

CCC-MAG01-02



MURDER AT THE FESTIVAL



A murderous adventure for characters level 5-10



Murder at the Festival!



A series of grisly murders threatens the festivities at the annual Magic and Gold Festival in Thentia! Can your group of adventures uncover the source of the attacks and stop the murderer before they strike again?

A Two/Four-Hour Adventure for Tier 2 Characters.

Optimized for APL 8.

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Adventure Primer

Murder is like potato chips: you can't stop with just one.

-Stephen King, *Under the Dome*

Background

The **MAGIC AND GOLD FESTIVAL** in Thentia is the culmination of many of special interests, including Thentia's Mage's Guild and the Lord's Alliance. The event promises to be a spectacular celebration. Unknown to most, the wizard **ETANA** has used powerful arcane magic to bend time in an extradimensional space, while desperately searching for a cure to save his dying child. The use of such powerful magic has unbalanced the weave and resulted in unexpected temporal aberrations. The longer the space is present, the more disruptive it becomes. To make matters worse, the magical energies in use at the festival have begun to feed the time anomalies creating a loop.

A few days ago, a rip in time produced a crossing of future and present, to a moment in the future where the wizard **ETANA**, driven to madness from grief, became a Lich. At the moment when the soul was to bond with the phylactery, the temporal crossing, instead, brought the wizard's soul to the present time. Here it found purchase and bonded with **MURDERER**. The soul, deprived of its phylactery, transformed into a **BONECLAW** and fed the darkest ambitions of **MURDERERs** personality. A promising young wizard apprentice, **BARNIBUS SILVER** seemed to be the only thing standing in the way

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

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: Carnival of Death.** The adventure begins in the City of Thentia during the Magic and Gold Festival. Tragedy strikes when a speaker at a wizard's panel turns up murdered! The heroes are hired to bring the person responsible to justice. This is the **Call to Action**.

- **Episode 2: The Game is Afoot!** The characters investigate the murder and need to uncover three clues to solve the mystery. Unfortunately, the murderer isn't done! This is **Story Objective A**.
- **Episode 3: The Final Claw.** Having identified the murderer, the characters must apprehend the suspect, but not before someone has a bone to pick with the heroes. This is **Story Objective B**.

Bonus Objectives

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: Saving Reginald.** Reginald Fairwind, a Lord's Alliance ambassador, is caught between a waring band of ancient hobgoblins when a temporal rift merges past and present. This bonus objective is found in **Appendix 9**
- **Bonus Objective B: Tower Thuul.** Judith Thorndrake has discovered strange arcane temporal aberrations and believes Barnibus was somehow connected. She implores the characters to slip into Kaza Thuul's tower, the ancient wizard that Barnibus studied under, to recover research notes that may shed light on the aberrations. This bonus objective is found in **Appendix 10**

Episode Sequence

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

How Will You Play?

