



PURGING THE BLOOD

A Waterdeep Adventure

Still falling through time, Waterdeep has grown into a small city with a problem, a vampire problem, but an old friend offers a solution.

Part Three of the *Folded Time Trilogy*.

A Two-Hour Adventure for Tier 1 Characters.

Optimized For: APL 3



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ADVENTURE PRIMER

"Loving the monsters always ends badly for the human. It's a rule."

– Laurell K. Hamilton

BACKGROUND

BLACKSTAFF VAJRA SAFAHR has been sending adventurers into a projection of the past to research a "**WRINKLE**" in the magical **WEAVE** that surrounds Waterdeep. Whether the wrinkle is a blessing or a disturbance, understanding the true nature of the Weave could be a powerful boon in protecting the City of Splendors.

In the previous two adventures of the *Folded Time Trilogy*, adventurers travelled to Waterdeep's past, finding themselves entangled in major historical events and meeting major historical figures who would become vampire Masked Lord **ARTOR MORLIN**, first Open Lord of Waterdeep and hero **AHGHAIRON**, and even the feared wizard **HALASTER BLACKCLOAK** of **UNDERMOUNTAIN**.

In this capstone adventure of the trilogy, Vajra has homed in on the period of time to which adventurers must travel to find the information she seeks about the Weave. The year is 1035 DR, three years after Ahghairon became the Open Lord. A modern Waterdeep begins to emerge as Ahghairon divides the city into its classic Wards and Artor, the Baron of Blood, proposes a way to keep the Wards safe.

EPISODES

The adventure is spread over three to five episodes that takes approximately two to four hours to play. These episodes are initially introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Blackstaff & The Baron.** If characters are new to this trilogy, the Blackstaff recruits the adventurers to send back into time for her research mission. If the characters have aided the Blackstaff in this trilogy already, they find themselves spiraling to a new point in time, where Ahghairon and Artor Morlin have a mission for them. This is the **Call to Action**.
- **Episode 2: The Purge is the New Black.** The adventurers investigate a city block where Artor Morlin has noted increased vampire activity. If the Blackstaff is to be trusted, this block also holds the secrets to the Weave. This is **Story Objective A**.
- **Episode 3: The Weave Reveals All.** The characters face off against Weave cultists and uncover the true nature of the Weave, as well as visions into the past, present, and future revealed by its magic. This is **Story Objective B**.

BONUS OBJECTIVES

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Helmfast Escape.** Following clues in Episode 2, the adventurers travel to the Trades Ward to confront the Helmfasts at their business, but someone has tipped them off! The adventurers chase them through the district. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Hultmark Defense.** Following clues in Episode 2, the adventurers head to North Castle Ward's Temple of Shar to uncover a vampire nest. They find the Hultmarks ready to defend their turf. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 2 hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

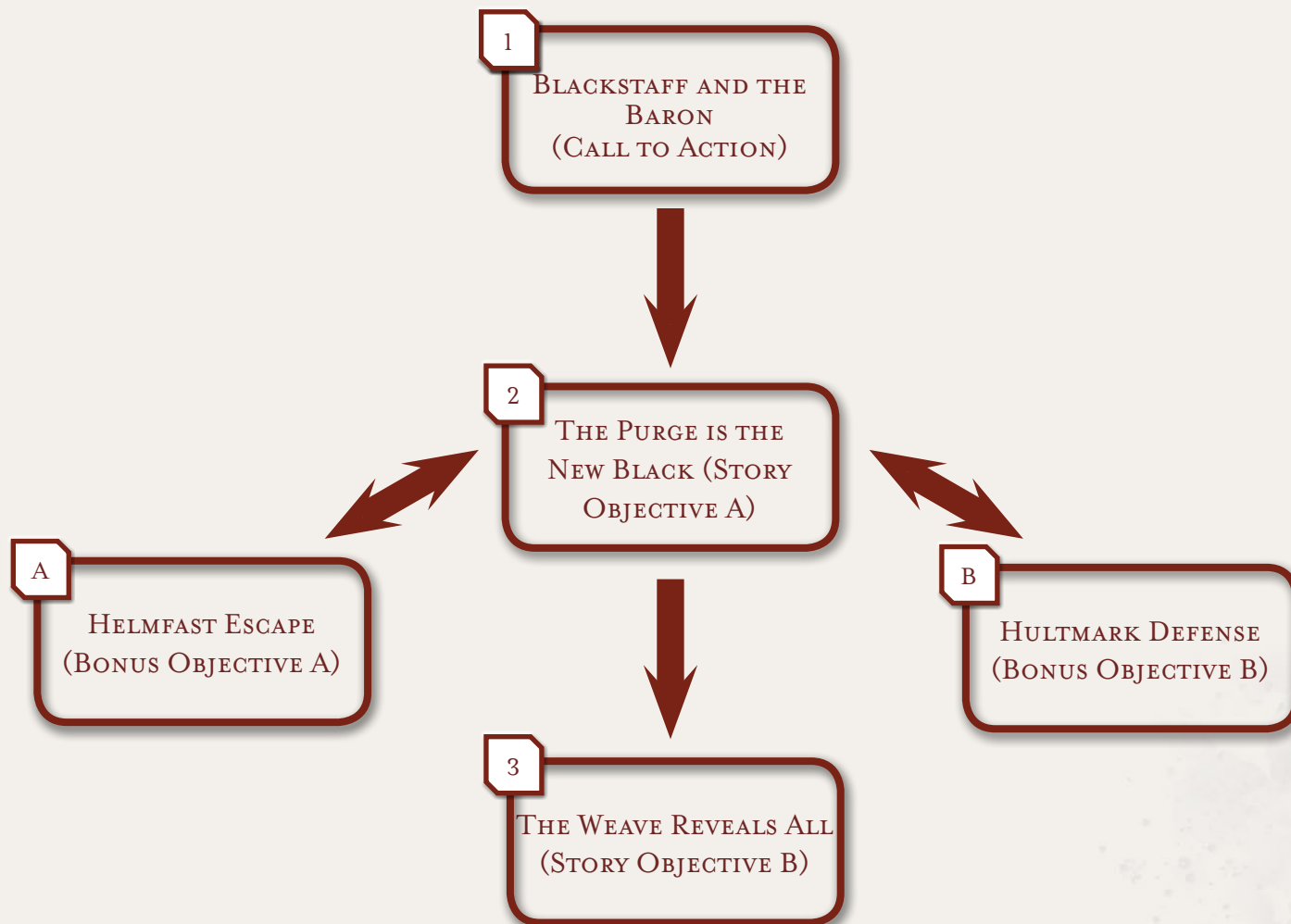
Story Objectives Only. To complete the adventure, the characters participate in **Episodes 1 through 3** in order. In **Episode 2**, they must encounter Scene F to proceed.

