

SKULL01-01

A MURDER MOST FOUL

Ginny Loveday

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In the sewers beneath the ruined streets of Mulmaster, a murdered corpse has been found: the nephew of a prominent noble. Once great houses are at each other's throats with accusations as the desperate family seeks out the truth.

Part 1 of the Silver Skulls Legacy

A Four-Hour Adventure for 5th-10th Level Characters



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ADVENTURE BACKGROUND

The once great city of Mulmaster has recently been struck low by a devastation orb triggered by elemental cultists. As the city tries to rebuild and regain its former glory, various factions within the city vie for power as new factions crop up.

The Blades of Mulmaster were the ruling noble families prior to the devastation and had the support of the Lord's Alliances and the Church of Bane. The head of one of these families is known as a Zor (or Zora).

The Brotherhood of the Cloak watches for arcane threats to the rule of the High Blade. Formed as part of the Edict of Arcane Banishment, all practitioners of magic in the city are watched closely, and those that use their magic are punished severely, unless they have joined the Cloaks and sworn to protect the rule of the High Blade from all threats.

Most of the City Guard in Mulmaster are ex-members of the city militia that were unable to adhere to that force's strict performance standards. They are loosely organized and frequently abuse their power, choosing instead to toss a harasser or low-level criminal into an alley or the harbor instead of arresting them. Ostensibly, they serve to protect Mulmaster from internal threats, but their disorganization often hampers these efforts, even among the loyal and capable members of the group.

NPC Summary

Zor Doran Hightower (Zor DOOR-an HIGH-tower). Male human. Main contact for the party with the family of the deceased. Entreats them to find out information. Very imposing and regal.

Ravek Tillancer (Rah-VEK TILL-an-sur). Male human. Thayan wizard, hired by the Silver Skulls ostensibly to investigate the murder of Blade Hightower's nephew.

Zavian Hauhtaon (ZAY-vi-on WAY-taan) Male human. Mulmaster noble, exiled to the sewers after his family disappeared following the devastation.

ADVENTURE OVERVIEW

The adventure begins at the Wave and Wink dance hall, where the party meets up with a high noble of Mulmaster. He tells a tale of a recent murder of a close family member and bids the party to bring him additional information on likely suspects.

The party heads into the remains of the sewer system beneath the city to investigate the location the body was found out and encounters a fearsome monster, and then a rag tag group who purport to be investigating the very same crime as them!

Following the clues gathered so far, the party sets off on the trail of what appears to be a new crime network in the city, heading across town to a warehouse where they draw the attention of the City Guard.

ADVENTURE HOOKS

For each character, choose an appropriate reason why they are in Mulmaster.

The Lord's Alliance: Your faction leader has summoned you to Mulmaster to get to the bottom of a murder case, as they have a vested interest in maintaining stability in Mulmaster. You've been asked to meet a contact at the Wave and Wink to learn more and assist him.

Zhentarim: You've heard rumors of the instability in the City of Danger and you hope to make a claim for power for yourself by indebting a high noble or two to yourself. News is that one such person is looking for help finding information, and that he can be found at the Wave and Wink.

Thayan Heritage: Since the fall of Mulmaster, Thay has been active in the city working to uncover old hidden secrets. You've heard through the grapevine that the Thayans have recently done something to rattle the city. Hoping to find clues, you've agreed to meet a Blade at the Wave and Wink for information on what's been happening in the city in exchange for a favor.

Others: The once great City of Danger has been laid low and opportunities for adventure and coin are aplenty if you're willing to do the work. Word is that the Wave and Wink is an easy place to find work, and that there's currently a wealthy noble seeking adventurers to find information for him.

PART 1. THE WAVE AND WINK

Estimated Duration: 20 minutes

First, the adventurers meet up with a nobleman in the Wave and Wink to secure a job and learn about the recent goings on in the city...

MEETING THE BLADE

Blade Doran Hightower is on edge as his nephew has been recently found brutally murdered. The noble houses are all on edge as they point at one another in blame. He seeks to help his sister determine the truth of the matter.