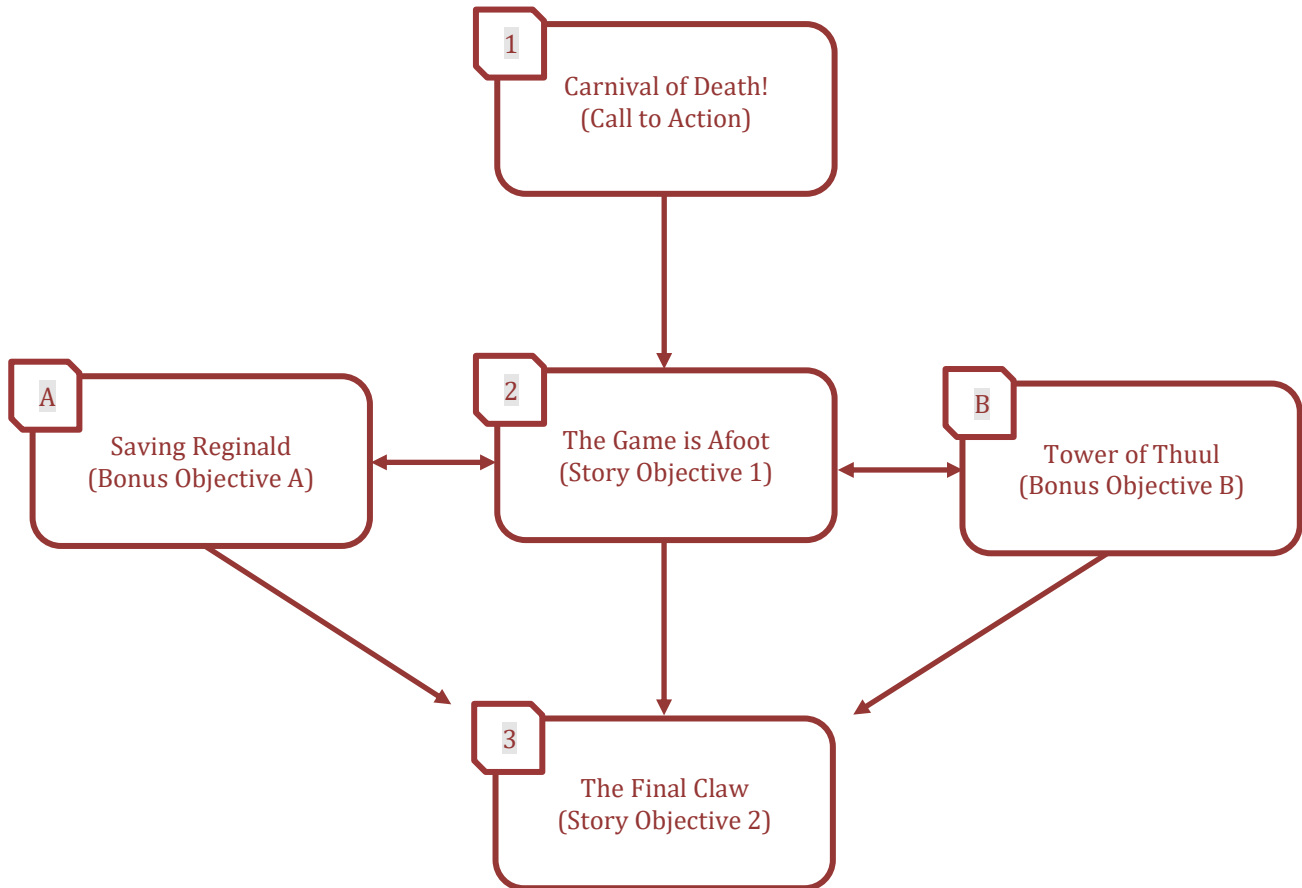
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order. See appendix 3 to generate the murder mystery!

Bonus Objectives. You can extend this adventure by **one- or two- hours** utilizing the bonus objectives provided in the appendices. Bonus Objective A can be used at any convenient time during the adventure. Bonus Objective B should be used immediately after the players have identified the three **CLUES** that define the **MURDERER**. This objective provides additional information that could be useful for the final conflict with the **BONECLAW**.

Episode Flowchart

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



Episode 1: Carnival of Death (Call to Action)

Estimated Duration: 15 minutes

Scene A.

The adventure begins in Thentia at the Magic and Gold Festival: a four-day celebration that showcases the city's merchants and artisans, as well as the benevolence and arcane wonders of the city's wizards. The adventurers are attending one of the many panels sponsored by Thentia's Mages Guild. The atmosphere is relaxed and cheerful as revelers socialize with learned and amateur workers of magic before the next panel.