Story and Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. These objectives branch off **Episode 2**. Their order is fluid. However, they must be completed before **Episode 3**, which completes the main objective and sends the adventurers back to present time.



ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.





EPISODE 1: BLACKSTAFF AND THE BARON



Estimated Duration: 15 minutes

SCENE A. BLACKSTAFF TOWER

The High Wizard of Waterdeep, Blackstaff Vajra Safahr, has been studying a strange and troubling “wrinkle” discovered in the Weave of magic that surrounds the City of Splendors.

- **First Adventure in the Trilogy.** Characters that haven’t played any of the adventures in the trilogy are responding to a city-wide call for “promising, skilled, and curious adventurers,” paying off a favor for the current Blackstaff of Waterdeep, or might be here on behest of a friend, ally, or even their faction. Regardless of why, the character finds themselves at the base of Blackstaff Tower.
- **Played Other Adventures in the Trilogy.** Those characters that played the previous adventures in this trilogy either begin the adventure where they left off in the past or feel a familiar tugging as they are unexpectedly yanked back in time. They begin this episode in the audience chamber in Scene B.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The three-story tall tower of smooth black stone has no windows or doors and is surrounded by a 20-foot high wall. The audience chamber is small, semi-circular, approximately 20-feet across. The bustling city street is visible outside.

Lighting. Light filtering into the chamber from a window fills the interior with bright light.

CREATURES/NPCs

Vajra Safahr, the current Blackstaff of Waterdeep, is here whispering to and consulting with her black staff that holds the souls of previous Blackstaffs.

Objectives/Goals. The Blackstaff is always in search of skilled adventurers. She wishes to learn about the characters and their past deeds before asking them to undertake the task she needs accomplished. Vajra’s objective is to send adventurers back in time to uncover the origins of a “strange and troubling wrinkle” she has discovered in the magical Weave that surrounds the city.

What Does She Know? Vajra has discovered a historical artifact—a red cloak—that resonates at the same frequency as the wrinkle, leading her to believe that it’s somehow linked to the phenomena’s past. She’s sent adventurers back in time with other artifacts, but this is the youngest item; she senses this is “the one.” Wherever the cloak sends the characters, she hopes it leads them to the wrinkle.

PROCEEDING TO THE NEXT SCENE

Vajra clearly explains her plans to the characters: she wishes to send any who are willing into a mental projection of the past when Waterdeep was but a fledgling city and investigate the cloak's origins. In exchange, they may keep the cloak.

Vajra's temporal magic will arrange a meeting with the Open Lord of Waterdeep at the most opportune time. Following the lord's orders will naturally lead to information about the Weave if the characters are alert.

Those who refuse are shown the door. Those who agree are anointed on the forehead with a resinous oil and asked to hold hands in a circle as Vajra performs the ritual.

Proceed to **Scene B**.

TREASURE & REWARDS

If they agree, Vajra gives the characters the following:

- The ancient red cloak (a *cloak of protection*). The skin of creatures wearing this dark red cape takes on a deathly pallor.

SCENE B. AHGHAIRON'S OFFICE

As the last remnants of Vajra's time-traveling magic fade, the characters find themselves standing in a completely different room: the office of the Open Lord of Waterdeep.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The circular office spans 30-feet in diameter but feels much smaller as every inch of the room seems covered in maps, diagrams, and piles of papers and pamphlets.

Lighting. Torches in wall sconces fill the room with a bright flickering light. Daylight streams from the edges of heavy wool curtains that block the windows.

Maps. Various maps of Waterdeep are scattered across every surface of this room. The maps show the city divided into districts, but each map is slightly different. Stacked pamphlets laud or reject proposed names for the districts or "wards."

CREATURES/NPCs

Open **Lord Ahghairon** and **Artor Morlin**, the Baron of Blood, are deep in conversation about the wards.

Objectives/Goals. Ahghairon is anxious about dividing the wards of Waterdeep perfectly as he forges the foundation of his vision and is excited about an upcoming election to name the new wards. Meanwhile, Artor insists Ahghairon's vision is useless if the city isn't unsafe. In exchange for "but a small say in Waterdeep's future," Artor agrees to keep the city vampire-free forever.