The Wave and Wink Tavern

A bawdy dance hall and festival space just a few blocks from the Tower of the Blades, the Wave and Wink has long been a favorite place of respite for travelers, merchants, and sailors. The occasional noble can be spotted here, often attempting to remain as low-key as possible, as certain pleasures are rumored to be had if the coin is right.

The balcony inside this large building suffered some structural damage during one of the earthquakes that rocked this part of the city, but it was quickly repaired. The cost of the repairs and upgrades has been wrapped into the door charge, which is up from 2 sp to 5 sp now. They offer a bar that is well-stocked with mid-grade liquors and ales, but the choices are plentiful, and they offer a “Buy Five, Get One Free” promotion.

The Wave and Wink is the most frequented dance hall in Mulmaster. Many people wanting a good night out on the town go to the Wave and Wink for good, rowdy entertainment. Food is served here, but the wide selection of ales and wines is its largest draw alongside the dancing.

Sections of Mulmaster are perpetually ablaze in elemental fire while other sections of the city have collapsed into huge sinkholes. The Wave and Wink sits in the northern portion of the city near one such elemental rift. It looks like portions of the building have been patched back together. Loud music and raucous laughter can be heard emanating from within the door that is propped open.

As you step inside, you note several people dancing despite the early hour. Glancing to the side of the room you easily spy your contact seated in the corner, towering above the table. His tattered cloak does nothing to disguise his obvious noble air and upbringing. As your party walks closer, he gestures you to join him.

“My name is Zor Doran Hightower,” he begins in a deep baritone. “I presume you are here to help me?”

Role-playing Zor Prince Doran Hightower

Zor Hightower is a tanned and brawny 6’7” human male with dark red hair and a very regal bearing. He seems to be trying to be covert, but has some difficulty blending in with the common folk. He wears multiple regal-looking rings and a cloak clasp that depicts an imposing tower.

Personality: He is prideful but caring and has a need to be recognized for his status and power when possible. His devotion and love for his family is what drives him more than anything else. If his family is in danger, justice is swift and final. If someone in his family were to die at another’s hand, he would hold the proper vigils and then bring the weight and power of the Hightower family to bear.

DEVELOPMENT

Zor Hightower will convey the following information to the characters.

- His nephew’s body was recently recovered from the sewers beneath the city. It showed signs of multiple stab wounds, as well as a bit of char and wear to his clothing.
- The City Guard recovered the body after a band of refugees, sheltering in the sewers, stumbled upon the corpse and alerted the Guard.
- Unfortunately, being inept, the City Guard has “lost track” of his nephew’s body. The Zor speaks with frustration and anger about the incompetence of the Guard.
- Hightower can think of no motive for murdering his nephew but admits the high houses of the Blades have been in a bit of uproar since the Devastation. It’s possible that one of the other houses may be trying to jockey their position via politically motivated violence. He seems agitated by this thought.
- The Zor has seen an increase in Thayan presence in the city. He scowls, and vehemently expresses distrust and annoyance for the Red Wizards of Thay.
- Hightower knows the location in the sewers where his nephew’s body was found. He bribed a City Watchman to describe the precise place, and wrote it down, including directions to the cistern where the body was found.

Exasperated, the Zor complains about a multitude of rumors regarding shadowy groups present in Mulmaster -- too many to chase down. He suggests the best place to start would likely be the sewers where his nephew was found. The City Guard isn’t known for their skill in finding evidence, and there may be clues at the scene they overlooked.

He appreciates whatever information the party can collect that might help him find the answers he seeks. He asks that the party report back to him here at the Wave and Wink when the bells toll the midnight hour.

PART 2. TO THE FOULNESS BELOW

Estimated Duration: 75 minutes

In which the fearless adventurers follow the trail down to the alleged scene of the murder to look for missed clues...

DEEP IN THE SEWERS

General Features

Terrain: The sewer tunnels are constructed of layered stones perpetually coated in cold wet condensation. Tunnels are 10 feet wide, with a 5-foot-wide channel of filthy water flowing down the center. 2.5-foot-wide ledges run along the sides of the tunnels.

Smells: The stench of rot and excrement permeates the sewers.

Light: Once the party is more than 30 feet in, any ambient light from the surface disappears. There is no light onwards except what the adventurers provide.