- **Looking for Adventure!** Festivals in cities around the Moonsea are great places to hear about current activities and networking. The characters have come to see what festival has to offer. A panel on the use of magical runes draws their attention.
- **Harpers.** Judith Thorndrake, Harper and member of the Mage's Guild in Thentia, has discovered powerful magics at work in recent weeks. Faction leadership think the timing of the Magic and Gold Festival is too coincidental. You are asked to observe and report any activity at the festival that might be suspicious. Judith offers to meet the characters at a panel on the use of Arcane runes.
- **Lord's Alliance.** The Magic and Gold Festival is an opportunity to strengthen the influence of the Alliance within the city. You are tasked with insuring that Reginald Fairwind, a representative of the Alliance in Thentia, has a safe and pleasant time. Reginald will be accompanying some Mage Guild members to a panel on Arcane runes.

Area Information

The hall at the mage's guild is a 35 x 115 ft lecture hall with three exits, two leading into the Guild and one leading to an adjoining 40 X 80 lobby. The lobby exits to the street. The area features:

Dimensions & Terrain. The lecture hall is filled with rows of seats, while the lobby features plants and large portraits of prominent guild members past and present.

Lighting. During the day, daylight fills the hall. At night, colorful glow orbs provide ample bright light.

Creatures/NPCs

Prior to the panel, characters mingle and have the chance to meet several of the speakers who wander the lobby. In addition to Reginald Fairwind, Judith

Thorndike is present and accompanying Barnibus Silver prior to the panel. The other panelists are: Zaltax the Red, Theodore Ravenkind, Sal, Oriana Nowhere, and Jax Pernumble. The characters can meet as many of these NPCs as seems appropriate.

Objectives/Goals. Each of the panelist is nervous about their presentations. The tension between the panelist is palpable, as they are also competitive: each hoping to make an impression on the senior Mage Guild members in attendance. *Each of the panelist also shares disdain for Barnibus, who recently received noted attention for his research.*

What Does He Know? Judith seems preoccupied, and if there is a Harper character present, will introduce herself and affiliation, and discuss the nature of the abnormal magical phenomena she has been observing. Reginald is mainly here to network and court his target for negotiations.

Call to Action

When the characters have had a chance to explore the opening scene, the panelists excuse themselves to prepare for their panel. After some delay a scream erupts from the crowd near the hall entrance. The crowd begins to panic. Entering the lecture hall reveals a grizzly scene: Barnibus Silver is dead! His lifeless body broken across the floor his head missing! The other panelists are struck dumb with apparent horror. The city watch enters the scene, questioning everyone present. The watch commander (a no-nonsense dwarven military veteran named Soledad Rusthammer) calls for a suspension of the festival until safety can be assured.

- Reginald Fairwind, a prominent member of the Lord's Alliance, knows that shutting down the festival could be disastrous for Alliance interests. If he is a contact for the characters, he asks them to investigate the murder and to bring the culprit to justice before the City Watch stops the Festival.
- Judith Thorndrake, seeks Harper affiliated characters and implores them to solve the murder. She is in obvious distress over the murder of Barnibus and is convinced that the magical aberrations she has discovered are connected.
- The Watch commander, given the current situation and recognizing the characters by reputation implores the heroes to assist, offering an appropriate amount of compensation for their efforts to apprehend the culprit.

Episode 2: The Game is Afoot! (Story Objective A)

Estimated Duration: 45 minutes

Setting Description

The characters investigate the lecture hall and follow up on clues. Bonus Objective A can be used at any time. Bonus Objective B should occur just before proceeding to Episode 3. Details on running Episode 2 are found in **Appendix 3: How to Host a Murder** and the **Murder! sidebar**.

Prerequisites

None.

Story Objective A

The characters must find the three clues to unambiguously identify the murderer.

Area Information

The city of Thentia is alive with hustle and bustle that only a festival can bring. No part of the city is left unaffected, as people from all walks of life engage in the celebration. This area features:

Lighting. During the day, bright daylight fills the city streets and walkways, as the weather is exceptionally pleasant. At night, special colorful glow orbs, donated by the mage's guild, provide ample bright light at regular intervals throughout the city for the festive occasion.

