely silent.

Sanctum. Grandmaster Holt has cast a spell in this area to prevent uninvited guests from finding his sanctum. This spell also protects the area from the noises of the crucible.

Entrance to the Sanctum

A tunnel from the crucible ends in this 30ft by 15ft room. On the wall opposite the entrance is a set of brass doors flanked by potted plants. Both the doors and pots display ornately carved depictions of arena battles.

Trouble Comes in Threes

Guarding the door to the Grandmaster's sanctum are two imps who serve Holt. They have orders to stay invisible by the door and attack anyone unauthorized to enter the sanctum. They prefer to play with their opponents before killing them.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- **Very weak party:** Remove one *imp*.
- **Weak party:** Add one *swarm of bats*.
- **Strong party:** Add one *imp*.
- **Very strong party:** Add two *imps*.

If the group was invited to meet Grandmaster Holt after taking part in the crucible, then the imps remain invisible and let them pass. Regardless of how the imps are dealt with, afterwards the adventurers are free to explore the room.

Brass Door

The double doors leading into the Grandmaster's inner sanctum are made of ornate brass and imbued with magic. Holt crafted them to open only when electricity is conducted through them. Anyone examining the door can attempt a DC 10 Intelligence (Knowledge: Arcana) check to figure out the trick to opening it. Touching or hitting the door with a spell or effect that deals lightning damage unlocks them. The door can also be forced opened or picked with a successful DC 15 Strength (Athletics) or Dexterity (Sleight of Hand) check respectively. Failure of either causes a jolt of electricity dealing 1d4 lightning damage to the attacker.

Potted Plants

Flanking the brass doors is a set of potted plants resting in vases. These vases are also made of brass and weigh nearly 40lbs each with the plants in them. The vases are ornate and collectively worth 40g to the right buyer. If the vases are tipped over, a scroll case with a scroll of shocking grasp can be found inside one of them.

Advancing the Adventure

If the adventurers were invited into the inner sanctum by Grandmaster Holt then the imps let them pass and the brass doors are open. If they came here without permission then they must deal with the imps and the door before they can enter the room. The doors close behind whoever enters the sanctum last.

Grandmaster Holt's Room

The Grandmaster's inner sanctum is a circular room approximately 45ft in diameter. The inside is lavishly adorned with silks and pillows bought with blood money from the crucible. When the adventurers enter the room, read the following:

Sitting among silk pillows and scantily clad servants is a gnome dressed in gold robes. As you enter the room, he greets you in a grandiose manner:
"Welcome to my inner sanctum, did you enjoy the fights?"

Grandmaster Holt greets the adventurers regardless of whether he invited them or not. If they decide to talk with him then he asks them to take a seat before presenting them an offer.

The Offer

If the adventurers are willing to talk, then Holt explains the philosophy of the Coin Spinners. He'll freely share the information below even if the adventurers weren't invited:

- The Coin Spinners believe in luck above all things, both the good and the bad. The majority of the members worship both Tymora and Beshaba.
- The gang recently moved to Phlan after their leader found a portal. This portal leads to Chult and is where most of their slaves come from.
- They built their main hideout around the portal. It's just outside of Phlan in a nearby cove.

After he is done explaining, Grandmaster Holt holds up an iron-wrought coin. The coin, as he explains, is an invite to the gang's main hideout. Holt is willing to give it to the adventurers if they win a coin flip. If they lose then he demands the adventurers combatant become his slave. Regardless of the outcome, Holt is true to his word.

Roleplaying Grandmaster Holt

Grandmaster Holt is second lieutenant of the Coin Spinners and master of the Crucible of Mayhem. He is a gnome wizard who has spent his life under the heel of oppression. After winning a bet with a Coin Spinner thug, his life changed and he was able to join the organization.

- **Ideal:** I was oppressed once, now I am the oppressor.
- **Bond:** Luck, both good and bad, is what makes the world livable.
- **Trait:** I have an obsession with illusions and invisibility.
- **Flaw:** My life was left up to chance once and I came out on top. Why not try my luck again?

Fighting the Grandmaster

If the adventurers decide to attack the Grandmaster, then Holt defends himself. In battle, the illusionist tries to disorient as many foes as possible, while using his slaves to absorb damage. If one of the servants is adjacent to Holt when he is hit with an attack or spell, Holt can use his reaction to order a slave to intercept the blow. The attack hits the slave instead, leaving the Grandmaster unharmed.

The illusionist has the spells listed in his spellbook in addition to the ones present in his statblock. After the adventurers dispatch Grandmaster Holt, they are free to look around.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter to suit the group at your table. These are not cumulative.

- **Very weak party:** Remove two **slaves**, **Holt** has half his normal hitpoints.
- **Weak party:** Remove two **slaves**.
- **Strong party:** Add two **slaves**.
- **Very strong party:** Add five **slaves**.

