



Pros & Cons

Playtesters

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PROS & CONS

An Original Adventure by The Role Initiative

Every 200 years, the famous Eastern Moonsea Adventuring Convention takes place in the woods south of Elmwood. A who's who of powerful adventurers, wizards, and vendors gather at a magical convention hall to exchange stories, goods, and wisdom. New adventurers often find themselves drawn to this event, in search of fame, fortune, and most importantly, swag. Mischief and intrigue, however, are afoot and new adventurers must answer the call.

A Two-Hour Adventure for 1st–4th Level Characters



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Adventure Code: CCC-TRI-18 PAXE1-1

Optimized For: APL 1

Version: 1.0

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INTRODUCTION

Welcome to *Pros & Cons*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and an original adventure by The Role Initiative.

This adventure takes places in the southeastern Moonsea region, in a magical convention hall south of Elmwood that hosts the bicentennial Eastern Moonsea Adventuring Convention.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 1**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

This adventure is intended for new and low-level players, as well as newer DMs, and covers the three basic pillars of D&D: Roleplaying, Exploration, and Combat. It is encouraged to focus on the roleplaying aspects of the game, and to let the party keep doing what they find fun, especially for new players.

It is intended for all three paths to be run, but, if time is an issue, or the party is enjoying one section, the module can be completed without playing all sections

AUTHOR'S NOTE

This adventure is very much not a serious one, and pokes fun at some of the common tropes involving gaming conventions in a light hearted way. Players should be told the type of game to expect when running this module.

ADVENTURE BACKGROUND

For as long as anyone can remember, there has existed the Eastern Moonsea Adventuring Convention. Occurring every 200 years, it is a gathering of much of the region's (and beyond) best and most powerful adventurers, wizards, scholars, and warriors. Those who are invited to attend often present their stories and expertise on a wide range of adventuring topics, both to one another and the attendees at large.

Nobody knows for sure who puts on the event, with all correspondence for it being done through magical means. The day-to-day logistics of the event are handled by gazers—small beholder-like creatures who refuse to speak of anything else—and order is enforced by groups of animated armor throughout the event.

Though the presenters are invited, with mysterious magical invites appearing on their person or thereabouts without notice or warning, the convention itself is open to all, and many merchants, magical creators, and skilled tradesman make their way to the event. They often sell their wares, and offer promotions to attendees to better their businesses, as purchase or endorsement by one of the more famous attendees can greatly increase the stature of their businesses.

For the public, many aspiring adventurers come to the event. They come to learn from their more experienced and famous predecessors, see extraordinary things, purchase adventuring equipment, and sometimes even collect small pieces of Scrimshaw from Icewind Dale sold exclusively there, and displayed as a lapel pin or cloak broach as a mark of prestige.

On occasion, ne'er-do-wells manage to gain access to the event, and can cause trouble, if not contained.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure

Eastern Moonsea Adventuring Convention (E.M.A.C).

A bicentennial magical convention in the woods south of Elmwood, along the southern side of the Moonsea

Strelemin (STREL-uh-min). Mysterious wizard who feels slighted at his lack of an invite, and has enlisted the characters for aid in various tasks at the convention.

ADVENTURE OVERVIEW

The adventure is broken down into five parts:

Part 1. These Lines are Terrible—10 minutes.

The party meets an older wizard, Strelemin, at the Eastern Moonsea Adventuring Convention, who tasks them with a few things he needs help with.

Part 2. Swag?—25 minutes. The characters try to retrieve free samples of adventuring tonics from a vendor at the convention, but must fend off cosplaying goblins trying to steal them.

Part 3. Fraudster's Panel—25 minutes. The characters must track down and acquire, through roleplaying, a ticket for a sold-out panel, so that Strelemin might heckle Volothamp Geddarm.

Part 4. VIP Lounge—35 minutes. The characters must test their mettle in a dungeon with traps and puzzles to gain access to a lounge, which has shorter lines for the restrooms.

Part 5. Conclusion—5 minutes. The characters receive their reward for helping Strelemin, which changes based on their performance in his tasks.

ADVENTURE HOOKS

The players' characters, being relatively inexperienced adventurers, have leapt at the opportunity to attend the convention, as it is an invaluable resource for new adventurers to learn, make themselves known, and to collect new and useful gear.

The following are a few other potential hooks to explain why the players' characters would be at the convention, although they can come up with them on their own as well.

New Adventurers. The adventurers may be looking to start out their adventuring careers at a big-ticket event with many famous adventures and useful items at the convention.

Faction (Making a Good Impression). If characters belong to a faction, they may have been sent along to the conference as part of the group's representation there.

Curiosity and Excitement. The Eastern Moonsea Adventuring Convention is a wondrous event, and does not occur during the lifetime of many races. Simply attending is reason enough, in and of itself, for some.

PART 1. THESE LINES ARE TERRIBLE

Estimated Duration: 10 minutes

The characters arrive at the Eastern Moonsea Adventuring Convention, E.M.A.C. for short, and find themselves waiting in a queue to be admitted, which is quite long.

They will be approached by the irritated wizard, Strelemin, who is upset he did not receive a VIP invite, and will ask the character's assistance in gaining access to several events and areas at the convention.

Strelemin will go over the items he needs help with to describe what the players can expect in each other section, which are combat, roleplay, and exploration, respectively.

GENERAL FEATURES

The entrance to the convention is a set of enormous magical double doors at the edge of the forest south of the town of Elmwood.

Terrain. The edge of a forest with two enormous, gold-inlaid wooden doors in a large stone archway open to a magical convention hall within.

Weather. It is a bright sunny morning—but feel free to match the actual weather outside when the game is being run.

Light. Faintly glowing purple runes, of an unintelligible language, ring the outside of the stone archway

Smells and Sounds. There is the chatter of thousands of eager convention-goers awaiting entry. The air is filled with the smell of savory smelling foods.

E.M.A.C. ENTRANCE

As the characters stand in line, read the following:

The Eastern Moonsea Adventuring Convention is about to start, and the excitement in the air is contagious.

An enormous set of wooden double-doors stand before you, ringed with a stone archway covered in pulsating purple runes. Animated suits of armor float from place to place, arranging the lines in an efficient manner, with small, floating eyeballs waiting to hand out badges to the convention-goers.

As you look around, you see quite the assortment of characters ...

Use this moment to allow the characters to introduce themselves to one another. Be flexible with this, and allow them to be strangers, already know each other, or some combination of the two. Encourage them to speak in character, and share a few key details about their characters, such as:

- Character name, race, and class
- Why the character is attending the E.M.A.C.
- One or more interesting details or traits about the character

Optionally, you may also give the players **Player Handout 1**.

'DON'T THEY KNOW WHO I AM?'

Once the characters are done introducing themselves to one another, read the following:

You hear a commotion nearby, and look towards the entrance to see an older-looking human man with a grey beard, dressed in well-made flowing red robes, arguing with a few of the floating eye creatures.

It appears that he is being turned away, and is clearly not happy about it. He turns away, a look of frustration on his weathered face, and sees you observing. He perks up slightly as he walks over to you.

"Well now, ye lot seem like a promising bunch, how would ye like to make some coin, and, perhaps, a powerful friend?"

This is the wizard Strelemin. He will discuss the following with the party:

- He expected to receive a VIP invitation to E.M.A.C., and is annoyed that he did not.
- If asked, he states he is a famous researcher in the fields of alchemy and illusion magic.
- He is attempting to do a few specific things at the con:
 - Get swag from Droop's Troop, LLC, an adventuring company based out of Phandalin (Part 2 of the adventure—combat oriented).
 - Attend a panel on the secrets of interplanar travel, by Volothamp Geddarm so that he may heckle Volo (Part 3 of the adventure—roleplaying oriented).
 - Find the secret entrance to the VIP wizards' room long rumored to exist (Part 4 of the adventure—exploration oriented).
- If asked why he needs help for this, he states he does not want to draw too much attention to himself, and, without his VIP pass, will not have time to accomplish everything on his own.
- If asked what the term *swag* refers to, he will mention it is slang from a strange world he picked up while traveling through the planes.
- He will offer the party 50 gp (negotiable to 75 gp if they succeed at a DC 12 Charisma (Persuasion) check). He will pay them for simply making the attempt, but you don't need to share that fact with the players.