The party enters the broken sewers at the harbor's edge, following the rough directions Zor Hightower conveyed to them. The entrance is a 10 ft wide pipe that flows into the harbor. The way in is slick, and the rim of the tunnel is covered in a thick sludge. The tunnel ramps up slightly for a while, with various side tunnels branching off on the left and right.

Section 1 will take place first, then the party moves to 2a or 2b in any order that the DM chooses. Section 2a can be set either deeper into the sewers if the party chooses to press on and explore further or can be set on the way back to the surface.

1. INTO THE MUCK

Once in a while, the party sees small groups of ragged refugees in the branching tunnels, huddled around small fires or torches, staring curiously as the party passes. The refugees prefer to be left alone and do their best to avoid any conflict or prolonged conversation. None of the refugees encountered here witnessed the murder nor saw Zor's nephew coming into the sewers. If questioned, refugees mention that "everything that enters the sewers flows into the main cistern." The refugees also warn that "we don't go to the main cistern," because "no one who goes there comes back."

A nearby sinkhole in the street provides easy access to a large nearby sewer tunnel. The opening is jagged, broken, and slippery. Inside the tunnels, gray layered stone walls are coated in a perpetual cold, wet condensation. The smell of mold and excrement greets you at the tunnel mouth. A small trickle of water flows in a five-foot-wide channel in the middle of the tunnel. As you proceed deeper into the tunnels, you pass a passageway that shows signs of occupancy. A small flickering campfire causes shadows to dance on the walls. The shadows belong to hunched figures you recognize as refugees. They peer at you intently as you pass, making no move to move towards or away from you.

As the party approaches what must be the center of the city, the tunnels begin to slope slightly downwards into deeper water. The water level eventually becomes two feet deep. The middle 5 feet of the tunnels after this point is considered *difficult terrain*.

The tunnel opens into a large cylindrical cistern crisscrossed by two walkways that rest just slightly above the surface of the somewhat murky water. Light filters in from high overhead through a rusted sewer grate and glints off slick, slime coated walls.

Anyone with a passive **Wisdom (Perception)** higher than 15 can easily spot the light of a sunbeam reflecting off the surface of a small pile of coins approximately 20 ft below the surface of the water next to what appears to be a small rucksack dropped alongside the eastern wall.

A **froghemoth** lurks in the shadows near the western wall, reacting once a character enters the water or once the last party member reaches the center of the cistern walkway.

TRICKS OF THE TRADE

The froghemoth attacks while submerged in the cistern pool. It uses its tentacle attack to drag victims underwater and drown them to be eaten later. Please reference the underwater combat rules in the *Player's Handbook*.

TREASURE

The sack at the bottom of the cistern is a Heward's Handy Haversack. It contains two dozen silver skull tokens along with a potion of healing.

2A. FANCY MEETING YOU HERE

As the party is traveling through the tunnels, anyone with a **passive Perception** higher than 20 can hear the sound of splashing and low voices from far enough away to alert the party to proceed quietly and can perhaps sneak up on the party ahead.

As you press deeper into the tunnels, the water level rises until you're trudging through knee-deep filth. Nearing an intersection of several tunnels, you hear splashes and a few low voices around the bend. You notice the telltale flicker of a torch as you approach.

Rounding the curve of the tunnel, the party sees a red-robed Thayan **conjurer** directing a group of **5 veterans** as they dredge through the fetid waters. An intricate tattoo is prominent on the forehead and shaved head of the wizard. Any player that succeeds on a **DC 17 Intelligence (History)** or (**Arcana**) check identifies the tattoo as pertaining to the school of conjuration (or evocation if you adjust the encounter per the boxed instructions below). A flickering torch has been wedged into the wall to aid their efforts in what appears to have been a search. If the players approach noisily or fail a **DC 15 Dexterity (Stealth)** group check, the veterans have all formed ranks to protect the Thayan. Otherwise they are split in front and behind him down the length of the tunnel.

The Red Wizard of Thay is called Ravek Tillancer. He has been hired by a group called the Silver Skulls to search for a satchel lost in the sewers (the haversack in the cistern).