What Do They Know? Ahghairon knows the vampire population has grown large enough to begin threatening the city. Artor recently has sensed a suspicious number of vampire spawns in the East Castle Ward ("official name pending") and has no desire to share the city (though he won't let anyone else know this).

CALL TO ACTION

The adventurers must interrogate residents of the East Castle Ward to discover locations of vampire nests. From interacting with Vajra in this adventure or previous ones in this trilogy, the characters also know that following these orders will lead to information about the Weave, which they must investigate.

BONUS OBJECTIVE A and/or B. If utilizing this additional content, Artor asks that the characters clear out any vampire nests that they find; they can leave the vampires for Artor but should ensure minions cannot warn their vampire masters. The creatures may be deeply rooted—the residents will no doubt be able to provide more information.

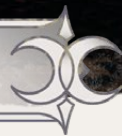
Do I Know You?

Characters who have played the other adventures of the *Folded Time Trilogy* likely have encountered younger versions of Ahghairon and Artor. Those NPCs experience an odd sense of déjà vu and vague recognition of the characters. If the adventurers harmed the NPCs or their goals, Ahghairon and Artor are suspicious but can't put their finger on why. If the adventurers were friendly, the NPCs feel they have trusting faces and are perfect for their task.





EPISODE 2: THE PURGE IS THE NEW BLACK



Estimated Duration: 75 minutes

EAST CASTLE TOWNHOUSES

In this episode, the characters investigate a wealthy city block where an alarming number of vampire spawn recently have been spotted.

The characters might barge into homes, parlay with, or spy on the residents of the block. No matter their approach, the characters uncover that these naughty nobles have a new holistic health hobby that is all the rage: allowing vampire to purge them of their blood.

As the Dungeon Master, you can place these scenes in any order. **Scene D** is critical in completing the main objective. This episode allows for a lot of roleplay between characters and the NPCs; if playing at a time-sensitive event, keep an eye on the clock.

PREREQUISITES

The adventurers must complete the **Call to Action** before beginning this episode.

STORY OBJECTIVE A

The adventurers must investigate the houses and/or interrogate the residents of this block to acquire vampire nest locations for Artor. They also must keep an eye out for any ties to the Weave to help Vajra identify the source of the wrinkle. This is **Story Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. There are four identical townhouses on this block, two to a side. Each features a lavish foyer, living room, kitchen, and servant quarters on the ground floor, with two upper floors of bedrooms, studies, and bathrooms. Each house has a cellar underneath.

Lighting. Bright sunlight streaming through the windows lights most of these houses, except where it is noted heavy curtains are drawn. Those houses are lit with candle lanterns.

Ward Signs. Residents of this neighborhood are passionate about the upcoming designation of wards, and they display their opinions on signs stuck in their front lawns ("Neighbors for East Castle!" or "North Ward: A Unique Name for a Unique Ward!").

SCENE A. HELMFAST ESTATE

This home is occupied by the Helmfast family who serve a vampire in the Trades Ward. Clues in this scene can lead adventurers to **Bonus Objective A**.

AREA INFORMATION

This area has the following features:

Goodie Bags. These gifts from Elsa's parties are fancy marbled paper bags with party favors like false teeth, white face powder, or bat-shaped sugar cookies.

Family Portrait. A painting in the foyer depicts a man with blond hair and green eyes standing behind a seated woman with red hair and blue eyes.

Suspicious Blueprint. The Helmfasts' study contains paperwork for their trading company, including a blueprint of their Trades Ward building. Someone has drawn a wall partition in the basement.

Bloodied Collar. In the bedroom closet, a couple work shirt collars have the same odd stain of two specks of blood.

CREATURES/NPCs

Mr. and Mrs. Helmfast aren't currently home. Their housekeeper, **Mumpena Miggledy**, is preparing supper when the adventurers arrive, and the noisy kitchen prevents her from hearing characters knock on the door. Their great aunt, **Ravina Helmfast**, is spying on the neighbors from an upstairs window.

Objectives/Goals. Mumpena's goal is to avoid burning supper, something intruders are likely to make difficult to achieve. Ravina loves gossiping with visitors.

What Does She Know? Ever law-abiding, if Mumpena believes characters are in the house in an official capacity, she is truthful. Mumpena is concerned about her master and mistress; they've been requesting blood pudding and blood sausage for supper most nights. They've always been workaholics, but they are spending even more time at their business in the Trades Ward these days. Mumpena believes the Helmfasts are overworking themselves; they are paler and gaunter every time they return home... or from one of Elsa Gost's parties. Ravina makes up outlandish rumors about the neighbors, especially the Tespers who she thinks are up to no good.

SCENE B. HULTMARK MANOR

This home is occupied by the Hultmark family who serve a vampire in the North Castle Ward. While her parents are away, the Hultmarks' teenage daughter and family dogs watch over their home. Clues in this scene can lead adventurers to **Bonus Objective B**

CREATURES/NPCs

The Hultmarks' daughter, Joy (a **spy**), isn't interested in her parents' vampire hobbies. Instead, she spends her time doing teenager things like reading spy novels, practicing the piano, and learning how to gut an enemy with a shortsword. She's usually accompanied by two **bloodhounds**.

Objectives/Goals. Joy couldn't care less about the adventurers or the questions they might have. She wants them to go away without touching anything; she's concerned about getting in trouble with her parents upon their return. The one thing that might make this jaded teen smile is if her parents spent more time at home. The bloodhounds follow Joy's instructions.