ROLEPLAYING STRELEMIN

This older human mage is somewhat haughty and aloof, but capable of being both boisterous and charming. He feels slighted by his lack of VIP invitation, and is willing to let anyone who will listen know about his displeasure.

He speaks like someone who knows he is the smartest person present and expects things to always go his way.

Though he is predominantly charming and witty, he can be a bit impatient, particularly if the characters dawdle or don't agree to his requests quickly.

Quote: *"I may be too old, but ye look promising."*

Assuming the party accepts his request, he will give them each a small magical runestone to carry. It is gray with blue symbols etched on it. This will allow him to detect when they are successful (or unsuccessful) on a mission and teleport to them.

The characters can attempt the three missions in any order they choose. Proceed to one of the following, based on their decision:

- Part 2, "Swag?"
- Part 3, "Fraudster's Panel"
- Part 4, "VIP Lounge"

PART 2. SWAG?

Estimated Duration: 25 minutes

Strelemin wants the party to retrieve some free samples of potions from a well-known adventuring company, Droop's Troop, LLC. They are in the Merchants' Hall and have a stall at which people are lined up to receive their free samples.

Several goblins, disguised in costumes, are causing a commotion, and trying to cut the line. They will attempt to take the goods by force, drawing the party into combat.

Powerful magic present in the convention hall prevents lethal combat. Any combatant who drops to 0 hit points, regardless of any other stated effect, is automatically stabilized and unconscious, and does not need to make death saving throws.

GENERAL FEATURES

The Merchants' Hall has the following general features.

Terrain. The hall is packed with both attendees and vendors exchanging wares and coin.

Stalls. Merchant stalls of all shapes and sizes abound, with colorful signs, props, awnings, and other features to draw attention to the stalls.

Smells and Sounds. The din of crowd noise fills the air, and smells of food of all types are present, as is a subtle, almost rancid odor that can only be noticed occasionally.

THE MERCHANTS' HALL

If the players choose this mission, Strelemin provides the following additional details:

- Droop's Troop, LLC is a well-known adventuring company
- They are giving out free samples of various potions to promote themselves
- Strelemin doesn't want to stand in line, as he has too many other things he wants to see

Have the characters make a DC 5 Wisdom (Survival) check to navigate from the entrance to the Merchants' Hall. Once one of them succeeds, they find their way to the hall, and read the following:

You see an enormous merchant hall before you, full of vendors and convention-goers exchanging coin and wares. People and creatures of all kinds can be seen milling about and conversing; strange and exotic items seem to be everywhere.

The crowd is noisy, and the sounds of bustle fill the air, as do the smells of exotic goods and food, as well as a sporadic, more rancid smell.

You wander through the stalls with your map, eventually finding a colorful green stall with the stylized image of a suave goblin as a logo. This must be the stall of Droop's Troop.

As you head towards the line, you see a darkly

dressed, grim-looking halfling and a well-dressed goblin at the stall, arguing with a group of hooded figures.

Give the players a few minutes to roleplay their characters' responses to this brewing conflict. They can observe the situation by making a Wisdom (Perception) check. With a successful check, a character notices the following:

Result	Observation (Cumulative)
DC 10	The halfling and the goblin appear to be the proprietors of the stall.
DC 13	The hooded figures are large.
DC 15	They appear to be dressed like warriors, mages, and rogues.
DC 17	The figures and the proprietors seem to be arguing over the free potion samples.
DC 19	The figures appear to be strangely bulky under their heavy cloaks.
DC 21	Those are goblins under the cloaks! A character who succeeds at this check may roll initiative with advantage.

Once the characters have had a few moments to examine the situation (or if someone succeeds at the DC 21 Wisdom (Perception) check listed above), read the following:

Suddenly, a small scuffle breaks out between the figures and the vendors, and a billowing cloak falls from one of the figures. You now see several goblins, standing on one another's shoulders!

The goblins see your group observing this, and approach you quickly with weapons drawn!

TRICKS OF THE TRADE

This is intended to be a combat encounter. Be cognizant of the fact that powerful magic within the convention hall prevents lethal damage from being done. If the characters are quick, clever, or roleplay well, at the DM's discretion, avoiding combat is possible

Combat Dynamics: The goblins will take cover behind signs, in stalls, on top of things. Subtly encourage the players to be creative and use the environment against the goblins, such as by cutting down awnings above them, knocking over things they are standing on, and other things of that nature.

Goblins' Motivation: The goblins are essentially cosplaying as generic adventurers, as they thought it would be the only way to gain entry to the convention. They do not understand the concept of free samples, and simply think they need to take them by force if they want them.

Stronger Parties. The **strong** and **very strong** levels introduce creatures beyond the basic goblins, and may be challenging for a new DM to run. Use them at DM's discretion.

SETTING UP THE ENCOUNTER

Very Weak

- **Goblin (2):** AC 15, 7 hp, Init +2

Weak

- **Goblin (3):** AC 15, 7 hp, Init +2

Average

- **Goblin (4):** AC 15, 7 hp, Init +2

Strong

- **Goblin (6):** AC 15, 7 hp, Init +2
- **Goblin Boss (2):** AC 17, 21 hp, Init +2

Very Strong

- **Goblin (6):** AC 15, 7 hp, Init +2
- **Goblin Boss (3):** AC 17, 21 hp, Init +2
- **Nilbog (2):** AC 13, 7 hp, Init +2

DEVELOPMENT

Victory. If the characters can defeat the goblins, the following occurs:

- Animated Armors haul off the injured or unconscious goblins.
- Jamadha, the halfling monk, and Droop, the goblin tradesman, thank the characters, and provide them a larger than normal set of free samples.
- If any of the goblins are captured, or otherwise questioned, they reveal they thought they had no other way to get into the convention and acquire the swag.
- Strelemin appears, takes the samples happily, and encourages the party to move on to either part 3, “Fraudster’s Panel” or part 4, “VIP Lounge.” This counts as a mission success.
- If this is the final mission continue to part 5, “Conclusion.”

Defeat. If the party is defeated by the goblins, the following occurs:

- Jamadha and Droop are quite capable on their own and drive off the goblins who are also chased by the animated armor enforcers.
- The goblins are, however, able to steal the last of the free samples. This results in a failure of the mission.
- Strelemin teleports in, but is disappointed in the characters inability to complete the mission. He encourages the party to continue to either part 3, “Fraudster’s Panel” or part 4, “VIP Lounge.”
- If this is the final mission continue to part 5, “Conclusion.”

TREASURE

If the goblins are defeated, they have three citrines between them, worth 10 gp each.

If the party was successful in defeating, or otherwise thwarting the goblins, Jamadha and Droop will give the party a *potion of climbing* as their free sample.

PART 3. FRAUDSTER'S PANEL

Estimated Duration: 25 minutes

The famous adventurer and teller of tales, Volothamp Geddarm, is speaking in a panel about interplanar travel, which Strelemin would like to attend.

The event is sold out, but he has heard rumor of an exhibitor at the conference, Erik Rannuflr, who has extra tickets. The party must obtain these tickets from Erik, though he will ask favors in return.

This mission is focused primarily on roleplaying, and good roleplaying should be encouraged and rewarded by the DM.

This mission is time-sensitive.