As the party steps into sight, the closest veteran will call out a command for them to stop. If they do, the Thayan wizard will ask their motives for being there. If questioned, he tells the party the City Guard asked him to look into the murder in the sewers. A successful **DC 12 Wisdom (Insight)** check will confirm that as a lie.

Ravek is guarded and unwilling to reveal his true motivations for being there, simply stating that he is in Mulmaster for the greater good. However, he is willing to back down and allow the party to also search the area with a successful **DC 17 Charisma (Intimidation)** or (**Persuasion**) roll.

Ravek and his hired muscle do not intend to let their presence in the sewers be known to others. After attempting to discover the party's purpose in the sewers, or if they notice the haversack in the party's possession, they attack at the first opportunity.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very weak: Remove 2 veterans, conjurer spends 1st round casting mage armor

Weak: Remove 2 veterans

Strong: Change conjurer to evoker

Very strong: Change conjurer to evoker add one champion

TRICKS OF THE TRADE

Ravek begins the encounter with mage armor active. If the party is clustered together, he will attempt to use fireball to take out as many as possible. Otherwise, he moves away and uses the veterans as cover to throw ranged spell attacks at the party members who seems to endanger him the most.

The veterans will form a defensive line and focus on one or two party members at a time in an attempt to minimize the danger to Ravek. They will fight until the death. Ravek will attempt to flee once he drops below half health by using his benign transportation and misty step bonus actions.

TREASURE

The wizard carries a good forgery of a Brotherhood of the Cloak membership token, which he uses to deflect harassment by the City Guard. A spellcaster player may want to take the token for themselves to use in the same way, since anyone of an arcane persuasion is heavily scrutinized within the walls of Mulmaster. A successful **DC 15 Intelligence (Investigation)** check identifies the token as a fake. One of the veterans carries a scroll containing directions for a rendezvous at an abandoned warehouse on the outskirts of town. There is a crude map of the section of town containing the warehouse, as well as a description of a sign in front: a silver circle with an "X" over it.

2B. WAYLAID AGAIN

As the party backtracks to the surface of the city, a group of refugees approaches cautiously from one of the branching tunnels passed on the way in.

This can be set at any of the tunnel junctures where the smaller 5ft wide tunnels join into the larger main tunnel that you have mostly been traversing. This would be far enough back so that the party is once again in the sections where the water and refuse only flow sluggishly.

"Pardon me," you hear a voice call out softly from a tunnel as you pass. Pausing, you see a group of refugees cautiously approaching you. The leader of the group looks to be haggard and worn from his ordeal but wears clothes that perhaps once were quite fine. The man speaks again, "How many Blades are left now?"

The man is obviously a noble, disgraced and relegated to a refugee's life in the sewers. A **DC 13 Charisma (Persuasion)** check will convince him to share what little news he has with the party.



DEVELOPMENT

The man's name is Zavian. He is the sixth son of the Hauhtaon family, a Blade House. His entire family died or went missing during the devastation of Mulmaster.

Zavian sought shelter with the other Blades but was turned away due to suspicion and mistrust.

- He's heard that many Blades have been hiring assassins to alter the power dynamics in Mulmaster.
- Within the past several tendays, his group has noticed a large number of red robed figures prowling in the sewers.
- Several in the group have also seen shadowy figures with a small silver skull on a band tied to their arm.
- Sadly, it was too risky to follow any of these people since the refugees are all unarmed with the exception of a crude spear or knife.
- The other refugees ask for news from Phlan and Hillsfar. Encourage the party to role-play here if any of them have participated in events since the fall of those cities.

If the party tells him of Zor Hightower's suspicion that another Blade has murdered his nephew, Zavian's disappointment is obvious and he relays news of increased traffic in the sewers by unsavory groups.

This is not meant to be a combat encounter, but if the party chooses to fight, use the stats for **12 commoners**, however most flee as soon as it's apparent violence is occurring. Zavian will stand and fight to protect his friends, and strongly condemns any attack on innocents.

If the adventurers befriend Zavian, they earn the **Story Award: (Friend of the Fallen)** which will earn them favor among the sewer refugees, which act as a loosely knit communications network and potential information source in later modules.