Smells: The scent of the street vendor's succulent delights fills the air with sweet and spicy aromas. In more crowded areas, the scents usually associated with revelers in tight spaces predominates. The salty sea air and the gentle breeze from the Moonsea always languishes gently in background.

Murder!

The murder/mystery that unfolds during this episode makes use of two types of investigative information: **Leads** and **Clues**. In Scene A, the characters can discover up to five *leads*, each of which leads to a specific scene. *Clues* are discovered in scenes B – F. Each *clue* identifies a subset of the NPCs as the culprit, so multiple *clues* are needed to uniquely identify the murderer. At the end of each scene there is a 1-2 in 6 chance that the murderer will strike again, killing one of the panelists and providing a **monster clue**.

Scene A. And then there were five...

The initial scene takes place at the lecture hall where Barnibus was murdered.

Dimensions and Terrain: The hall is 35 x 110ft long, with a set of double doors at one end on the right wall. Single doorways are found at the opposite end of the room and midway on the left wall. Seats occupy two 15ft rows across the hall with a 5ft corridor down the middle. An additional 5ft clearing divides the front and back halves of the room.

Lecture Stage: A 10ft. space is cleared at the front of the room before a 15 ft deep raised stage. A long table with seats for six and a standing lectern next to the table occupies the stage.

Murder Scene: Barnibus' headless corpse lays broken on the edge of the stage before the panel table. There are five possible leads to be found in this scene. Allow the players advantage for clever and descriptive attempts to gather information. The checks below are suggestions, allow reasonable alternative skills with good descriptions at DC 12 in place of the suggested skills. This scene should invoke a Murder/Mystery feel as the characters look for evidence!

Lead 1: Questioning witnesses. A successful DC 12 Charisma (Persuasion, Intimidation) check reveals that a few witnesses observed someone leaving out the door on the left wall just after the murder was discovered, though the panic and chaos prevented anyone from remembering details. *Further investigation of this clue leads to Scene B.*

Lead 2: Questioning the Panelist. The other speakers can reluctantly reveal that they and Barnibus were the only ones in the room when they entered. They claim to have been engrossed in a debate on the finer points of rune magic, when a sudden darkness flooded the room. Loud screams were heard prior to a horrible cracking sound before their vision returned. When everyone could see, Barnibus was dead. A successful DC 12 Wisdom (Insight) check reveals that the panelists are holding something back. They reveal no further information, but there is something more going on between the panelists. *Following the lead to uncover previous relationships between the speakers leads to scene C.*

Lead 3: Searching the Room. A successful DC 12 Wisdom (Perception) check discovers Barnibus' notebook on the stage. The book has notes on various arcane topics. Tucked into the back of the book is a letter. See **Handout A (Appendix 11)**. *Further investigation of this letter leads to Scene D.*

Lead 4: Searching the Body. A successful DC 14 Wisdom (Medicine) check to investigate the wounds and body reveals a **Monster Clue**. A successful DC 12

Intelligence (Investigation) check discovers that Barnibus' pockets appear to have been rifled through. *Investigation of this clue leads to Scene E.*

Lead 5: Retracing the events of the murder.

Attempting to discover clues by piecing together the events of the murder reveal that the body was initially struck near the entrance (blood splatter on the doorway), and subsequently moved to its final position (near the stage). A successful DC 12 Wisdom (Perception) check discovers a small scrap of parchment on the floor, wedged under the entrance frame with the handwritten characters:

R746838.C5951474 NST

Further investigation of this leads to Scene F.

Creatures/NPCs

The five panelists along with several attendees have been retained by the city watch. The panelists are on edge, while the witnesses are scared and tired.

Objectives/Goals. The panelists want to leave and are somewhat outraged and upset that they are the primary suspects for the murder of Barnibus. The witnesses were attendees that happened to have a view of the room when the door was first opened.

What Does He Know? The chaos and shock of the event has muddied the witness' recollection, and they can only offer the most general account of what happened. None of the panelists actually knows what happened. They all have guilty thoughts that they wanted Barnibus gone for professional reasons. Even the murderer is unaware that the Boneclaw is feeding of their darker impulses.