GENERAL FEATURES

The Hall of Wondrous Exposition is the largest area in the E.M.A.C, and is a vast, crowded hall filled to the brim with presenters, adventurers, and experts.

Terrain. The hall is crowded and arranged into aisles, with stalls, booths, and table areas set up throughout, all elaborately decorated.

People. The hall is full of both attendees and famous adventurers and well-known magic practitioners.

Sounds. The sounds of lively conversation, boasting, and debate create a loud drone of background noise.

HALL OF WONDROUS EXPOSITION

If the players choose this mission, Strelemin provides them with the following additional information:

- Erik Rannuflr is a well-known former adventurer. He is very social, and if anyone has tickets, it will be him.
- Strelemin doesn't care how the characters get the tickets as long as they don't cause a scene.
- Strelemin is familiar with one of the panel's speakers, Volothamp Geddarm, and wishes to be present to correct his numerous inaccuracies and exaggerations.
- The panel begins in 45 minutes.

Once the characters enter the exposition hall, read the following:

The Hall of Wondrous Exposition stands before you, and it more than lives up to its name. Seemingly impossibly large, it is full of people and creatures of all types.

Rows of stalls and displays line the halls, demonstrating new magic or weapons. Groups of people play games, and engage in lively conversation and debate.

TRICKS OF THE TRADE

This is intended to be a roleplaying encounter, and combat should be discouraged, as it will likely lead to a mission failure.

Combat Encounters. Any combat or disruption (e.g., a character caught stealing) in this area will be immediately stopped by the animated armor enforcers. They are powerful enough to subdue characters without rolls. If the characters trigger combat twice, the mission will be treated as a failure.

Interaction Encounter. Roleplaying and skill checks may both come into play here. At DM's discretion, allow any creative use of skills and/or roleplaying to let the characters achieve their goals. The recommended DC for any skill check used in the section is DC 12.

NPCs. Each of the NPCs in this section has something that the characters need, and something they want from another NPC. If the characters speak to an NPC who does not have the devil figurine and the characters ask about it, the NPC will tell them they think one of the other NPCs they have not talked to yet has it.

ERIK RANNUFLR'S BOOTH

Erik is a former adventurer who travels in high social circles. His booth is crowded with those trying to speak with him.

Details about Erik. Erik is a well-groomed, Northerner, sporting a braided beard, and wearing a stylish, wide-brimmed hat with a feather plume. He is suave, cordial, and generally friendly.

What Erik Has. Erik has one ticket left for Volo's panel. He also has his fantastic hat, but will not bring this up unless prompted to due to other NPC interactions by the characters. He is more than willing to give up his hat, of which he has several towards getting the figurine he wants below.

What Erik Wants. Erik doesn't need the ticket, and will trade it for a promotional devil figurine, which he has seen elsewhere in the hall.

Erik thinks one of a few other exhibitors nearby may have the souvenir he is looking for, and suggests checking with the following people:

- Savarin Jerynomonis
- Tawna Oswald
- Dara Halina
- Nadir Heydarin

Details for these NPCs can be found in their respective sections below. All can be found easily by the characters by either being directed by Erik or asking around in the hall.

SAVARIN JERYNOMONIS' BOOTH

Savarin is a female dragonborn warlock. Her booth is full of dark and dangerous looking artifacts.

Details about Savarin. Savarin is a silver female dragonborn warlock, dressed in a black robe. Both she and her patron are obsessed with secrets, and she is suspicious of the motives of the characters.

What Savarin Has. Savarin has the devil figurine, but she will not reveal this to the characters unless they get her what she wants. She instead will say only that she might know where to find one.

What Savarin Wants. Savarin has noticed a few ripe smells at the convention and has heard one of the other vendors has magical scented candles that could help.

TAWNA OSWALT'S BOOTH

Tawna is a female halfling warrior. Her stall contains well worn, but deadly looking weapons, and trophies from the kills of various monsters.

Details about Tawna. Tawna is a ruddy skinned, heavily-armored, female halfling. She is coarse, and a bit vulgar, but friendly.

What Tawna Has. Tawna has magical scented candles that burn like regular candles, but never seem to melt. She likes them for their ability to mask the smell of someone who has been wearing armor for long periods of time.

What Tawna Wants. Tawna has found that her boorishness and lack of subtlety make it difficult to socialize. She has heard of gatherings in the evening near the convention, and wants an afterparty invitation to one.

DARA HALINA'S BOOTH

Dara is a female Aasimar bard. Her stand is full of music books, instruments, and art depicting her performing her arts.

Details about Dara. Dara is an ashen-skinned female Aasimar with stern eyes. While polite, she exudes an air of properness and high birth.

What Dara Has. Dara is a well-known bard and is hosting an afterparty that evening. She has the afterparty invitations.

What Dara Wants. Dara has heard of a new book full of tales of adventure is being debuted at the convention, and that there are free book vouchers being given out for it, but she did not have time to pick one up. She wants the book for song material.

NADIR HEYDARIN'S BOOTH

Nadir is a male fire genasi inventor. His stand is full of gadgets, inventions, and treatises on adventuring gear.

Details about Nadir. Nadir is a tall, bright eyed fire genasi, whose hair looks to be constantly burning at the ends, emitting light, though it does not burn to touch. He is friendly, and prone to going off

on tangents on the importance of his complicated inventions.

What Nadir Has. Nadir has come across a free book voucher for a newly released book of tales from a famous ranger and his miniature giant space hamster companion. Nadir also has a spare *spell scroll of magic stone* that he will give the party if they assist him.

What Nadir Wants. Nadir is looking for a fashionable, fantastic hat that can cover his glowing hair at social events. He will reward characters that get him this hat with a magical scroll.

DEVELOPMENT

Success. If the characters can obtain the panel ticket:

- Strelemin appears and thanks the characters for procuring the ticket before heading off to the panel. This counts as a mission success.
- Strelemin encourages the characters to continue to either part 2, "Swag?" or part 4, "VIP Lounge."
- If this is the final mission the characters will play, continue to part 5, "Conclusion."

Failure. If the characters provoke animated armor enforcers to respond twice, take too long, or are otherwise unable to obtain the panel ticket:

- Strelemin teleports to them, annoyed he will be unable to correct Volo's exaggerations. He encourages the party to continue to part 2, "Swag?" or part 4, "VIP Lounge." This counts as a mission failure.
- If this is the final mission the characters will play, continue to part 5, "Conclusion."

TREASURE

If the party obtained the fantastic hat for Nadir, he gives them a *spell scroll of magic stone*.

PART 4. VIP LOUNGE

Estimated Duration: 35 minutes

The convention has an invite-only VIP lounge, though rumors persist of a secret entrance to it hidden somewhere in the hall.

Strelemin has learned of what he believes to be a hidden entrance to the lounge, and wants the characters to investigate.

This mission is focused on puzzles, traps, and explorations, and will challenge the party to use their wits and skills to complete it.

This mission is time-sensitive.

GENERAL FEATURES

This dungeon is designed to keep the unworthy from getting into the VIP Lounge, and is a long forgotten, but often rumored, method of entry.

Terrain. The dungeon is constructed with fine stone walls and floors that are intricately decorated.

Ceiling. The ceiling height in the rooms are 12 ft., unless otherwise noted in their description.

Light. Magical sconces provide dim illumination throughout, except where specifically noted.

Smells and Sounds. The maze is mostly silent, with a faint sound of running water echoing throughout. It smells stale when each area is first entered, as though no one has been through in quite some time.

WAY OF CHALLENGES

When the players choose this mission, Strelemin provides them with the following additional information:

- Strelemin has found what he believes to be a service tunnel that leads to the lounge.
- He does not think that this method of entry has been used in over 1,000 years.
- Legend has it that the way is protected by traps and other dangers.
- He will not accompany the party, as he already has a panel and a book signing at that same time to try and attend.
- He points out the entrance to the tunnels on the characters' maps.