PART 3. SEARCHING FOR SAFETY

Estimated Duration: 75 minutes

Under the cover of the night, the city sky full of ash, but still strangely brilliant from the light of the ceaseless elemental flames, the adventurers seek out the hideout of the so-called Silver Skulls.

TRUST THE GUARDS?

General Features

The general features of Mulmaster near where the map leads are as follows:

Light. It is night, but the glow emanating from the burning flames provides ample light for easy movement. Some of the buildings cast eerie long and flickering shadows.

Location. Outer edge of the city near the town walls. A watch tower looms nearby. Many of the adjacent buildings seem to have escaped the flames or destruction prevalent in other districts, but all show signs of immense wear regardless.

1. WATCHING YOU WATCH THEM

Within the walls of Mulmaster, the players are subject to a special ability of the leader of the Silver Skulls. This ability allows the leader to induce a sensation of continual paranoia in a several mile-wide radius. There are several ways to convey a sense of paranoia on the group.

Sights, sounds, smells: describe occasional happenings that might raise the players' alertness. Examples include fleeting footsteps that have no detectable source, hushed whispers that don't seem to belong to anyone nearby, individuals on the street staring at players simply because their appearance is different -- these kinds of "teases" can set the party temporarily on edge and contribute to the sensation of being watched.

If there are more experienced players at the table, another way to instill paranoia is through false positive passive perception checks. Ask one of the players their passive perception score, then pass a note or whisper to that player's that their character sees an agent in the shadows, observing them. On pursuit or close investigation, no actual source is discovered. These little distractions are meant to keep players wondering what's going on, and to lay a foundation for future events.

Just as you pass the Black Blade and Bloody Boar, you begin to get the sense that someone is watching you. Drawing nearer to the city wall at the southwest edge of town, you spy a decrepit warehouse with a small sign emblazoned with a crude circle crossed by an "X". A watch tower looms ominously from the city wall nearby the warehouse and you see a solitary figure pacing atop the wall. Fortunately, he seems to be staring out into the distance beyond the wall. It might be possible to slip into the warehouse unnoticed if you wanted. Perhaps, though, the City Guard has information. In the distance, you hear the bells tolling the eleven o'clock hour.

If the players waver on what to do here, describe the night as tranquil in this section of the city. They should be made to feel both at ease and oddly on edge with the constant sense of being watched, but unable to discern a source or reason. [False positive passive check to one player]

Once the players decide to approach either the warehouse or the tower, the tower door opens and 8 men of the City Guard (**8 guards**) and their captain (**1 knight**) exit, talking amongst themselves.

If the party was approaching quietly, allow a group **Dexterity (Stealth)** check of DC 18 or higher to shield them from view of the guardsmen in the shadows. Otherwise, the guardsmen immediately draw their arms, being startled in the night and already on edge in a city so ravaged.

TRICKS OF THE TRADE

The knight will begin by inspiring his fellow guardsmen. They all attempt to flee to bring reinforcements if reduced below half health.

If the players try to talk their way through this encounter, allow a **DC 16 Charisma (Persuasion)** to succeed if they are being truthful about their reasons for being in the area. Otherwise, a **DC 20 Charisma (Deception or Intimidation)** can convince the guards to leave them be. Alternatively, a bribe of 20 gp will convince the City Guard to leave the party alone.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very weak: Remove 2 Guards

Weak: No change

Strong: Change 1 Guard to Champion

Very strong: Add 2 Gladiators

2. AGENTS OF THE SKULL

The windows of the warehouse are broken, their frames cracked. The small outer yard is covered in overgrowth and weeds. The structure is unremarkable aside from a dirty silver circle with an 'X' drawn through it that adorns the sign outside the door. You don't hear or see any evidence of a presence within...

As the party opens the door, they walk into a seemingly empty, dark and dusty room. Cobwebs are forming on the rafters overhead, but the floor is suspiciously clean of dust. A **DC 17 Perception (Wisdom)** check can just notice movement in the adjoining room.

If the party approaches or moves to initiate combat, have one silver skull agent approach through the door opposite the one they just entered.

"Who sent you?" A hooded figure stands in the doorway opposite you. "Tell us why you are here, and we may be merciful."

