



A NIGHT TO REMEMBER

A mysterious building has been constructed in the Zhent Slums outside Mulmaster. No one knows who or what built this massive circular ziggurat. That is, until you received an invitation for a dinner party to be held at the very top of the structure. What delights and mysteries await you? Part One of the Gary Con 2017 adventure arc.

A 2-hour adventure for 5th-10th level characters

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Adventure Code: CCC-GARY-01

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Introduction

Welcome to “*A Night to Remember*,” a D&D Expeditions adventure, part of the official D&D Adventurers League organized play system and the Gary Con 2017 adventure arc. This adventure is designed for three to seven 5th-10th level characters, and is optimized for six 7th-level characters. Characters outside this level range cannot participate in this adventure. The adventure is set in the Moonsea region of the Forgotten Realms.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters’ experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you’re running this adventure as a part of a store event or at certain conventions, you’ll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don’t have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they’re allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character’s level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player’s Handbook*.
- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure’s level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes 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 Player's 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. Alternatively, 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 the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of seven 5th to 10th level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a recommendation is not offered for your group, you don't have to adjust.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to adjust the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn’t about following the adventure’s text word-for-word; it’s about facilitating a fun, challenging game environment for the players. The *Dungeon Master’s Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the D&D Adventurers League Player’s Guide for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a

maximum of three per day total, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request one spell per day from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects after an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*). If a character doesn’t resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls,

saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

After the fall of Phlan, Mulmaster attracted many refugees of varied background and skill. This diverse diaspora took many forms, among them the Zhent slums on the outskirts of the city proper. As the months passed, this collection of temporary dwellings slowly evolved and began to bring forth more permanent structures.

Taverns, eateries hawking meat pies of questionable origin, warehouses, and even quarters large enough for multiple families were built. Shrewd merchants and guildsmen began looking at the Zhent slums as cheap real estate surrounded by even cheaper labor, and they acquired the land rights eagerly.

One such man constructed a large and most unusual structure on the outermost edge of the slum. It is a circular ziggurat of stone standing some 5 stories tall. That which lies within the confines is unknown as the ziggurat's construction was shrouded in secrecy.

Rumors about the unusual building abounded throughout the city since the foundation was laid, and they grew in the telling with every level added to the

structure. Now that the external work has been completed, the enigma of the building has continued to confound the populace.

That is, until the characters, and several members of the city's elite, received invitations to a dinner party taking place at the top of the building.

Adventure Hook

For more background and information on Mulmaster and its political and regional landscape, try referencing the DDEX2 Series of Adventurer's League modules, or the official site at <http://dndadventurersleague.org/tag/mulmaster/>.

Players have been invited to the party, so they may have found themselves receiving an invitation on behalf of their faction, or receiving an invitation because they've built a reputation in town as problem solvers.

Part 1:

The Dinner Party

The players should be given an opportunity to “dress down” for the party. The invitation to the event (If you have purchased it, there is an illustration in the CCC-GARY Map and Illustration pack to hand out) specifically requests that fine dining attire be the standard of dress, which commonly precludes heavy weapons and armor.

Inform the players that any character deciding to forego any piece of heavy armor (anything heavier than a chain shirt) and/or any heavy or cumbersome weapon (polearm, great axe, etc.) will receive a Story Reward at the end of the adventure.

You are greeted at the base of the gigantic stone structure by liveried servants accompanied by squads of men-at-arms who are managing the mustering of guests for the large soiree in the upper levels of the ziggurat. You recognize a few political functionaries, minor nobles and military officers with their spouses arriving on horseback or carriages. A marvelously decorated red carpet leads to the elaborate entryway. Beyond the velvet ropes that cordon off the grand entrance to the ziggurat stand the citizens of the surrounding Zhent slum. They appear to have come to witness the spectacle.

The servants cordially escort you into the ziggurat to a massive platform which serves as a lift to the upper reaches of the structure. It must be pulled by a whole team of horses, as it's large enough to heft your group along with at least 3 other groups of newly arrived guests.