Slaves

There are currently three commoner slaves attending Grandmaster Holt inside his sanctum. These scantily clad servants come from Chult and barely speak Common. They have been abused, mistreated, and are exhausted. They listen to everything the Grandmaster orders them to do for fear of punishment. If the adventurers wish to convince them to ignore Holt's orders then they must succeed in a DC 15 Charisma (Persuasion) check. Success means the Grandmaster loses the ability to order them around for the remainder of the encounter.

Development

If Grandmaster Holt wins the coin toss, he orders the group to leave and takes over ownership of their combatant. If he loses, he hands over the brass coin and allows the group to come and go freely. If the end result is a battle, the secluded nature of the area means no one outside the sanctum is alerted to what transpired.

Treasure

If Grandmaster Holt is defeated in battle, then his spellbook can be found on his corpse (see rewards). An iron-wrought coin can also be found on the gnome, which can be later identified as an invitation to the Coin Spinner's main hideout.

Conclusion

If the adventurers are able to recover the iron-wrought coin from Grandmaster Holt, then they have secured a way into the Coin Spinner's main hideout. The group is easily able to escape the crucible and make it back to Calypso. The Chancellor thanks the adventurers for succeeding on their mission and pays them accordingly. If Dark Linsa was rescued from the crucible, she is likewise grateful to the adventurers. The following day Jhessail Greycastle and a group of Black Fist guards raid the hideout and shut down the Crucible of Mayhem.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience (Min/Max XP: 900/1200)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Commoner	10
Dimetrodon	50
Duergar	200
Giant Bat	50
Gray Ooze	100
Illusionist	700
Imp	200
Swarm of Bats	50
Veteran	700

Non-Combat Awards

Task or Accomplishment	XP Per Char
Reaching the Crucible of Mayhem.	200
Reaching the Grandmaster's sanctum.	200
Obtaining the Coin Spinner invite.	200
Finishing the adventure without combat.	900

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Calypso's reward.	100 each
Pouch of garnets.	25
Cistern treasure chest.	45
Duergar's coins.	15
Winning an arena bet.	variable
Brass vases.	40

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

Holt's Spellbook

This spellbook has silk paper and is bound with a satin-wrapped cover. It contains the following wizard spells: *arcane lock*, *bestow curse*, *disguise self*, *glyph of warding*, *illusionary script*, *invisibility*, *phantasmal force*, *see invisibility*, *shocking grasp*.

This item is described in **Player Handout 1**.

Lantern of Revealing

Wondrous item, uncommon (requires attunement)

This lantern is made of leather, bones and smells like grave soil. It was created by a necromancer and the light it gives off is an eerie reddish tint. The lantern runs off blood instead of oil, and a pint burns for twice as long as normally.

The item is described in **Player's Handout 2**.

Player Rewards

For completing this mission, the characters earn downtime and renown as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

In addition, members of the **Zhentarim** who rescue Dark Linsa from the Crucible of Mayhem earn **one additional renown**.

Members of the **Harpers** who map out the sewers and bring it back to the librarian at Mantor's library earn **one additional renown**.

Story Award

The characters have the opportunity to earn the following story award:

Crucible Champion. Your group won enough battles in the Crucible of Mayhem to earn a reputation among the Coin Spinners. You may expend this story reward to gain advantage on an ability check against a Coin Spinner member.

DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

DM Appendix: NPC Summary

The following NPCs are present in this adventure:

- **Artissa Carthwright (R-tis-AH).** Banite paladin that was captured during the last battle for Phlan. She was sold into slavery by a group of Black Fist guards.
- **Calypso (Kuh-lip-soh)** A tiefling sorcerer and former adventurer who is now the Chancellor of Phlan.
- **Camilla Bates (Cuh-MIL-uh).** Harper agent and librarian for Mantor's library.
- **Dark Linsa (Lin-SAH).** A half-drow who works as a spy for the Welcomers, she went missing while undercover.
- **Grandmaster Holt.** Leader of the Crucible of Mayhem and second lieutenant of the Coin Spinners.
- **Hiss-Hiss.** Yuan-ti pureblood from the jungles of Chult that was brought here by the Coin Spinners.
- **Jhessail Greycastle (JA-SAIL).** Elected leader of Phlan and renounced Banite paladin.
- **Kel'uta (Kel-ooH-TA).** A native human from Chult that was abducted by the Coin Spinners and brought to Phlan.
- **Phoenix.** A fire sorcerer who lost her sanity after burning down her home village. Called Phoenix because of her mastery over fire magic.
- **Rhubagar (RUE-bah-gar).** A duergar slaver and owner of Dark Linsa.
- **Touches the Clouds.** This tabaxi was a native of Chult until she was abducted from her tribe and brought to Phlan.
- **Vasile (v-ah-S-EE-l-eh).** A Vistani that was captured outside the Quivering forest.
- **Voodoo.** A Batiri goblin from the jungles of Chult. Her name is too hard to pronounce so they call her Voodoo.
- **Walter Mange.** An apothecary and explorer that was captured while navigating the jungles of Chult.