What Does She Know? Joy knows her parents have been swept up in Elsa Gost's new craze: blood purging. In addition to their attending parties hosted by the Gosts, Joy knows they have been spending a lot of time at the Temple of Shar. They're not religious and always return woozy and pale as parchment, so Joy suspects it is a vampire den.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak** or **Weak:** Remove a **bloodhound**.
- **Strong:** Add a **bloodhound**.
- **Very Strong:** Add two **bloodhounds**.

AREA INFORMATION

This area has the following features:

Goodie Bags. These gifts from Elsa's parties are fancy marbled paper bags with party favors like false teeth, white face powder, or bat-shaped sugar cookies.

Shar Pamphlet. A small pamphlet lauds the goddess Shar. It has specks of blood in one corner.

Blood-infused Dog Treats. A jar of dog treats sits on the kitchen counter. Colored a rusty red from their special ingredient, these treats might be used by characters to distract the dogs.

PLAYING THE PILLARS (SCENE A: HELMFAST ESTATE)

Combat

Mumpena might make threats, but she is ill-equipped for physical confrontation. If attacked, she screams and immediately buckles.

Exploration

With the current occupants either busy or hard of hearing, the characters could sneak inside. Items scattered throughout the house (see area information above) provide clues to a vampire nest location.

Social

Mumpena speaks openly with the characters if she knows they are investigating in an official capacity. However, she gets anxious in social situations and starts singing every time she speaks.

PLAYING THE PILLARS (SCENE B: HULTMARK MANOR)

Combat

Joy begins with warnings and becomes increasingly agitated if she catches the characters snooping. Joy attacks with her bow from a distance.

If reduced below 10 hit points or if one of her dogs dies, Joy surrenders and shares her information.

Exploration

Items scattered throughout the house (see area information above) provide clues to a vampire nest location. The treats offer an edge over Joy's bloodhounds.

Social

Joy is apathetic to the world and speaks in annoyed pauses and bored sighs. She is more likely to state flat, obvious observations ("You shouldn't be in here" or "My dogs don't like you") than say anything helpful. Empathetic and kind adventurers might discover Joy's soft spot of missing her parents. They can use this to get Joy talking, if reluctantly.

SCENE C. GOST HOUSE

This home is occupied by the Gost family, whose matriarch, Elsa Gost, is the queen bee of the block. She throws extravagant purge parties and even houses her own personal “pet” vampire spawn.

CREATURES/NPCs

Elsa Gost, the trendsetter responsible for this block’s obsession with purging their blood, is micromanaging her servants when the characters arrive. There are two maids, a butler, and a cook (**commoners**) spread throughout the house. Elsa’s “uncle”—**Malcar Gost** (secretly a **vampire spawn**)—is resting upstairs. Hidden in the cellar is Elsa’s “pet” **vampire spawn**.



Objectives/Goals. Elsa deflects any questions the characters might have, determined to hide her vampire secret. The servants are terrified of the vampire in the cellar—especially the cook who must prepare its special meals—and want to get rid of it without crossing Elsa. Malcar wants to hide that he also is a vampire, unless he has met the characters in past adventures. The cellar’s vampire spawn is hungry. The arrival of the adventurers interrupts its usual feeding time. If it hears anyone moving upstairs, it starts to make noise.

What Do They Know? The nobles of this block have taken to purging their blood via vampire, treating them like luxury leeches. Elsa credits the purge for her beautiful complexion, which is sickly pale. Elsa throws “purge parties” where nobles lounge and let vampires feed on them.

The servants help at Elsa’s parties and have overheard the Hultmarks and Helmfasts visit other vampire nest locations.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **vampire spawn** begins with 42 hit points.
- **Weak:** The **vampire spawn** begins with 62 hit points.
- **Strong** and **Very Strong:** Add a **specter**, the angry spirit of a dead servant.

DO I KNOW YOU?

Characters who have played the other adventures of the *Folded Time Trilogy* likely have encountered younger versions of Malcar Gost and possibly his adopted son Tuck. In truth, Tuck was Elsa’s grandfather, making Malcar her adopted great grandfather. He pretends to be her uncle to hide the fact he does not age.

Unless characters are disguised, Malcar recognizes them immediately. If they harmed Malcar, he avoids them. If they were friendly, Malcar knows the same information as Elsa and her servants and is willing to share if the characters promise not to reveal his location to Artor.

AREA INFORMATION

This area has the following features:

Grandpa Tuck. A portrait of a distinguished elderly man hangs in the living room. It is marked “Tuck Gost.”

PLAYING THE PILLARS (SCENE C: GOST HOUSE)

Combat

If the vampire hears strangers descending into the cellar, it hides at the bottom of the steps and attempts to surprise and attack the first stranger it sees.

Exploration

Adventurers scoping the house ahead of time notice the curtains are drawn. One window on the second floor is open, and the curtains flutter in the breeze.

Hints that something fishy (or bloody) is going on at the Gost home are scattered throughout the house. For example, Elsa’s vanity might display a collection of false teeth with fangs, or the icebox holds quarts of fresh blood.

Social

Elsa is keen on hiding her vampire from strangers and deflects any accusations in the haughtiest way: “I wouldn’t expect someone like you to understand my exotic fashion sense!”

The servants are willing to speak if the adventurers approach them alone. They might even try quietly to get the adventurers’ attention themselves.

SCENE D. THE TESPERS

This home is occupied by the Tesper family, which could not be bothered by trends, fashions, or the whims of the Gosts. Despised by the neighborhood, this family has its own dark secret that leads to the Weave.