As you arrive at the top floor, guards pull open huge mahogany double-doors using the large golden handles crafted in the shape of a serpents' heads. A cavernous dining hall lies beyond the doors and within its ample confines a lavish party is well underway. The din of scores of revelers talking loudly intermixed with music from various performers spread throughout assails your ears. Liveried servants carrying trays of drinks and sweetmeats circulate throughout the crowd. The pleasant aroma of roasted meat and fresh bread are enough to make your mouth water in anticipation. This is easily the most opulent affair you have ever attended.

The party can spend some time here socializing with the elite and semi-elite who are in various stages of inebriation. There is loud music, dancing, and food of every variety from which the party might partake, but for certain they'll want to roll some Investigation (Intelligence) checks to try and ferret information out of their fellow guests. If they spend 30 minutes of

game time mingling at the party, have them roll an Investigation check. They may spend as much as 2 hours (4 checks) doing this at the party.

DC5:

- Everyone knows this building belongs to the Gos family. They have their tendrils in so many activities in Mulmaster, both legal and illicit.
- The Blades, the city council of Mulmaster, have put a stop to construction on this building, and this party is just a decadent “last hurrah” by the mysterious owner.
- Those in the know understand that the building is going to be the Moonsea region's largest den of sin. Just look at everyone at this party.

DC10:

- Mulmaster is a city of cults, and so it stands to reason that one of them must be behind the construction of this building. But which cult, you say? Better be on the lookout for signs.
- The company that managed the construction of the external shell of the building didn't survive to work on the inside: It went bankrupt as soon as the job was finished, and was unable to pay any of the labor from the surrounding area. Who is working on the interior of the building ever since is anyone's guess.
- The exterior of the building has no windows and no doors, except for the main entrance through which everyone recently entered. Other than this party, that entrance is rarely used, so it's a wonder how anyone is getting in or out of the place.

DC15:

- The Cloaks, the city's official magic guild, have divined a malign purpose to this Ziggurat. And they have been questioning many about the building and its mysterious master.
- The Cloaks aren't the only people in town asking about the building: Several strangers have been asking about the place. Some attempted to disguise themselves while others simply wore masks. But these unusual folks always ask about the ziggurat.
- People have gone missing in the slums ever since the construction started. It's a slum, so people go missing every day, but the increase was hard not to notice. Mulmaster hasn't done anything about it because most of the people that go missing were undesirable to begin with.

DC20:

- The master of the building is most skilled at pretense and disguising his appearance. He is here, at the party, right now! I overheard him talking to

one of the guards earlier, but I couldn't begin to tell you what he looked like.

- I have friends in a secret organization that has ties to Kraken Society. For some reason, they're very interested in this building. I heard they were gathering information and perhaps even making plans to gain entry to the ziggurat. My friends seemed especially vehement when discussing this place.
- One of my servants told me that Goodman Gartak the sheepherder told him of a massive reptile kept as a pet within the ziggurat. Said he sends 6 of his fattest sheep to the master every fortnight. Even saw a glimpse of the giant lizard himself once if he is to be believed.

After 2 hours of partying, the music slows to a stop and a man stands in front of the band and addresses the crowd:

The man at the front of the room holds court as if he's one born to such things. He wears an ornate doublet with accents embroidered in gold thread and the entire garment trimmed with ermine meets his fine woolen hose at mid-thigh. A festive neckerchief and curly gold wig complement his ensemble.

After he has gained everyone's attention in the hall, he says, "My friends, welcome to The Complex. I'm incredibly pleased that so many of you are here this evening. We will have more music and dancing for you in the blink of an eye, but first you must allow me to welcome you to my humble abode. To those who may not know me, let me introduce myself. I am Baron Debent and Lord Sayar, lately of Debent Swamp. I hope to make Mulmaster my home, if you'll have me!"

And with that, the assembled guests yell out their drunken approval, and the musicians burst into song again. Many approach the Baron to shake his hand and offer him congratulations. After only a few minutes, a pair of guards hastily push their way through the crowd to reach the Baron's side. One of them speaks closely to the Baron's ear, and for a fleeting moment you catch a look of anger and then alarm before he regains control of himself.

The guardsmen rush him behind the stage and through the door to the kitchen. Sensing that there's something wrong, you begin to gather your party together and relate what you saw. Suddenly the lights are extinguished and the musicians cease playing mid-note. You hear screams as some people panic in the sudden darkness. You are willing your limbs to act but realize belatedly that your body is feeling numb and you sink to the ground as your vision blurs and you fade into unconsciousness....