Appendix:

NPC / Monster Statistics

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Dimetrodon

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d8+6)

Speed 30ft., swim 20ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Duergar

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8+8)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

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

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

Actions

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

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

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

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

Giant Bat

Tiny beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

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

Actions

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

Gray Ooze

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Illusionist

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray**, *disguise self**, *mage armor*, *magic missile*

2nd level (3 slots): *invisibility**, *mirror image**, *phantasmal force**

3rd level (3 slots): *major image**, *phantom steed**

4th level (3 slots): *phantasmal killer**

*illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Imp

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Swarm of Bats

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30ft.

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, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat 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 rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target 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.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

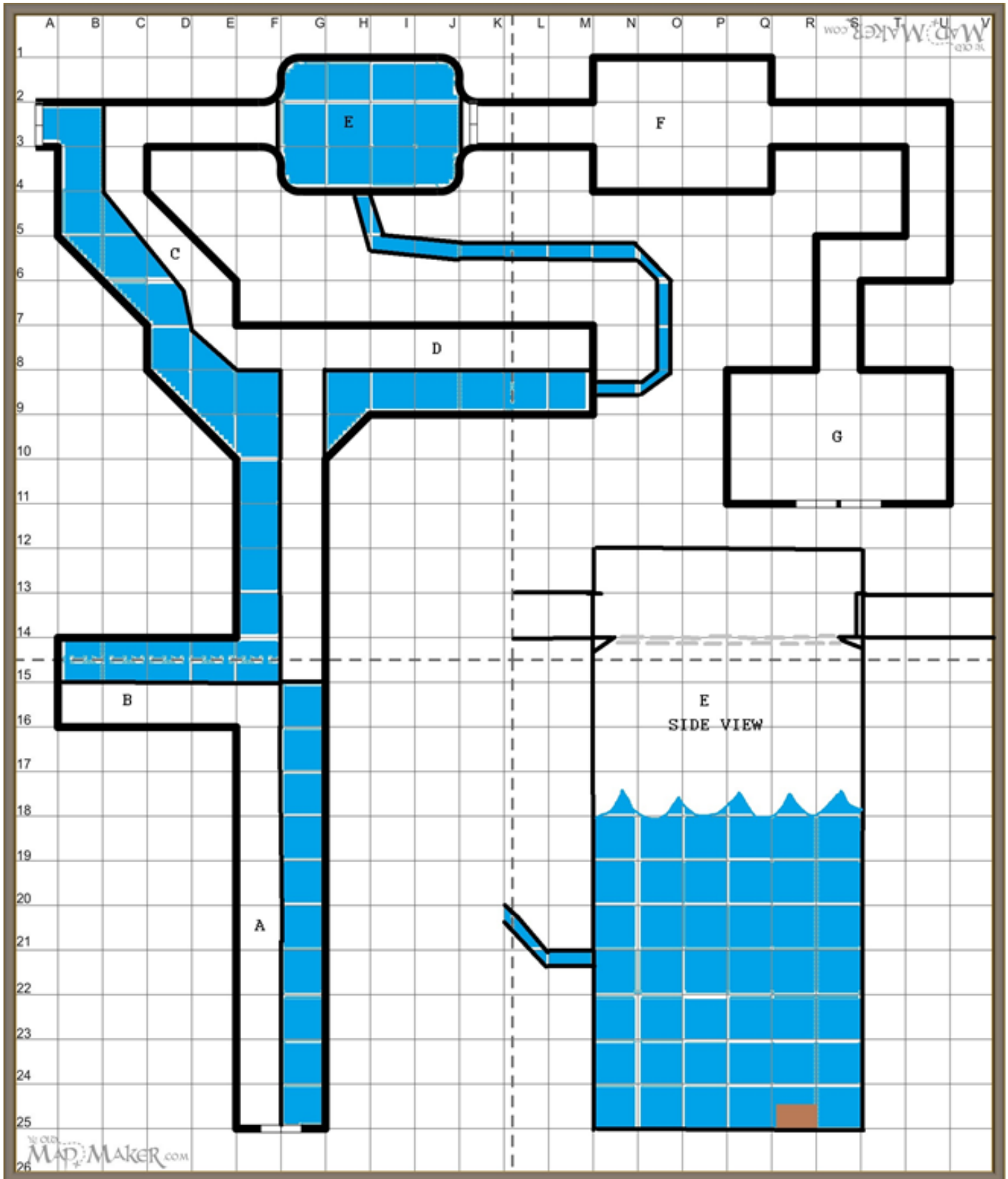
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Appendix. Map – Phlan Sewers



Player Handout 1. Holt's Spellbook

During the course of this adventure, the characters may find the following spellbook:

Holt's Spellbook

This spellbook has silk paper and is bound with a satin-wrapped cover. It contains the following wizard spells: *arcane lock, bestow curse, disguise self, glyph of warding, illusionary script, invisibility, phantasmal force, see invisibility, shocking grasp.*

Player Handout 2. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Lantern of Revealing

Wondrous item, uncommon (requires attunement)

This lantern is made of leather, bones and smells like grave soil. It was created by a necromancer and the light it gives off is an eerie reddish tint. The lantern runs off blood instead of oil, and a pint burns for twice as long as normally. This item can be found in **The Dungeon Master's Guide**.