Scene B. And then there were four...

A witness believes they saw someone leaving out of the door on the left side of the room when the lecture hall first opened. A successful DC 12 Wisdom (Perception) check reveals that the door on the left side of the room is slightly ajar.

The door leads to a corridor that travels left and right. The right side leads to numerous smaller meeting rooms in the Guild. The left hallway leads to a small atrium and stairwells leading to higher floors. A successful DC 15 Wisdom (Survival) check follows a recent set of tracks from the room outlined faintly in a bloody residue. The prints move to a corner of the atrium (hidden from casual view) and appear to vanish. A successful DC 15 Wisdom (Perception) check spots a crumpled-up piece of paper under a bench. **This is Clue P.**

Scene C. And then there were three...

In this scene the characters are following up on the lead that there is some unknown relationship between some or all of the panelists. They can uncover more by speaking with the panelists, their contacts (Reginald or Judith), or even senior Mage Guild members. A successful DC 12 skill check with an appropriate skill reveals that all of the panelists are apprentices to senior mage guild members. Further background information about the panelists can be obtained through the Mage Guild records. Access to the records requires a successful DC 12 Charisma (Persuasion, Intimidation, or Deception) check. A successful DC 15 Intelligence (Investigation) check discovers **Clue E.**

Creatures/NPCs

The characters can meet with their contacts, the remaining panelists, or members of the guild.

Objectives/Goals. Contacts and Guild members want the murderer found. Panelists want to shift suspicion off of themselves.

What Does He Know? Contacts will generally know how the Mage Guild works and suggest that background information about the apprentices can be accessed through guild records.

Scene D. And then there were two...

This scene follows the lead presented in **Handout A.** The letter describes a meeting that occurred a two days ago and the demand that Barnibus reconsider a proposed arrangement. The obvious person to ask about Barnibus' schedule would be Judith, who knows that Barnibus kept an appointment calendar and will show the PCs where Barnibus' office is located. Barnibus kept his office locked and warded. A successful DC 15 Wisdom (Perception) check spots rune wards on the door. A successful DC 15 Intelligence (Arcana) or DC 17 Dexterity (Slight of Hands) check can neutralize the wards. Failure sets off a stored fireball spell: DC 15 Dexterity Save, 24 (8d6) fire damage on a failed save, half as much damage on a successful save. Barnibus' office contains many books and notes. A successful DC 12 Intelligence (Investigation) check finds the appointment calendar in a desk drawer, **see Clue A.**

Scene E. And then there was one...

In this scene the characters are following up on the observation that Barnibus seems to have been looted, presumably after he was murdered. Since the only people in the room were the panelists, they are the

primary suspects. Confrontation with this information leads to bitter denials, outrage, and threats. Two successful DC 14 Charisma (Intimidation, Persuasion or Deception) checks are required to get any information (if any is available, **see clue G**). Alternatively, the party could try and follow or observe the panelists to see if they reveal anything. Use appropriate skill checks with a DC of 12 to reveal information (if any).

Creatures/NPCs

The remaining panelists are the prominent NPCs in this scene.

Objectives/Goals. All of the panelists want to evade any implication in the murder.

What Does He Know? The panelists with this clue would know if they looted the body (see **Clue G**), so they would be evasive. The others don't know how the body was disturbed, there was a lot of confusion once their vision returned and the crowd began to panic.

Scene F. And then there was one...

This scene follows the discovery of a small scrap of paper on the floor near the body of Barnibus. The scrap of paper has some strange numbers and characters on it. The numbers describe a library call number, while the letters are an acronym for the book title (Native Svirfneblin Tinctures: Extracts and Elixirs from Underdark Lichen). This obscure reference book can be found in the library. Reference works have a user registry in the front of the book, where each user has to sign it out. See **Clue F**. Barnibus discovered that the reference book was being used as a way to communicate between two unknown people. A ciphered message would be left in the book and retrieved by a second user. A successful DC 17 Wisdom (Perception) check reveals that the registry has been tampered. A successful DC 15 Intelligence (Arcana) check can restore the original names, See **Clue F**.