You awake sometime later. The room is eerily quiet. A few torches near the exit shed flickering light, but otherwise the room is dark. You get up slowly from the floor and realize that dead bodies litter the floor all around. The recent party-goers lie stiffening on the floor with limbs twisted as if contorted and flecks of bloody foam spilling from their cold lips. You appear to be the only ones left alive.

Part 2: The After-Party

The top floor of the ziggurat is a circular stone structure with 3 rooms. There is no one alive on the top floor. The only way down off the top floor is via the stairs down to the next level. The lift is not operational, and won't budge.

For the particularly wily adventurers, the lift floor is protected and automatically saves vs. spells below 4th level, and should someone, somehow, manage to get through and under the lift, the shaft is filled with poisonous gas that requires a DC25 check every round or the character acquires a Poisoned condition and takes 2d10 damage.

Room 1: The Dining Hall

The remains of the late party-goers litter the floor throughout the room. Their twisted limbs and visages frozen in grotesque expressions stand in stark contrast to the festive decorations that festoon the hall. There are bodies slumped over in chairs in the dining section and you identify members of the entertainment and kitchen staff intermixed amongst the guests. There are no visible wounds on any of the corpses. But the pain wracked faces, foaming mouths and hands clutching their throats is indicative of a lack of air or the ability to breathe.

A successful Perception (Wisdom) check against a DC15 will reveal that not everyone who was originally in the room has died, and some of the guests or staff made it out of the room and down the stairs.

A successful Investigation (Intelligence) check against a DC20 by a party member convinced that the guests and staff had been gassed will find nozzles embedded in the wall and hidden behind the tapestries. Players stating that they are using smell as a way of identifying what happened check against a DC of 15.

Most of the bodies contain items of only nominal street value (most of the pocket items will be of sentimental value, only). Any party member insisting on looting the bodies will recover, at most, 50g worth of trinkets that they must then carry through the rest of the building. If the party members make a thorough Investigation check on the bodies and succeed against a DC of 15, they'll discover some party-friendly weaponry and armor: Nothing better than Leather armor, and only finesse weaponry.

The room is a half-circle, with the flat side of the room containing 3 doors: 2 double doors that swing open into and out of the large kitchen, and 1 door in the northern part of the wall that leads to the Baron's personal offices.

Room 2: The Kitchen and Pantry

A large well-equipped kitchen is arrayed before you. Multiple hearths line the outside wall, with stations and islands placed strategically throughout the room. Vast quantities of food occupy the tables and counter tops in various states of preparation. All the hearths are cold. The remains of the liveried kitchen staff is strewn throughout the room. Many still holding knives, spatulas or other utensils in their lifeless hands.

An open doorway in the north wall leads to a larder with shelves amply stocked with fresh vegetables, bags of dry goods and many choice cuts of meat hanging on hooks.

A successful Investigation (Intelligence) check with a DC of 10 will allow the investigating character to determine that the hearths would have to either have been banked when the gas hit, or it's been over at least 10 hours since the party lost consciousness, based on how cool the hearths are.

All the food is still fresh, and is edible.

Room 3: The Baron's Offices

The door to this room is locked. A successful Dexterity check on a DC20 will be able to pick the lock, or a successful Strength check on a DC20 will be able to kick the door in. Anyone proficient with Thieves' Tools (and who has brought them to the dinner party) will be able to take advantage of their proficiency to increase their chances with the lock.

However, the door handle is coated with a thin layer of contact poison. A DC25 Investigation (Intelligence) check would be required to spot it. It can be circumnavigated with a simple cloth or gloves. Contact with the poison confers a Poisoned condition to the character as well as a Stunned condition. The conditions last for 5 rounds.

This well-appointed office is decorated in burgundy velvet and leather. The aroma of pipe smoke permeates the fabric and is a tangible part of the atmosphere along with the beaten brass table, decorative urns and oiled wood of the furnishings. A large desk dominates the room, with high backed leather chairs in front of it and a master chair behind it. A large leather couch and two book shelves laden with many thick volumes complete the office's furnishings.