The warehouse currently contains 5 silver skull agents (**spies**) and their leader Arturo (**master thief**) who were awaiting a report from their Thayan contact when the disturbance with the City Watch started outside.

TRICK OF THE TRADE

This is not meant to be a challenging fight. The agents do not want to quarrel. All the agents will fight until half health before attempting to flee if the party initiates combat first. Arturo will begin to try to work out a bargain once he loses 20 hit points. Try to encourage the players to listen to him. He will flee also once he falls below half health, using his cunning action disengage and dash and using a spell scroll of teleport as a last resort.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

Very weak: The Master Thief flees immediately

Weak: Remove 1 spy

Strong: Add 1 spy

Very strong: Add 2 spies

CONCLUSION

Estimated Duration: 10 minutes

The party heads back towards the Wave and Wink for their appointed meeting time with Zor Hightower.

"I admire your persistence." A voice speaks from behind you on the street. As you turn, you see the leader from the warehouse, standing cloaked in the shadow of a nearby building. "You may call me Arturo; I believe I have the answers that you seek. I will contact you soon to arrange a meeting." With those words, the agent slips away between two buildings as Zor Hightower beckons to you from the entryway of the Wave and Wink.

The party will then have time to talk to Zor Hightower about their escapades through the city and what all they have learned to this point.

The mystery continues in *SKULL1-2* if players wish to carry on.

ADVENTURE REWARDS

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

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive **4** advancement checkpoints and **4** treasure checkpoints.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Handy Haversack This backpack is stained nearly black with soot that seems to be impossible to wash off. It has a central pouch and a multitude of side pouches, each of which is an extra dimensional space. This item can be found in **Appendix 6**.

STORY AWARDS

Characters playing the adventure may earn:

Friend of the Fallen. earns them favor among the sewer refugees, which act as a loosely knit communications network and potential information source in later modules. More information can be found in **Appendix 5**.

DM REWARD

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

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

APPENDIX 1. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Zor Doran Hightower (Zor DOOR-an HIGH-tower). Male human. Main contact for the party with the family of the deceased. Entreats them to find out information. Very imposing and regal.

Ravek Tillancer (Rah-VEK TILL-an-sur). Male human. Thayan wizard, hired by the Silver Skulls, ostensibly to investigate the murder of Blade Hightower's nephew.

Zavian Hauhtaon (ZAY-vi-on WAY-taan) Male human. Mulmaster noble, exiled to the sewers after his family disappeared following the devastation.

APPENDIX 2. MONSTER/NPC STATISTICS

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

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.

CONJURER

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Condition Immunities Blinded

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *poison spray*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *unseen servant**

2nd level (3 slots): *cloud of daggers*, * *misty step*, * *web**

3rd level (3 slots): *fireball*, *stinking cloud**

4th level (3 slots): *Evard's black tentacles*, * *stoneskin*

5th level (2 slots): *cloudkill*, * *conjure elemental**

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

ACTIONS

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

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 66 (12d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, * *light*, * *prestidigitation*, *ray of frost**

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

2nd level (3 slots): *mirror image*, *misty step*, *shatter**

3rd level (3 slots): *counterspell*, *fireball*, * *lightning bolt**

4th level (3 slots): *ice storm*, * *stoneskin*

5th level (2 slots): *Bigby's hand*, * *cone of cold**

6th level (1 slot): *chain lightning*, * *wall of ice**

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

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

FROGHEMOTH

Medium humanoid (any race), any alignment

Armor Class 14 (Natural Armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances fire, lightning

Senses darkvision 60 ft., passive Perception 19

Languages --

Challenge 10 (5,900 XP)

Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a –2 penalty to AC and **Dexterity** saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +6, WIs +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

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

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth, +7

Senses passive Perception 13

Languages Any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half if it fails.

Sneak Attack. The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) bludgeoning damage.