CREATURES/NPCs

Rolf and Rosalind Tesper (**cultists**) don't seem like your normal Waterdeep nobles. They dress in plain black robes, furnish their home sparsely, and dismiss their neighbors as frivolous and indulgent.

Objectives/Goals. Rolf and Rosalind need to bring sacrifices to the City of the Dead to officially join the Weave cultists who worship there. Their objective is to lure the characters by any means, including manipulation and lies.

What Do They Know? Rolf and Rosalind are aware of their neighbors' vampire obsession even if they do not share it. They can confirm Elsa Gost hosts vampire-themed parties with the Helmfasts and Hultmarks as guests. They divulge this information if they are aware the characters seek vampire nest locations. Rolf and Rosalind are more interested in joining a cult of Weave worshippers who meet in the City of the Dead. If they become aware the characters are interested in the Weave, they divulge this information and agree to take characters there, although they hide the fact that the characters might be sacrificed.

AREA INFORMATION

This area has the following features:

Modern Art. The Tespers' home is furnished very sparsely. The only decorative items are small black statuettes distributed throughout the house. A DC 13 Intelligence (Arcana) check senses these objects have the same resonance as the Blackstaff's red cloak and the wrinkle. The black robes that the Tespers wear and that fill their closets also give off these vibrations.



PLAYING THE PILLARS (SCENE D. THE TESPERS)

Combat

Rolf and Rosalind know they are outnumbered and prefer social interaction to combat. They attack only to defend themselves.

Exploration

The Tespers' furnishings provide a clue they are linked to the Weave.

Social

Rolf and Rosalind are willing to share any information if it gets the characters to go to the City of the Dead to investigate the Weave. They even are willing to lie and say a vampire nest is located there.



EPISODE 3: CULT OF THE WEAVE



Estimated Duration: 30 minutes

THE CITY OF THE DEAD

The characters discover cultists worshipping the Weave in Waterdeep's cemetery.

PREREQUISITES

The adventurers must complete **Episode 2 Scene D** before beginning this episode.

STORY OBJECTIVE B

Discovering the true nature of the Weave is Story Objective B. The characters should learn the wrinkle is a natural side effect of the Weave's powerful magic and that it reveals visions. Here are some examples of how they might do so:

- Conversing with the cultists.
- Defeating the cultists and throwing their bodies into the wrinkle.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Massive tombs, elaborate gravestones, and aged weeping willows fill this lush, green cemetery and park. A 30-foot-wide clearing is centered around a tree split as if struck by lightning.

Lighting. The sunset casts a warm light over the park and contrasts with a cool, blue glow emanating from the split tree.

CREATURES/NPCs

Six **cultists** (including Rolf and Rosalind Tesper if they are present) and one **cult fanatic** are present in the clearing, surrounding the tree.

Objectives/Goals. The cultists want to push the adventurers into the tree, feeding them to the Weave in exchange for visions.

What Do They Know? The tree marks a wrinkle in the Weave, a natural side effect of powerful magic. The cultists worship the wrinkle and have learned that sacrificing living creatures into the glowing light that emanates from the tree trunk rewards them with visions.

WRINKLE IN THE TREE

The cultists worship the Weave represented by the split tree. The tree has an AC 10, 30 hp, and is immune to poison and psychic damage.

While it's alive, any creature starting its turn within 5 feet of the tree takes 3 (1d6) necrotic damage. Also, while it is alive, on initiative count 20, the tree takes one of the following actions:

- **Heal.** Cultists within 10 feet of the tree regain 3 (1d6) hit points.
- **Dangerous Fruit.** The tree sprouts and tosses an apple made from magical energy at a point within 15 feet. The apple explodes and deals 3 (1d6) force damage to all creatures in a 10-foot radius sphere.
- **Feed.** The tree deals 3 (1d6) necrotic damage to all creatures touching it. It gains a number of hit points equal to the total damage it deals in this way.

VISIONS IN THE WRINKLE

If adventurers get within 5 feet of the tree during combat, the following visions are revealed:

- An aged Ahghairon tips a flask and drinks its sparkling liquid. Grey hairs and wrinkle disappear from his head.
- A younger Ahghairon speaks heatedly to a bedraggled, robed man. He calls him "Master Halaster."
- Ahghairon waves his arms, harnessing the same crackling blue energy of the wrinkle. In an underground tunnel, he forms the energy into cage bars.
- Ahghairon and Artor speak in hushed tones in Ahghairon's tower. "*There is something about your recruits today, Artor. I feel we might see them again, and I will have this waiting for them.*" The vision shows only their backs and does not reveal the item

BACK TO BLACKSTAFF

Having completed their mission, the Blackstaff's temporal magic draws the adventurers back to the present.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The three-story tall tower of smooth black stone has no windows or doors and is surrounded by a 20-foot high wall. The audience chamber is small, semi-circular, approximately 20-feet across. The bustling city street is visible outside.

Lighting. Light filtering into the chamber from a window fills the interior with bright light.

CREATURES/NPCs

Blackstaff Vajra Safahr eagerly waits for the adventurers to return from their time-traveling mission.

Objectives/Goals. The Blackstaff wants to know what the characters discovered. She listens to their stories and asks questions with particular interest in the cultists and any visions the tree revealed.

What Does She Know? Vajra concludes the wrinkle she detected is a natural effect of the Weave's powerful magic. She is not surprised some humanoids took advantage of this power.