A thin wooden door stands ajar in the south side of the room leading to an opulent privy and bath decorated in marble and gold.

Papers are strewn across the desk, and there are three drawers down the right side of the desk. Each drawer has a brass handle fashioned to look like a snake's head with a gaping mouth. After the door handle trap to get into this room, characters may be wise to the nature of the traps, and will have no trouble (DC10 Investigation (Intelligence) check if seeking traps) noticing the poison needle traps in the fangs. Characters who missed that and who meet the trap will contract a Poisoned condition, and will maintain that condition for 10 rounds unless cured.

Investigation (Intelligence) rolls against the desk will reveal the following Note: *** denote an item in the drawers. Players must open drawers to find these):

- DC5: Blueprints to a level of the building that appears to be a seemingly random series of corridors and rooms. None of the rooms are labeled, and chalk markings on the blueprints are smudged. This appears to be an early draft.
- DC5: Detailed notes on Blade and Cloak members around the city of Mulmaster. Notes appear to have been compiled by both rumor gathering as well as personal surveillance.
- DC10: ***An unsigned letter scrawled in flowing script: "Dearest Brother: Your request for more bodies for your vanity project is denied. Our Master shows his many faces to you in this and is sorely disappointed in your progress. Make haste, Brother, or Mother's cold dark shall embrace you."
- DC10: A letter in Giantish. For someone casting *Comprehend Languages* or who knows Giant, the letter reads: "We know it was you who attacked our masons. You shall pay for your audacity."
- DC20: *** A detailed floor plan and diagram detailing a safe route through the floor maze room in GARY2. Make sure that the character that discovers this floor plan notes that he has it in his Log Sheet.

Part 3: The Museum

The stairs down from the top level have a few bodies of party guests. They appear to have dragged themselves here before they finally died. At the bottom of the stairs, read the following to the party:

You descend the wide stairwell traversing some 80 steps or more to reach the terminus. The landing leads to a wooden platform suspended from the high ceiling by thick metal cables. The walls of this mammoth chamber rise 60 feet or more. Torch filled sconces set high up on the walls create pools of light in the stygian darkness and provide low, indirect illumination to most of the room.

The dominant features in this area are several huge stone statues spaced relatively evenly across the room. The figures stand approximately 20 feet high and even from a distance the exquisite detail of the sculptures is apparent. They statues depict figures in various battle poses, some are leaping back as if dodging while others have an arm outstretched throwing something. One has a fiercely screaming face as if he is calling out some harsh curse.

Suspended from the ceiling far above with metal cables, the platform on which you stand sways slightly as you put your weight to it. The platform forms an elevated path that leads in between the statues veering left and right as needed to bring the edge of the walkway within a foot or two of each finely crafted sculpture.

Below the platform, the floor of the hall is covered in a murky liquid. The elevated walkway stretches across the room and leads to an opening in the wall on the far side. In the dim lighting, you think the portal leads to stairs down to a lower level.

A successful DC10 Perception check by anyone in the party will allow them to determine that these aren't just tall statues of regular humans, but are extremely life-like renditions of Stone Giants.

The platform path in the room will sway as characters walk across it. Any sudden movement or shaking of the platform will require everyone on the platform to make a Dexterity Saving Throw or be thrown to the floor below. The DC of the Dexterity Saving Throw is up to the DM, depending on the violence of the hit or sway of the platform. A fall to the floor will deliver 1d6 damage.

The floor is home to 3 **Black Puddings**. The Puddings stay sump-like niches carved along the walls.

They have been conditioned to only attack something that falls to the floor from the walkway above.

The statues are, in fact, the dead bodies of Stone Giants that were ordered kidnapped and killed by the Baron. These corpses have been hallowed out by the Baron's servants, and stocked with **Stirges**. Anyone applying more pressure than a simple touch to the statue will cause that point on the statue to crumble away and release the Stirges caught within. Each statue contains 20 Stirges.

There are 5 statues of Stone Giants in the museum. The last statue, however, is a **Stone Golem** fashioned to look like one of the other statues. It will not attack unless a character enters its melee range. A character with a Passive Perception of 16 or better will notice that the Golem is different enough from the other statues to not be Surprised when the Golem attacks.