Light crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages Any two languages

Challenge 5 (1,800 XP)

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

Sneak Attack. The spy deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

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

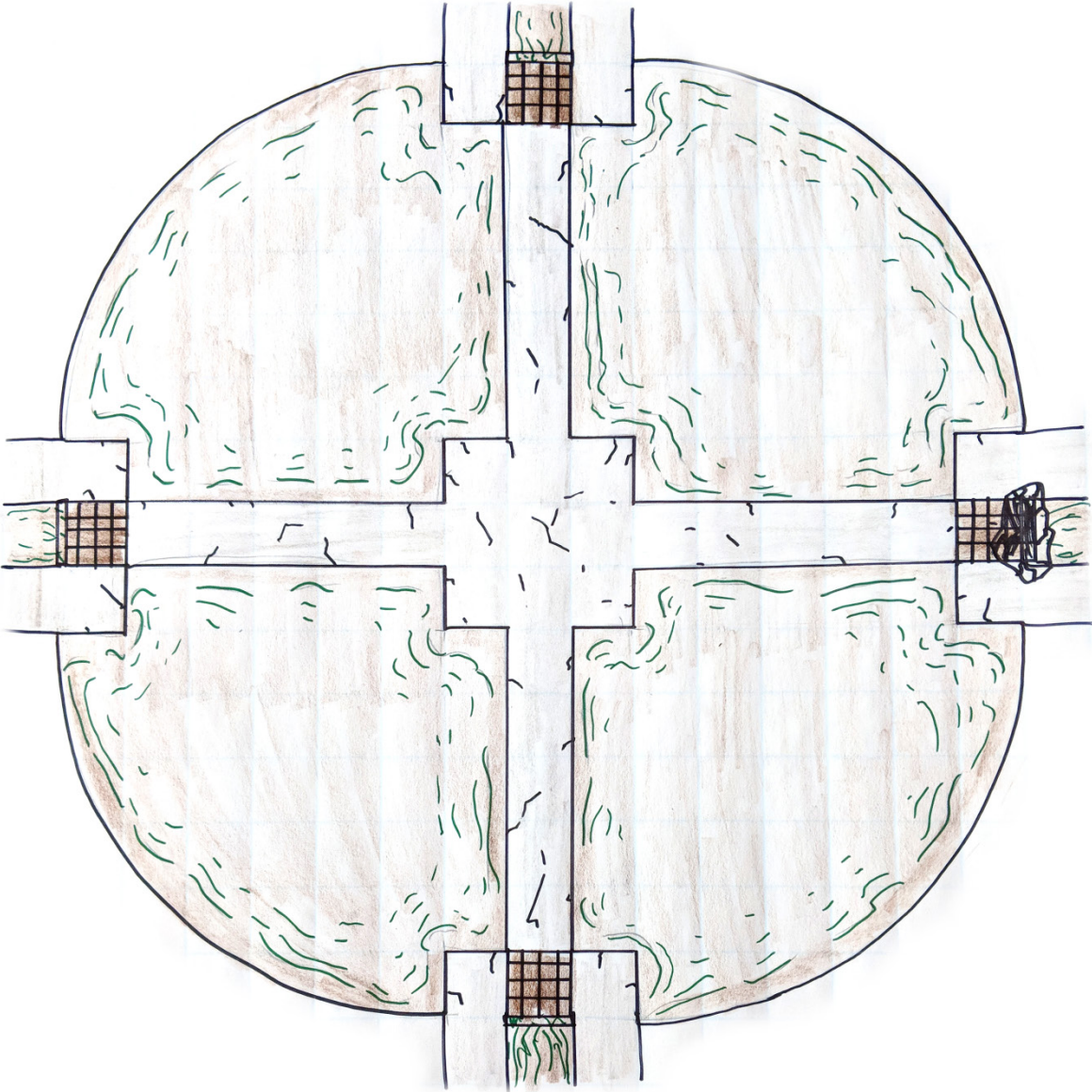
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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.