WHAT AHGHAIRON HAS WAITING

Regarding the vision of Ahghairon leaving a mysterious something for the characters' return, Vajra wonders if this is why the wrinkle drew her attention. She intends to investigate further and lets the characters know she might call on them again.

TREASURE & REWARDS

If the characters all skipped **Episode 1 Scene A**, Vajra gives them this reward as thanks for their help:

- The ancient red *cloak of protection*. The skin of creatures wearing this dark red cape takes on a deathly pallor.

PLAYING THE PILLARS

Combat

The cultists attack the characters, with the goal of driving them toward the tree. They fight to the death. The tree acts on initiative 20.

Exploration

If the adventurers do not uncover the nature of the Weave before or during combat, investigating the tree and/or its remains afterward reveals this information.

Social

Under the assumption the characters will soon be dead, the cultists freely share information about their clever discovery.





ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE

CHECKPOINTS

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

- **Story Objective A:** Identify vampire nests.
- **Story Objective B:** Uncover the Wrinkle's nature.

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each bonus objective that they complete, as follows:

- **Bonus Objective A:** Defeat the Helmfasts to reveal the location of their vampire master.
- **Bonus Objective B:** Stop the Hultmarks from warning their vampire master of the purge.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing **both main objectives** unlock this magic item.

Cloak of Protection. While wearing this dark red cape, your skin takes on a deathly pallor. This item can be found in **Appendix 6**.

DUNGEON MASTER REWARDS

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

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

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Vajra Safahr (VAJ rah sah FAHR).** The High Wizard of Waterdeep, Vajra Safahr is a capable wizard in her mid-thirties. The youngest person to hold the position of Blackstaff, Vajra tries to hide her insecurities but often consults her rune-carved staff, which holds the spirits of the previous Blackstaffs. She has deep olive skin, brown eyes, and textured shoulder-length black hair.

Personality: I act with wisdom beyond my age.

Ideal: The pursuit of knowledge is most honorable.

Bond: I live to serve and protect Waterdeep.

Flaw: I second guess myself, but I'd never admit it.

- **Ahghairon (awg HAY ronn).** An elderly weathered hero of Waterdeep, Ahghairon is over 90 years old but looks to be in his 70s with the help of magical potions. But those don't hide the wrinkles on his brow as this first Open Lord of Waterdeep works endlessly to shape the city. The wisdom of age has tempered this once rash young adventurer into a thoughtful leader.

Personality: One can always do better.

Ideal: Progress is impeded by brutality.

Bond: I live to serve and protect Waterdeep.

Flaw: With so much weight on my shoulders, I am easily frustrated.

- **Artor Morlin (ARR Tore MORE linn).** Known also as The Baron of Blood. This masked lord is a vampire, but very few live to hold this knowledge. While wholly evil, Artor is calculating and respectful. His clothing, while fine, is outdated in fashion, and he smells of dust and ancient blood.

Personality: I send minions to deal with threats.

Ideal: I'm always one step ahead of my enemy.

Bond: Knowing my secrets means death.

Flaw: If I must fight, my bloodlust consumes me.

- **Mumpena Miggledy (Mum PEE nah MIH gull dee).** This portly female gnome cooks, cleans, and manages the home of the noble Helmfast family. Not used to social interaction, Mumpena hiccups, sweats, and speaks in a singsong voice when she gets nervous, which happens easily.

Personality: Why ever leave your comfort zone?

Ideal: I am always helpful to my superiors.

Bond: Home is where the heart is.

Flaw: I don't know what a poker face is.

- **Ravina Helmfast (Rah VEE nah HELM fast).** This elderly aunt of the Helmfast family is so hard of hearing she can barely hear you speak, but she doesn't mind doing all the talking. Ravina loves to gossip and make up rumors.

Personality: I love hearing my own voice.

Ideal: Curiosity fulfilled the cat.

Bond: Nothing is more important than my legacy.

Flaw: I embellish every story with fantastic lies.

- **Joy Hultmark (JOY HULT mark).** The teenage daughter of the Hultmarks, Joy is uninterested in, unimpressed, and unphased by most things. Trained in self-defense, she is a deadly swordswoman underneath her jaded façade, but fighting is just... ugh... so much work.

Personality: I speak in a dull monotone, especially around people as dull as you.

Ideal: Showing people you care reveals weakness.

Bond: My family's love and affection is all I crave.

Flaw: I don't even try to hide I'm rolling my eyes.

- **Elsa Gost (ELL sah GAWST).** Elsa likes to think she is a trendsetter, wearing her hair in braids spun into an elaborate up-do, clothes stylized with bat wings, and even a set of false fangs. If you don't appreciate her taste, class, and penchant for hiding vampires in her basement, then really you are so pedestrian.

Personality: I look down on people who can't appreciate my sense of style.

Ideal: I make the world a more beautiful place.

Bond: I live for art, fashion, and expression.

Flaw: I judge others quickly and harshly.

- **Malcar Gost (MAHL car GAWST).** Malcar is a mild-mannered vampire spawn laying low as a minor noble in Waterdeep. A powdery perfume, spritzed generously to hide his undead nature, wafts in his presence.

Personality: It's important to give a good impression... or people might start asking questions.

Ideal: The Gost legacy must continue.

Bond: I will protect Elsa.

Flaw: I am a vampire lying about who I am.

- **Rolf Tesper (RAWLF TESS puhrr).** Rolf is a quiet, timid man, whose shrewd eyes are constantly searching, observing. When he speaks, it is as briefly as possible and often simply to agree with his wife, Rosalind.