The Golem will alternate between his Slam attacks hitting the characters and hitting the platform directly. It is not able to destroy the platform, so is trapped by its position on the opposite side of the platform. The party will not be able to pass the Golem without entering its melee range. If the Golem has already made itself known, and the party has retreated to a safe distance on the platform, it'll continue to hit the platform to try and throw them off.

If characters search through the slime after the battle, they will find half-digested bones and items. Indigestible items can be found with a successful DC10 Investigation (Intelligence) check and include 3 gems worth 150gp each and a pair of jeweled dagger scabbards worth 100gp each. Those scabbards might provide a hint, and a DC15 Investigation check will turn up the Fangs of Sibyl (described in the Rewards section).

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** Swap out Stirges for Swarms of Poisonous Snakes (1 Swarm per statue)
- **Weak Party:** Reduce count of Stirges to 10 per statue
- **Strong Party:** Increase count of Stirges to 30 per statue
- **Very Strong Party:** 2 Stone Golems instead of 1, placed near each other at the end of the room.

A note from the play test: This room, given the wrong player temperament (i.e. players prone to not being overly cautious), can easily cause a Total Party Kill. Adjust the strength accordingly.

Part 4: The Baths

You descend the staircase after successfully navigating through the chamber of statues. As you carefully proceed downward you hear the faint sounds of dulcimer and lyre floating through the air. The notes grow in volume as you continue your descent and are accompanied by the drifting smell of lilac and cherry blossom. As you approach the landing at the bottom of the stairwell warm, steamy air greets the colder air from above.

A comfortably low-lit area greets you as you finally reach the bottom of the stairs, and after what you've experienced upstairs, the sight of an active bath house seems pleasantly incongruous, to say the least.

The large open room contains six placid pools of steamy water. Scantly clad wait-staff move from pool to pool administering to those that sit idly in various stages of enjoying the warm and comfortable baths.

Shimmering torchlight provides adequate light to illuminate the walkways while leaving other areas just dark enough to lend a modicum of privacy to the occupants of the pools. The room reverberates with low laughter and pleasant sighs. Most occupants of the baths have oversized goblets and are drinking deeply with expressions of pure pleasure.

Of course, the party will be suspicious. After what they've been through, why wouldn't they? Attempt to allay their suspicions with unsuccessful Perception and Investigation and Insight checks. The creatures here have prepared for that sort of thing.

And creatures they are. The wait-staff are 12 **Yuan-Ti Purebloods**. The "guests" in the pool are 6 **Yuan-Ti Malisons (Type 3)**. Their purpose here is to entertain any proper guests of the Baron, but to entice and devour any enemies. At this moment, the characters can be classified as the latter.

There is no obvious exit from this room. In fact, if questioned directly about an exit, the wait-staff will claim that the exit from The Complex is "upstairs" and the characters must have gotten turned around. In fact, the exit is through a trap door at the bottom of the 6th pool in the far corner, and is fiercely guarded by every creature in the room.

Option #1: Entertaining Themselves

The characters may opt to take the room at face value and spend at least a short rest, here. The denizens of the room will allow for this, making no move on the party until at least an hour of repose has taken place. Allow the party to actively take a *Short Rest*, if they need to.

If any character decides that they want to disrobe and have a shvitz, they're going to get bitten by some of the 30 **poisonous eels** at the bottom of the pool. Roll 1d6 for the number of bites per round. Each bite will 2 points of damage and if the character fails a Constitution check on a DC10, contracts a Poisoned condition that will last for 10 rounds. Any Malison in the pool with them will *Suggest* to the character that they haven't been bitten, that they're not slowly dying from poison, and that everything's just peachy.

Option #2: This doesn't seem right.

The characters won't be harassed if they choose to actively investigate the room. The wait-staff will occasionally offer them refreshment, and will seem amused at their efforts to figure out what's going on, here. A successful DC15 Investigation check when examining the bottom of any pool will inform the character that something is odd – the bottom of the pool seems to be moving. However, the light is too low and the reflection on the pool too great to make out without entering the pool for more information (or using magic means to light up the underside of the water). If such measures are taken, it's revealed that the bottom of the pools are lined with 30 **poisonous eels** each.