Once the characters find the entrance and enter, read the following:

Rounding a few turns in a narrow hallway, a small, nondescript, rickety-looking door stands before you, made of rough looking wood.

Stepping through, you see a large, well-made hallway extending before you. Dim light flickers in the distance, and the sound of running water can be heard.

The air is stale, as if you are the first to step foot in here for quite some time.

TRICKS OF THE TRADE

This mission is focused on puzzles, riddles, and traps. Encourage the players to stay in character, and remember that characters may know things their players would not, and vice-versa.

Traps. One of the traps involved is a complex trap with several different elements. DMs should make sure they are familiar with the trap.

Damage and Death. Several elements of the maze are dangerous, and may incapacitate characters. Characters who would die, either through death saving throws failures or massive damage, are instead held in an ethereal plane that allows them to witness the party's progress

On a Timer. This mission is time sensitive, however, the DM is empowered to adjust this time to more appropriately fit the circumstances of the game.

ETHEREAL VIEWING

The following applies to characters who die in this section.

Not truly dead. Characters who would die, instead have their bodies fade from view, and are held in an ethereal plane, able to view the rest of the party. The magic of the convention hall protects against any truly lethal damage.

Incommunicado. Characters on this plane cannot communicate with other characters.

Luck from the other side. Once, while on this ethereal plane, a character may impose advantage on one roll by a character who is still alive.

TPK. Should all characters die and be transported to this plane, all characters find themselves transported back outside of the entry door to the dungeon, with 1 hit point, and the mission is considered failed.

1. ENTRANCE

The entrance to the dungeon is a stone hallway, 5 feet across and 20 feet long, dimly lit by wall sconces.

Once one of the characters passes the half-way point of the hallway, the following occurs:

- A magical rune forms on the left-hand wall, written in Common, "Prove your worth."
- The image of an hourglass will appear, with sands starting to fill the bottom chamber
- A DC 5 Intelligence (Arcana) check reveals the hourglass will run out in 35 minutes, or whatever time the DM decides.

If all characters exit back out of the entrance, the door slowly fades from view, and the mission will be considered a failure.

2. CISTERN

This room is a large, circular room, 40 feet across, with a domed 30-foot ceiling. Dim light emanates from a source in the center of the ceiling, casting a pale orange hue to the room.

The room has a fountain in the center, which is bubbling water over into four cisterns, arranged around the fountain in quadrants.

The cisterns overflow into metal drains along their edges, and each has a small pipe in the center of each that allows water to flow from it to a corresponding pipe in the trap (area 4).

Wide, open passageways extend to the north (area 7), and west (area 3), with an opening in the eastern wall leading to area 8.

The first character to throw a coin into the fountain in the room gains inspiration. Only one character may do this.

3. TRAPPED HALLWAY

This stone hallway is 35 feet long and 20 feet wide, with 10-foot-high ceilings made up of intricately decorated tiles depicting various types of monsters.

At the end of the hallway is a large set of wooden double doors. They are unlocked.

Falling Tiles Trap. There are pressure sensitive plates in the floor halfway down the hallway. They trigger loosened tiles scattered throughout the hall to fall. The plates can be noticed by any character with a DC 12 Wisdom (Perception) check. Once detected, the plates can be avoided if characters move at half speed through the hallway.

Any characters in the hallway when the trap is triggered must make a DC 12 Dexterity saving throw, taking 3 (1d6) bludgeoning damage on a failed save, or half as much damage on a success.

4. DESCENDING ROOM

This is a circular chamber, 50 feet across, with stone platforms descending in a stair-like pattern towards the center of the room, 50 feet below, in which lies a circular stone area 15 feet across. Torches light the room at the upper level and halfway down.

There are three pillars in the lowered center area. The central pillar is 30 feet tall, and 5 feet across, on top of which is a metal puzzle piece needed to successfully exit the dungeon.

The two other pillars stand closer to the edge of the center, on opposite sides of the center pillar, each 20 feet tall and 3 feet across.

To the northeast, a short stone passageway leads to area 5.

When the characters enter, read the following:

A large, rounded room opens before you, with shallow stone terraces ringing the edges, descending to a lowered, circular center area.

Three pillars dot the lower level, atop the center one a shiny metal plate of some sort floats in midair, illuminated from a source you cannot see.

Suddenly, you see a flash of light, as lightning strikes the two remaining pillars. At the same time, you hear the rush of water, as water flows and starts to fill the center of the room.

4A. RISING TIDE TRAP

Complex trap (level 1–4, moderate threat)

Have the party roll initiative. All actions must be taken in initiative order until the trap is disabled, the party is incapacitated, or they exit the dungeon.

Trigger. This trap activates as soon as any character enters the room. It remains active until disabled.

Initiative. This trap acts on initiative count 10, and potentially on initiative count 20.

Active Elements. The water in the center of the room continuously rises. Lightning strikes the top of the two outside pillars in the center, and protect the metal plate on the center pillar.

Rising Water (Initiative Count 10). Each turn, the water level in the room rises by 2 feet. The water flows from pipes in the bottom of the cisterns (area 2) and exits a corresponding pipe at the top level along the edge of the room. Drains along the edges of the top level prevent the trap from flooding the rest of the dungeon.

Lightning Pillars (Initiative Count 10). The two outside pillars have lightning strike them on their initiative count. Any creature on them when this occurs, or in the water if the top of the pillars are submerged, must make a DC 12 Constitution saving throw, taking 3 (1d6) lightning damage and becoming paralyzed until the end of its next turn on a failure, or half as much damage and not paralyzed on a successful one. Creatures in the water when affected by the pillars make the save with disadvantage.

Lightning Shield. Any creature who attempts to remove the metal plate, through any means, before the runes atop the outer pillars have been deactivated suffers the same effects as those listed above for the pillars themselves.

Dynamic Elements. The frequency of the lightning strikes may increase.

Faster lightning strikes. If one of the two lightning pillars is disabled, the remaining pillar begins acting on initiative counts 20 and 10.

Countermeasures. Each of this trap's active elements can be thwarted by countermeasures.

Rising Water. A creature may attempt to plug, damage, or otherwise seal off one of the pipes along the edge (area 4), or in the bottom of the cisterns (area 2). Three successive DC 10 Strength (Athletics) checks are required to stop the flow at each point. A creature attempting this check must succeed at a DC 12 Strength or Dexterity saving throw or be pushed back 10 feet from the pipe. This does not apply to attempts to stem the flow in area 2.

Lightning Pillars A character within 5 feet of the top of a pillar may attempt a DC 10 Intelligence (Arcana) check to disable a rune. Three successive checks are required to disable each one. Once a creature succeeds on a check for this purpose, no other character can do so for the same rune until the end of that creature's next turn. Alternatively, the runes can be disabled with three successive castings of *dispel magic* targeting the rune.

Development. Once the trap is disarmed, the characters may retrieve the red plate from atop the center column. It is a red and silver plate with indented shapes, as illustrated in **Player Handout 2**.

5. SHRINE

This short hallway and room serve as a makeshift shrine to various deities. A small stone altar lies against the northeast wall, covered with religious icons.

The first character to pray to a god whom they worship at this shrine receives inspiration. Only one character may do this.

Secret Door. The altar conceals a secret door leading to area 6. It may be discovered with a DC 15 Wisdom (Perception) check and opened with a DC 12 Intelligence (Investigation) check.

6. HIDDEN ROOM

This small, oddly shaped room is unlit, with low stone ceilings and a very musty smell. Two doors, hidden from the outside but visible from the inside, exit into area 4 and area 7.