Personality: I speak only when necessary.

Ideal: Emotions must not cloud my logical thinking.

Bond: I am searching for a place to belong.

Flaw: I am susceptible to suggestion and influence.

- **Rosalind Tesper (RAH za lind TESS puhrr).** Rosalind is a stern woman, openly critical of the frivolous hobbies of her gossiping neighbors. Although she has no innate arcane talents, Rosalind is secretly obsessed with magic, the only topic that melts her icy veneer.

Personality: Only useful people are worth my time.

Ideal: Solitude and contemplation are paths toward mystical or magical power.

Bond: I seek a master to teach me all things arcane.

Flaw: I'd risk too much for power.

APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *friends*, *mage hand*, *vicious mockery*

1st level (4 slots): *charm person*, *healing word*, *heroism*, *sleep*, *thunderwave*

2nd level (3 slots): *invisibility*, *shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

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

BLOODHOUND

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (–4)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. The spawn has the following flaws:

- **Forbiddance.** The spawn can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The spawn takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the spawn has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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 10 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning 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 1 (200 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 (1/Turn). The spy deals an extra 7 (2d6) 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 target. *Hit:* 5 (1d6 + 2) piercing damage.

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

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

VAMPIRE SPAWN

Medium humanoid (any race), any alignment

Armor Class 15 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,180 XP)

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. The spawn has the following flaws:

- **Forbiddance.** The spawn can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The spawn takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the spawn has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The spawn makes two melee attacks, only one of which can be a bite attack

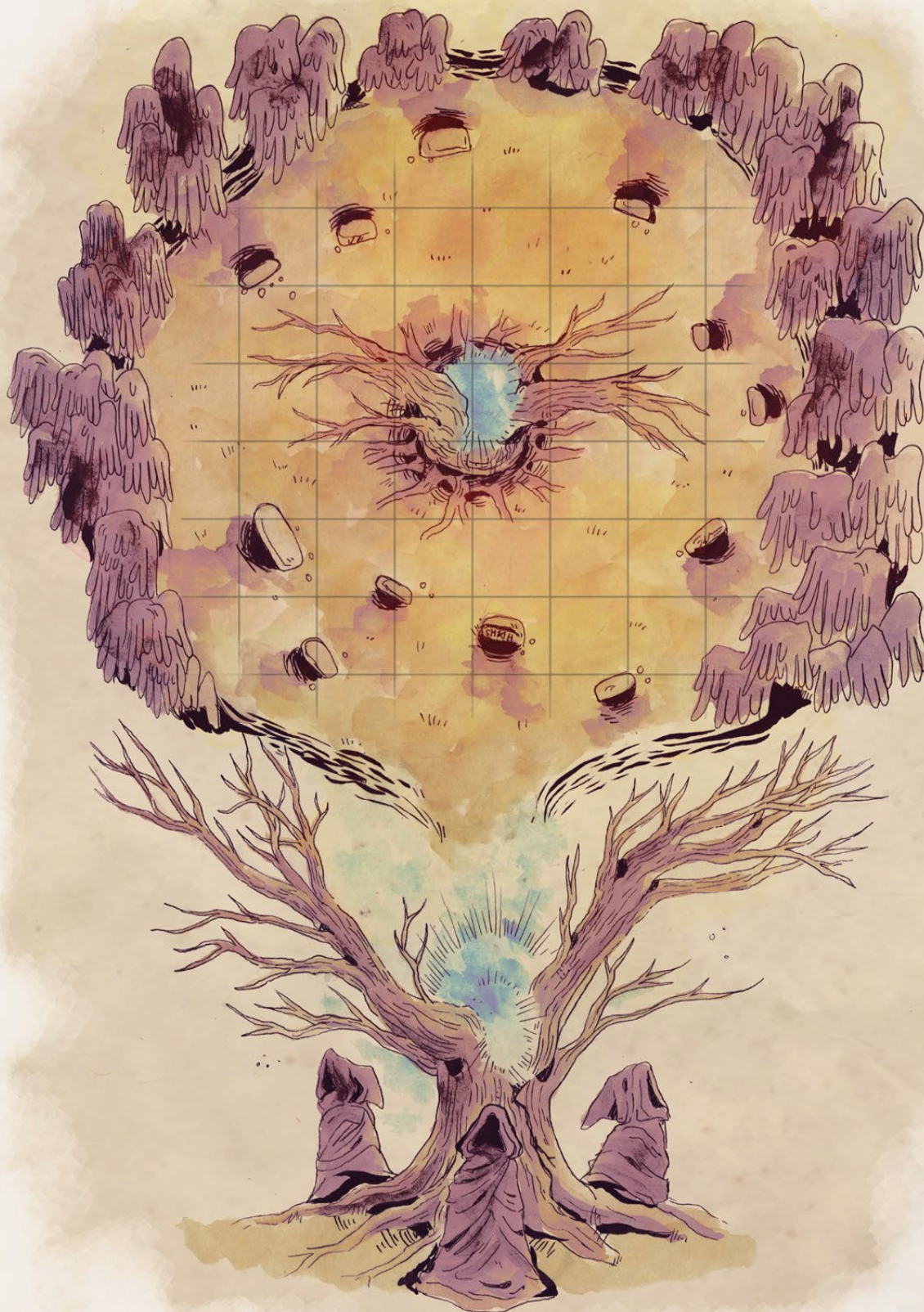
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the spawn can grapple her target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the spawn, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Insightful Defense. When an attacker the spawn can see hits it with an attack, the spawn can halve the damage against it.