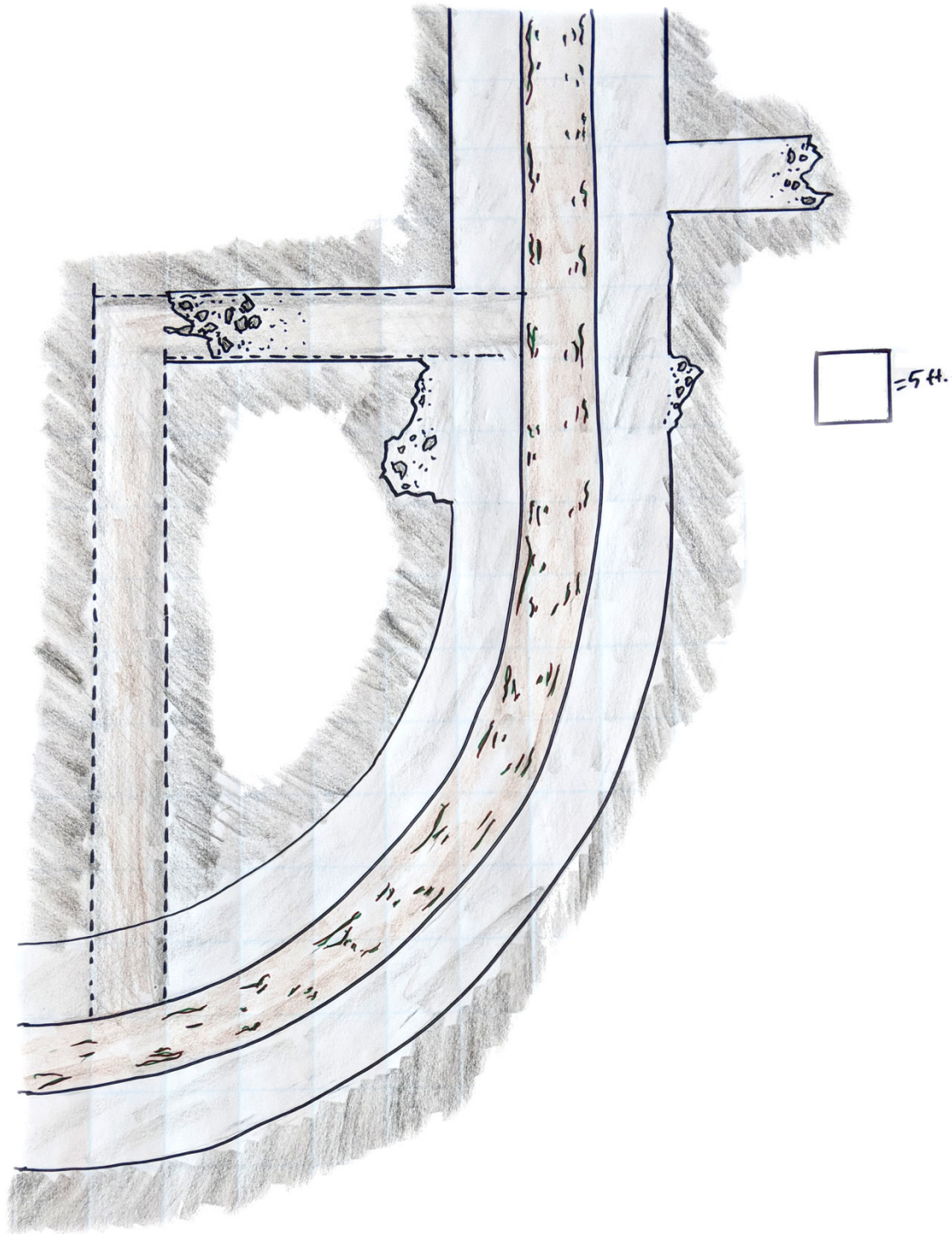
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

APPENDIX 3. MAP OF CISTERN



APPENDIX 4. MAP OF SEWER



APPENDIX 5. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

FRIEND OF THE FALLEN

You have earned favor among the sewer refugees, which act as a loosely knit communications network and potential information source in later modules.

APPENDIX 6. MAGIC ITEM

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

HANDY HAVERSACK (TREASURE TABLE C)

Wondrous Item, rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the haversack inside an extradimensional space created by a *bag of holding*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened. This item is found on **Magic Item Table C** in the *Dungeon Master's Guide*.

APPENDIX 7. DUNGEON MASTER TIPS

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

<http://dnd.wizards.com/playevents/organized-play>

NEW TO THE ANNUAL STORYLINE?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

Each player is responsible for maintaining an ac-

curate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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