Treasure. A pack can be found in the northwest section, containing coins worth 15 gp, a journal, and a *potion of healing*.

The journal recounts the tale of a solo adventurer who was trapped by the rising water of the trap (area 4). There is no sign of the journal's owner.

7. RIDDLE ROOM

This is a 30 foot × 30 foot stone room, with ceilings 15 feet high, and torches casting bright light in the room. Tapestries hang from the east and west walls, depicting scenes of adventurers fighting monsters and dungeon delving.

At the northern end, four pillars flank a white marble statue of an elderly looking human man, dressed in wizards' robes.

Secret Door. A secret door is concealed behind the western tapestry, and leads to area 6. It can be detected with a DC 15 Wisdom (Perception) check, though only if characters are specifically searching behind the tapestry. Determining how to open the door, once found, requires a successful DC 12 Intelligence (Investigation) check.

Riddle Statue. When approached, old magic animates the statue of the man, who speaks to the characters in an old and gruff sounding voice. He will ask them 3 of the following riddles, determined either by rolling a d6 or chosen by the DM:

- "A question, the answer I give is yes, but the word I use is 'no.' What is the question?"
Answer. Do you mind?
- "Many have heard me, but none have seen me. I will not speak unless spoken to. What am I?"
Answer. An echo.
- "I never was, but will always be. I am never seen, but always come. I carry nothing, but bring much for some. What am I?"
Answer. Tomorrow.
- "We are two mothers. One gives birth to the other, and then that other gives birth to the first. What are we?"
Answer. Night and Day.
- "I am two bodies in one. The longer I stand, the faster I go. What am I?"
Answer. An hourglass.
- "I am yours, and may never be taken. I am freely given, and others will use me more than you. What am I?"
Answer. Your name.

Each correct answer brings the characters closer to success, whereas each incorrect answer requires the speaker to make a DC 12 Intelligence saving throw, taking 2 (1d4) psychic damage on a failed save, or half as much damage on a successful one.

If the characters answer 3 riddles correctly:

The statue of the man smiles at you, and speaks. "You have proven your wits, take this, and go forth."

A panel in the base of the statue slides open, revealing a rectangular red-and-silver metallic plate of some sort.

If the characters answer 3 riddles incorrectly:

The statue of the man frowns at you, and speaks.

"You may not be the wisest, but you've proven your toughness. Take this and go forth."

A panel in the base of the statue slides open, revealing a rectangular red and silver metallic plate of some sort.

Development. The statue's base contains a small silver metal plate with a red shape of some sort engraved in it. This can be found in **Player Handout 3**.

8. WOBBLY PLATFORMS

This room is a large, 35 foot × 35 foot square. It is lit evenly by four large candelabras hanging from

the 30-foot-high ceiling, each of which surround a large stone column.

A sharp, 10 foot drop occurs immediately after the entrance to the room, sloping downward towards the northern side of the room, reaching a total depth of 30 feet. The western ledge can be climbed without a check,

The northern edge of the room contains a small landing with a door. This landing juts out over the floor of the lowered area below.

A locked wooden door on the northern platform leads to area 9. The door's lock can be picked with a successful DC 12 Dexterity (Thieves' Tools) check. The door has AC 5, and 20 hp.

A medium-sized, plain, wooden chest sits next to the door. It is unlocked, and contains a square metal plate with three lines embedded in it, as illustrated in **Player Handout 4**.

Wobbly Platforms. Four square platforms, 10 feet across and supported by a singular, rickety wooden pole, form a semicircle, leading from the entrance platform, around the center column on its south and east sides, to the northern platform.

Characters attempting to jump to a platform must succeed on a DC 12 Dexterity (Acrobatics) check, or fall from the platform. Creatures who fall from a platform must make a DC 10 Dexterity saving throw, taking 3 (1d6) bludgeoning damage on a failure, or half as much damage on a success.

Any time a creature lands on a platform, roll a d20. On an odd numbered roll, the platform begins to wobble, and any creatures on it must make a Dexterity saving throw as if they had failed a jump to the platform.

While the platforms are the obvious way for characters to traverse the room, any creative use of the environment to do so should be allowed, at DM's discretion.

9. NORTH HALLWAY

This is a nondescript hallway, with neat stone blocks forming the walls, floor, and ceiling. It is 10 feet across, with 10-foot-high ceilings, and is 20 feet long.

10. PUZZLE WALL ROOM

This is a stone floored and ceiled room, 30 feet across and 40 feet wide, with 15-foot-high ceilings. The ceiling is covered with paintings of adventurers performing heroic deeds, and along the east and west walls hangs large red tapestries, depicting a strange, slanted 'X' shape with arrows on the spokes, and a circle in the center.

Poison dart trap. A line of floor tiles halfway into the room serve as pressure plates for a poison dart trap in the room. If a creature steps on the plates, all creatures in the room must succeed on a DC 12 Dexterity saving throw or suffer 2 (1d4) poison

damage as darts fire from hidden holes in the walls and ceiling.

This trap may be disabled by wedging the tiles in a way to prevent their being depressed when stepped on.

Puzzle wall. On the north wall is a large stone archway, with a solid gray stone wall inside it. There are 4 shallow, square, stone depressions on the wall, in which can be placed the metal plates found in areas 4, 7, and 8. The second depression already contains a metal plate, as shown in the top half of **Player Handout 5**. Do not reveal the solution in the bottom half of the handout!

If the pieces are placed in the wall in that order, the wall melts away, turning to steam as it does, revealing the exit to the VIP lounge. Any party members held in the ethereal plane in the maze will reappear next to the party with 1 hit point.

DEVELOPMENTS.

Success. If the characters make it through the dungeon:

- The characters find themselves in a luxurious and spacious lounge with several other adventurers in it.
- A spectator attendant will float up to the party and congratulate the number of characters, plus one, on successfully finding their way there, and they are now free to come and go through the normal entrance.
- Strelemin has appeared with, and is standing behind the party. He will thank them profusely, and mention that the best part of this lounge is the short lines for the water closets, which he then sets off to use after encouraging the party to continue to part 2, "Swag?" or part 3, "Fraudster's Panel," as appropriate. This counts as a mission success.
- If this is the final mission the characters will play, continue to part 5, "Conclusion."

Failure. If the characters give up and exit the dungeon, are all incapacitated, or time runs out:

- The party finds themselves transported back to the entrance to the hallway outside the dungeon, the door to which is now gone.
- Strelemin teleports to them, and is disappointed he won't be able to avail himself of the shorter water closet lines in the lounge. He encourages the party to continue to part 2, "Swag?" or part 4, "Fraudster's Panel," as appropriate. This counts as a mission failure.
- If this is the final mission the characters will play, continue to part 5, "Conclusion."

PART 5. CONCLUSION

Estimated Duration: 5 minutes

Once the characters have completed their final mission, Strelemin will teleport the party to the entrance. Proceed to the appropriate section, based on whether the party succeeded with at least one mission or not.

AT LEAST ONE MISSION SUCCESS

You find yourselves, after a long day at the convention, standing again at the entrance to the Eastern Moonsea Adventuring Convention. Strelemin stands before you, a pleased look on the old wizard's face.

"Ye lot have been quite the help today, and I thank ye for helping an old man with his tasks. Ye have a bright future ahead of you."

With a smile and a mischievous gleam in his eye, he hands the group a cloth-wrapped bundle and a bag of coins, turning and walking towards a short, heavy-set man with a large floppy hat, turned up mustache, and beard.

As they walk away together, you overhear the shorter man tell Strelemin "I thought you might be here ..."

Treasure. The bundle contains a *wand of conducting*, the details of which can be found in **Player Handout 7**. The bag of coins contains the agreed-upon payment.