APPENDIX 3: CITY OF THE DEAD MAP



APPENDIX 4: HELMFAST ESCAPE (BONUS OBJECTIVE A.)

Estimated Duration: 60 minutes

TRADES WARD

The characters head to the Helmfast Trading Company in the Trades Ward.

PREREQUISITES

The adventurers must have found clues to the Helmfasts' vampire nest in **Episode 2**.

BONUS OBJECTIVE A

The adventurers defeat vampire followers to reveal the location of their master.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. A mishmash of storefronts and warehouses pack this district with narrow alleys in between. The 15-foot-wide streets are bustling, filled with shoppers and merchants.

Lighting. Bright afternoon sunlight beams overhead, and several of the storefronts have put up awnings to block it.

Ward Signs. Denizens of this district are passionate about the upcoming designation of wards, and they display their opinions on signs stuck in store windows ("Business Ward, Best Ward!" or "Market Ward or Bust!").

SCENE A. RACE THROUGH THE MARKET

As the characters approach the Helmfast Trading Company, they see people burst out and run away down the street. Someone has tipped off the Helmfasts!

CREATURES/NPCs

A blond-haired man and red-haired woman—Mr. Helmfast (a **spy**) and Mrs. Helmfast (a **bard**)—flee the scene along with three **thugs**.

Objective/Goals. Having been warned of the characters' approach, the Helmfasts and their henchman feel overconfident about their escape and taunt the characters into a chase.

What Do They Know? The Helmfasts know Artor is out to destroy the vampires the Helmfasts serve. They have warned their master and know where he is hiding, but they won't give up his location except to save their lives.

RUNNING THE CHASE

Roll initiative. Run the characters through three rounds—or more at your discretion—of a madcap chase through the marketplace.

At the start of each characters turn, have them face an obstacle created by the Helmfasts (for example, they've overturned a pile of fruit that rolls onto the path) or by the environment of a busy market (for example, an annoying salesman interrupts with an insistent pitch).

Have the character describe how they react, avoiding or overcoming the obstacle, and call for a saving throw or ability check depending on their answer. Reward inspiration for great roleplay.

SHOWDOWN

The characters catch up with the Helmfasts and must defeat them to acquire the information they need. The thug henchmen flee if the Helmfasts are defeated.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The Helmfasts are both **commoners** and remove one **thug**.
- **Weak:** The Helmfasts are both **commoners**.
- **Strong and Very Strong:** Mr. Helmfast is a **bard**.

APPENDIX 5: HULTMARK DEFENSE (BONUS OBJECTIVE B.)

Estimated Duration: 60 minutes

TEMPLE OF SHAR

The adventurers head to the North Castle Ward to investigate the Temple of Shar as a vampire nest.

PREREQUISITES

The adventurers must have found clues to the Hultmark's vampire nest in **Episode 2**.

BONUS OBJECTIVE B

The adventurers stop vampire followers from warning their masters of Artor's purge.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This black-stone temple is covered in dark, knife-like steeples. The main chamber is 40- by 30-feet wide with a 30-foot domed ceiling and has stairs leading to a basement chamber.

Lighting. The temple is dimly lit by torchlight.

Ward Signs. Denizens of this district are passionate about the upcoming designation of wards, and they display their opinions on flyers that litter the streets ("Vote for Temple Row!" or "Join Team Sea Ward!").

TO DEFEND OR NOT DEFEND

As the characters enter the temple, they realize someone has tipped off the Hultmarks, who are debating defending or alerting their vampire master.

CREATURES/NPCs

The Hultmarks (**cultists**), four additional **cultists**, and a **priest** are waiting for Artor's lackeys—the characters—to approach their lair.

Two **cult fanatics**, who are defending the vampire's lair in the basement, wait at the bottom of the stairs, ready to join any commotion as a second wave.

Objective/Goals. Most of the Shar worshippers are ready to attack the characters in defense of their vampire master. The Hultmarks are unsure whether they want to face the wrath of their vampire or of Artor; they will also attack unless convinced otherwise.

What Do They Know? The Hultmarks and other Shar worshippers serve a vampire who is resting underneath the temple. If they warn their master, the vampire might be able to escape from Artor's grasp.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak** and **Weak:** Remove the two **cult fanatics**.
- **Strong:** Add a **priest**.
- **Very Strong:** The Hultmarks are two **cult fanatics**.

PLAYING THE PILLARS

Combat

The Shar worshippers attack if they notice the characters. The Hultmarks will attack or join the characters depending on their other actions. The cult fanatics in the basement join as a second wave if combat occurs in the main chamber.

Exploration

The Shar worshippers are alert and make Wisdom (Perception) checks at advantage. However, it is possible for the characters to sneak into temple to surprise the worshippers or to barricade their vampire master from escaping before Artor arrives.

Social

The Hultmarks can be convinced to join the characters against the other Shar worshippers. Checks to do so are made with advantage if the characters invoke Joy Hultmark.

APPENDIX 6: MAGIC ITEM

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

CLOAK OF PROTECTION

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak. This item is found on **Magic Item Table F** in the *Dungeon Master's Guide*.

While wearing this dark red cape, your skin takes on a deathly pallor.

APPENDIX 7: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO WATERDEEP?

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

NEW TO BEING THE DUNGEON MASTER?

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

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

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

Party Composition	Party	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