Anyone actively attempting to determine the nature of the bottom of the pools will be *Suggested* by any resident Malison that they should check one of the other pools. Any revealing of the bottom of the pool will reveal the nature of the bottom half of the Malison as well.

Option #3: Well, let's fight, then.

Note: This option will happen at the end of the first hour of Option #1, and will happen if the characters force the investigation of the pools in Option #2.

Weapons will come out from beneath serving trays and from underneath discarded towels. The Yuan-Ti in the room will try to act tactically, but they'll most likely die from the party's onslaught. The remaining creatures will try to guard the exit from the room in the 6th pool (thereby acknowledging its existence to the party).

The poisonous eels at the bottom of any pool are easily dispatched, as they're warm and comfortable and don't want to leave the water.

Looting the bodies of the Malisons will reveal that they carry a total of 3 potions of greater healing between the lot of them.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** All humanoids in the room are Human Thugs with makeup and tendencies toward acting like Purebloods, but they're all a bunch of posers.
- **Weak Party:** Swap out the Malisons for Purebloods, and the Purebloods for Human Thugs
- **Strong Party:** Swap out the Malisons for Yuan-Ti Nightmare Speakers (pretty girls from the waist up in the water).
- **Very Strong Party:** As with a Strong Party, but in Pool 6, the resident is a Yuan-Ti Pit Master.

Rewards

Make sure 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

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. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP Per Foe
Stirge	25
Black Pudding	1100
Stone Golem	5900
Yuan-Ti Malison	700
Yuan-Ti Pureblood	200

The **minimum** total award for each character participating in this adventure is **2,600 experience** points.

The **maximum** total award for each character participating in this adventure is **3,250 experience** points.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Dinner Guests Treasure	50
Yuan-Ti Treasure	600
Slime Gem Treasure	450
Slime Scabbard Treasure	200

3 x POTIONS OF GREATER HEALING

Potion, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

FANGS OF SYBIL

2x Dagger of Venom

These stylized versions of the Dagger of Venom (pg. 161 of the *Dungeon Master's Guide*) are etched with symbols that appear almost religious, but are impossible to identify even to the most educated scholar.

Story Awards

NAKED AND UNAFRAID

Any player entering the dinner party having left a piece of armor or a weapon behind gains an additional **point of renown** for participating in this adventure.

Renown

All faction members **earn one renown point** for participating in this adventure.

Downtime

Each character receives 5 downtime days after this adventure.

DM Rewards

You receive 450 XP, 225 gp and 5 downtime days for running this session.

Appendix: Monster/NPC Statistics

Stirge

Tiny Beast, Unaligned

Armor Class: 14 (natural armor)

Hit Points: 2

Speed: 10ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-1)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses: darkvision 60ft., passive Perception 9

Languages: ----

Challenge: 1/8 (25 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1 d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Black Pudding

Large Ooze, Unaligned

Armor Class: 7

Hit Points: 85

Speed: 20ft., climb 20ft.

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

Damage Immunities: acid, cold, lightning, slashing

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

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

Languages: ----

Challenge: 4 (1,100 XP)

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

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent cumulative -5 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non-magical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, non-magical wood or metal in 1 round.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, non-magical armor worn by the target is partly dissolved 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

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Stone Golem

Large Construct, Unaligned

Armor Class: 17 (natural armor)

Hit Points: 178

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantine

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge: 10 (5,900 XP)

Immutable Form: The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons: The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Yuan-Ti Malison

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class: 12

Hit Points: 66

Speed: 30ft.

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

Skills: Deception +5, Stealth +4

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60ft., passive Perception 11

Languages: Abyssal, Common, Draconic

Challenge: 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only)

3/day: suggestion

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

Actions For Type 1

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

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

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Actions For Type 2

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Actions For Type 3

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Yuan-Ti Pureblood

Medium humanoid (yuan-ti), neutral evil

Armor Class: 11

Hit Points: 40

Speed: 30ft.

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

Skills: Deception +6, Perception +3, Stealth +3

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60ft., passive Perception 13

Languages: Abyssal, Common, Draconic

Challenge: 1 (200 XP)

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

At will: animal friendship (snakes only)

3/day each: poison spray, suggestion

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two melee attacks.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.