NO MISSION SUCCESSES

You find yourselves, after a long day at the convention, standing again at the entrance to the Eastern Moonsea Adventuring Convention. Strelemin stands before you, a sour look on the old wizard's face.

"Ye lot have a stretch to go before ye will be great adventurers. Still, I thank ye for the help."

He hands the group a bag of coins, turning and walking towards a short, heavy-set man with a large floppy hat, turned up mustache, and beard.

As they walk away together, you overhear the shorter man tell Strelemin "I thought you might be here ..."

Treasure. The bag of coins contains a total of 50 gp for the party, regardless of any prior negotiated amount.

STORY AWARD

Regardless of how the party performed, all characters receive the story award "Mark of Attendance," which is detailed in **Player Handout 6**.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Goblin	50
Goblin Boss	200
Nilbog	200

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Panel Ticket Acquired	60
VIP Lounge Found	60

The **minimum** total award for each character participating in this adventure is **113 experience points**.

The **maximum** total award for each character participating in this adventure is **150 experience points**.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Payment from Strelemin	50 or 75
Three Citrines from Goblins	30
Coins from Hidden Room	15

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

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

WAND OF CONDUCTING

Wand, common

This thin, ivory wand is just under a foot long, with a black, egg-shaped stone grip. This item can be found in **Player Handout 7**.

POTION OF CLIMBING

Potion, common

This item can be found in the *Dungeon Master's Guide*.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

SPELL SCROLL OF MAGIC STONE

Scroll, uncommon

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

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

Mark of Attendance. A small, metal pin that marks the wearers as having attended E.M.A.C., Details can be found **Player Handout 6**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Strelemin (STREL-uh-min). Mysterious wizard who feels slighted at his lack of an invite, and has enlisted the characters for aid in various tasks at the convention.

Droop (DROOP). Goblin merchant, head of the adventuring company Droop's Troop, LLC.

Jamadha (juh-MOD-uh). Halfling monk, member of Droop's Troop.

Erik Rannuffr (EH-rick RAN-if-lure). Human former adventurer who travels in high social circles.

Savarin Jerynomonis (sa-VEH-rin jair-E-nom-i-nus). Female dragonborn warlock; exhibitor.

Tawna Oswald (TAW-nuh OZ-walt). Halfling female warrior; exhibitor.

Dara Halina (DAR-uh hell-E-nuh). Famous female aasimar bard; exhibitor.

Nadir Heydarin (NUH-deer heyd-ARE-in). Male genasi inventor; exhibitor.

APPENDIX. MONSTER/NPC STATISTICS

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

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

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

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

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

NILBOG

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

At will: *mage hand*, *Tasha's hideous laughter*, *vicious mockery*

1/day: *confusion*

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog.

The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

Nimble Escape. The nilbog can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Fools' Scepter. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

REACTIONS

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

Source: *Volo's Guide to Monsters*

APPENDIX. ENCOUNTER SETUP

THE MERCHANTS' HALL

VERY WEAK PARTY STRENGTH (100 XP)

- **Goblin (2):** AC 15, 7 hp, Init +2

WEAK PARTY STRENGTH (150 XP)

- **Goblin (3):** AC 15, 7 hp, Init +2

AVERAGE PARTY STRENGTH (200 XP)

- **Goblin (4):** AC 15, 7 hp, Init +2

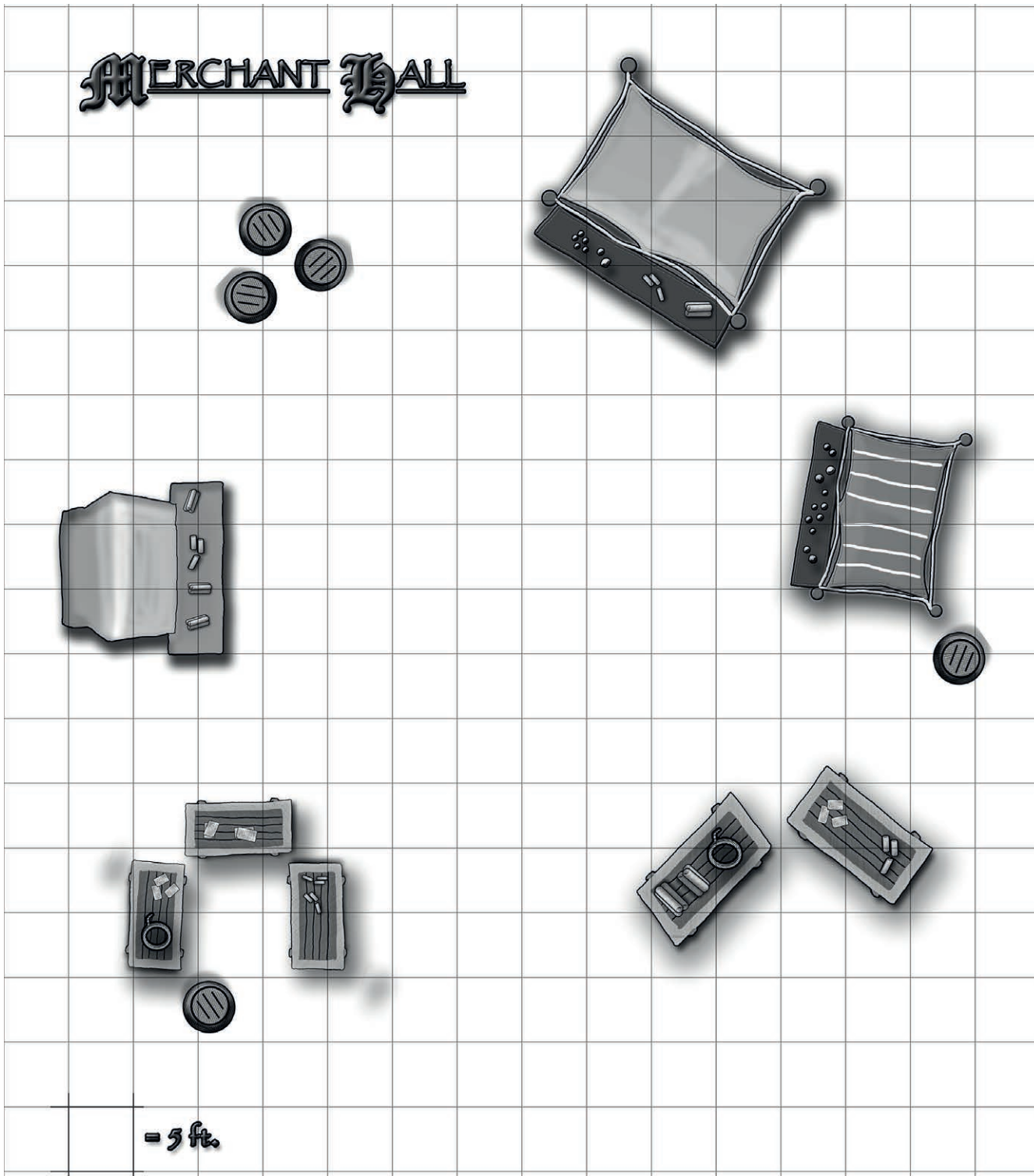
STRONG PARTY STRENGTH (700 XP)

- **Goblin (6):** AC 15, 7 hp, Init +2
- **Goblin Boss (2):** AC 17, 21 hp, Init +2

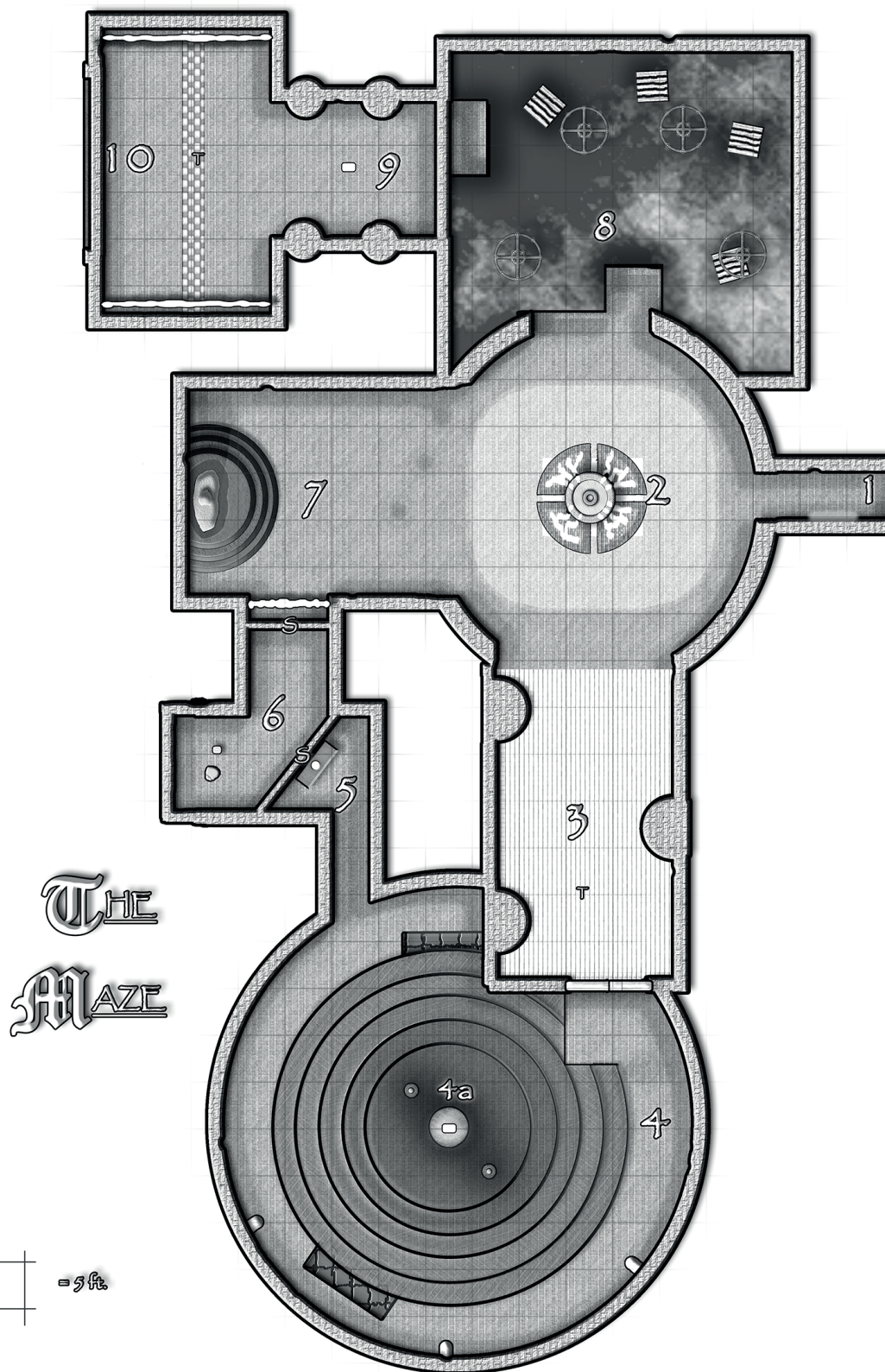
VERY STRONG PARTY STRENGTH (1,300 XP)

- **Goblin (6):** AC 15, 7 hp, Init +2
- **Goblin Boss (3):** AC 17, 21 hp, Init +2
- **Nilbog (2):** AC 13, 7 hp, Init +2

APPENDIX. MERCHANTS' HALL MAP



APPENDIX. THE MAZE MAP

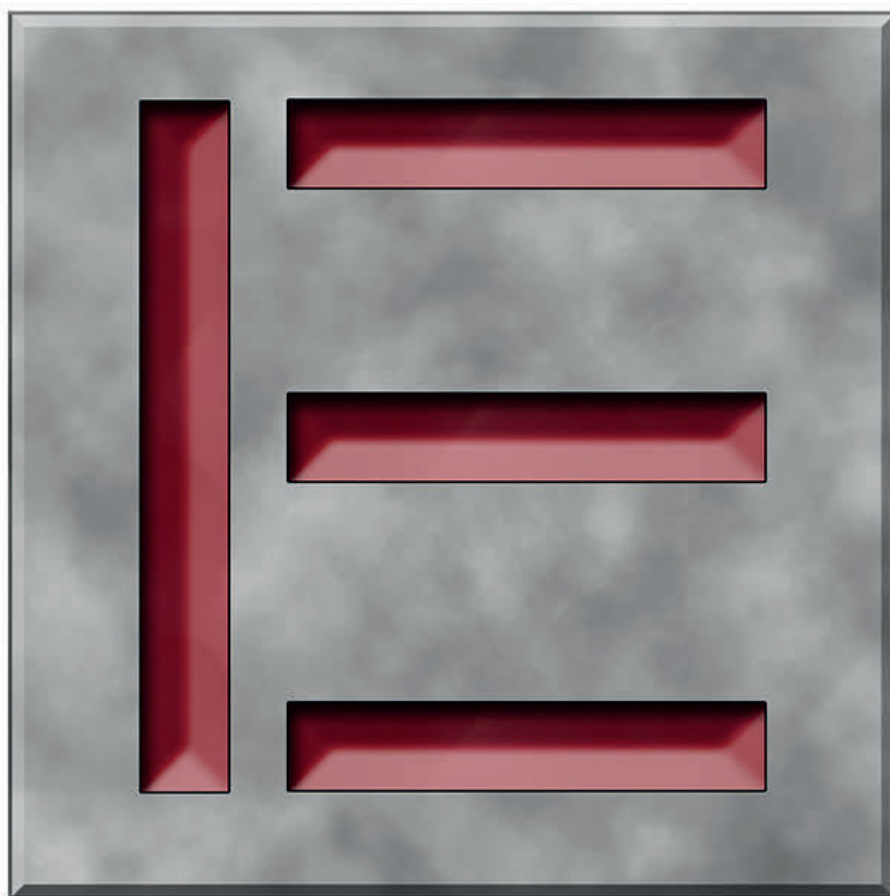


PLAYER HANDOUT 1. STRELEMIN



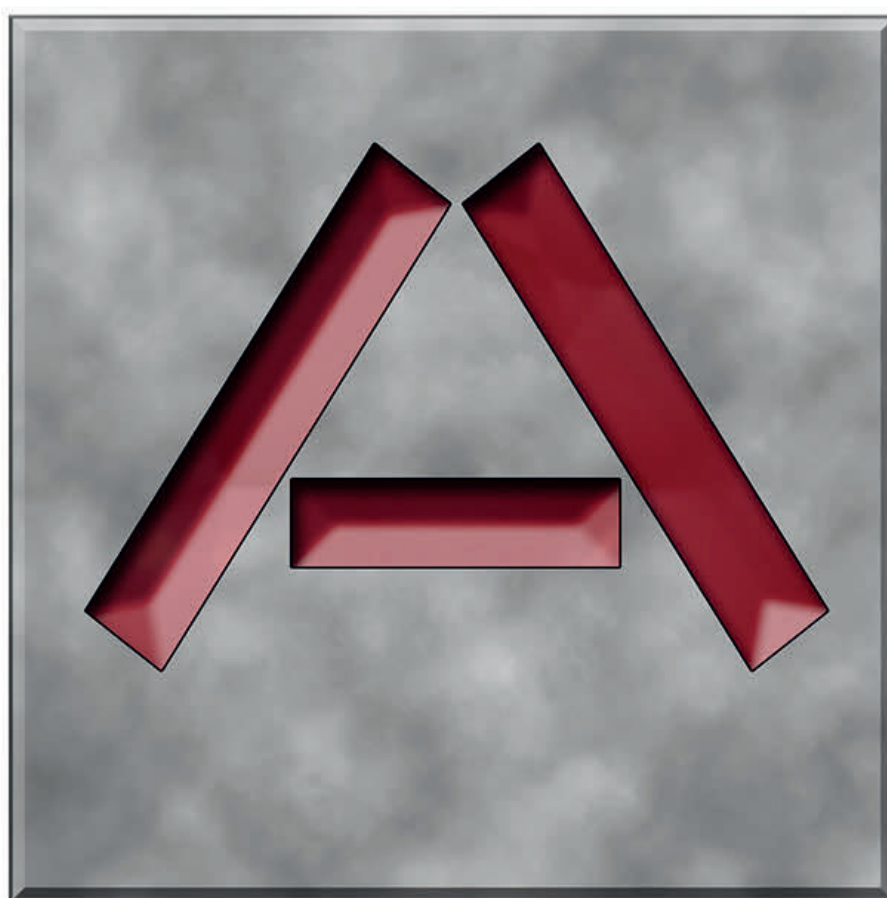
PLAYER HANDOUT 2. METAL PLATE 1

Plate 1



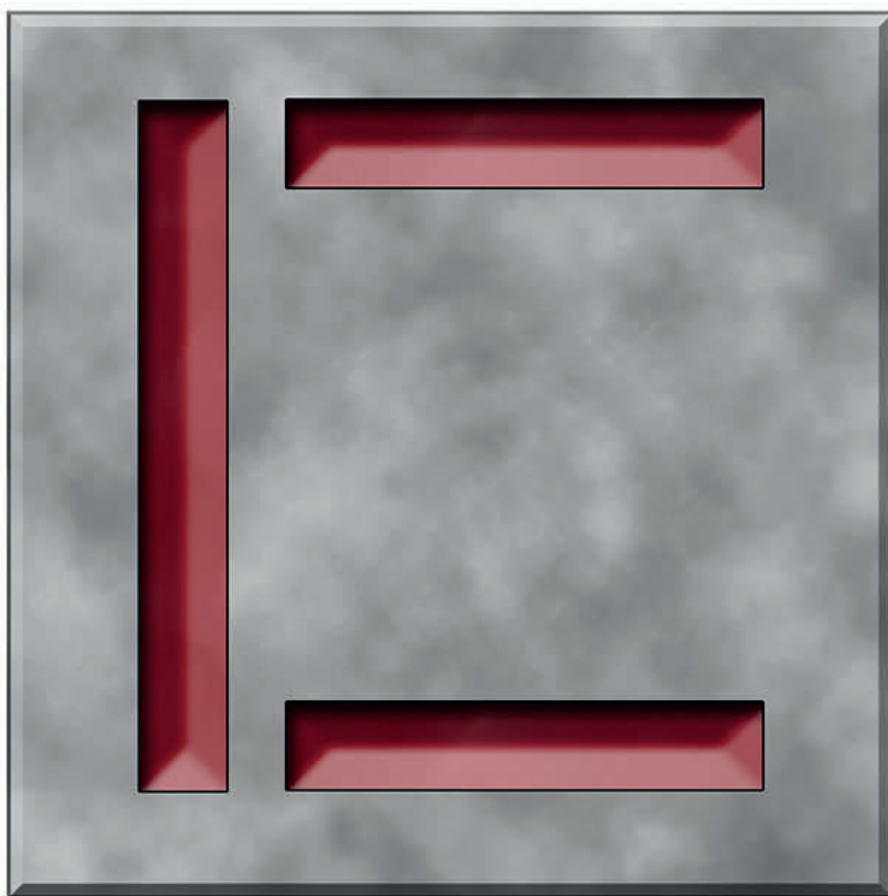
PLAYER HANDOUT 3. METAL PLATE 2

Plate 2



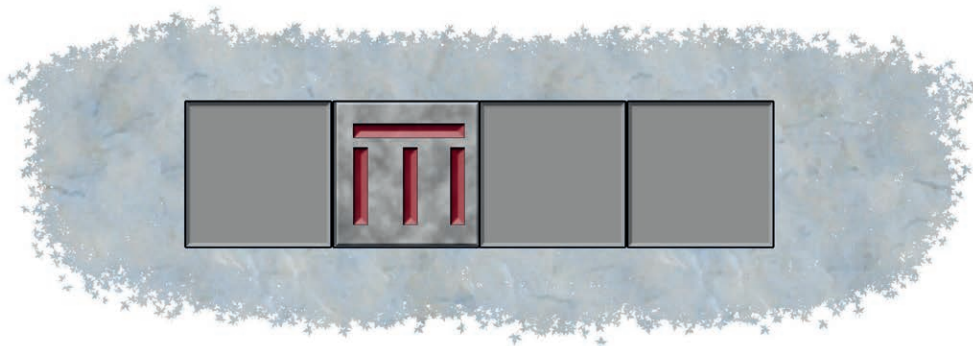
PLAYER HANDOUT 4. METAL PLATE 3

Plate 3

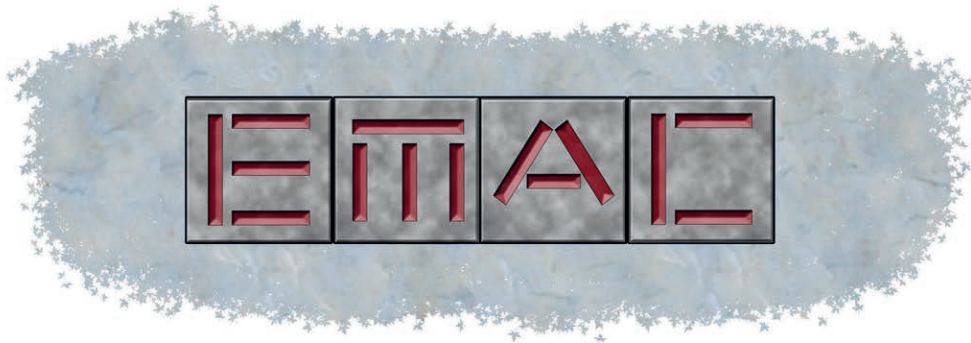


PLAYER HANDOUT 5. PUZZLE WALL

Puzzle Wall - Start



Puzzle Wall - Solution



PLAYER HANDOUT 6. 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:

STORY AWARD

Mark of Attendance. This small, brightly colored metal pin marks the bearer as having attended the famous Eastern Moonsea Adventuring Convention. While not useful in a practical sense, it is highly coveted, and affords the bearer bragging rights over peers without it.

PLAYER HANDOUT 7. MAGIC ITEM

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

WAND OF CONDUCTING

Wand, common

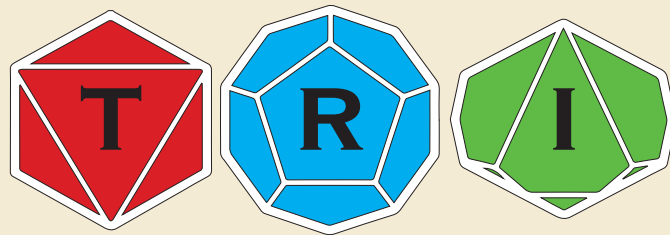
This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and create orchestral music by waving it around. The music can be heard out to a range of 60 feet and ends when you stop waving the wand.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, a sad tuba sound plays as the wand crumbles to dust and is destroyed.

This thin, ivory wand is just under a foot long, with a black, egg-shaped stone grip.

This item can be found in *Xanathar's Guide to Everything*.

THE ROLE



INITIATIVE