Playing the Pillars

COMBAT

This section proved little combat opportunities. If the players are determined to resort to combat, Episode 2 can be mediated with Bonus objective A.

EXPLORATION

Exploration is used to search for the clues listed. You can add further exploration if you have time by placing the events described in the scenes in different areas of Thentia.

SOCIAL

Social interaction plays a major role in Episode 2. Feel free to roleplay out the encounters if your group is having fun or reduce the encounters to stating what the characters want to accomplish with their skills and using skill checks to mediate the interactions.

Episode 3: The Final Claw

Estimated Duration: 60 minutes

Setting Description

Once MURDERER has been identified and the characters seek to apprehend them, they try to escape, initiating a chase scene through the streets of Thentia (see *Scene A: The Chase is On*). Use the chase worksheet in *Appendix 4* to run the chase. When either the murderer is caught, or eludes the characters, the final scene begins (see *Scene B: The Final Claw*). The combat can be circumvented if the characters learned MURDERER's motivations (see *Bonus Objective B*) and convince them to break their bond with the Boneclaw.

Prerequisites

This scene assumes that the characters have identified the murder.

Story Objective B

The murderer must be captured and brought to justice, this is story Objective B.

Area Information

This area features:

Dimensions & Terrain. The streets of Thentia provide a variety of cityscapes for the chase and final combat: clean and neat wealthy areas, dirty city slums and back alleys, marketplaces, or even building rooftops! The presence of the festival and revelers can be used to provide a backdrop.

Lighting. Dim lighting, if the scene occurs during the day, heavy clouds and a seemingly unnatural fog

have dampened the unusually good weather the festival was enjoying. If the scene occurs during the evening, clouds obscure the natural moonlight.

Scene A. The Chase is On...

This scene begins as soon as the players uncover the identity of MURDERER. If the players are near them when they have the proof to identify them, preemptively initiate the chase with a distraction. Otherwise, assume the player characters have hunted down MURDERER and that the scene begins in hot pursuit! The starting distance for the chase is 150 feet. Refer to the chase worksheet in *Appendix 4* for more information. The chase should be cinematic, make sure each character has a moment in the spotlight. The chase should also be relatively short, allow 3-4 rounds before the chase is resolved. Scene 3 immediately follows.

Creatures/NPCs

The MURDERER realizes that their identity has been discovered and is desperate to escape.

Objectives/Goals. MURDERER's only goal is to escape and will use every action to do so. Survival is their only concern.

What Does He Know? MURDERER does not necessarily need to understand the relationship between themselves and the Boneclaw. They need only know that their most base wishes have been granted and that they fear the benefactor as much as they do getting caught.

Playing the Pillars

COMBAT

Murderer wants to avoid combat at all costs, feeling themselves outclassed by seasoned adventurers. Should the murderer take more than ¼ of their hit points in damage, they immediately surrender, falling to their knees begging for mercy. You could reward successful attacks with penalties in movement rate if appropriate.

EXPLORATION

The city of Thentia provides a backdrop for the chase. If using the map (suggested), players can make tactical decisions using the layout of the city to head off murderer. Feel free to create obstacles in these 'off-route' areas to add exploration value. Use the chase complication table directly or for inspiration when adding these features.

SOCIAL

If the PCs have uncovered murderer's motivations and are within 30 feet of murderer, they can use their action to try and persuade them to stop by using the uncovered information. Entertain whatever skill check you deem appropriate at DC 15. Three successful checks end the chase and grants one success in the *breaking the ties* challenge in Scene B.

Scene B. A Bone to Pick

When MURDERER has been caught, the atmosphere in the general area surrounding the scene turns dark and an unnatural mist blankets the ground providing cover and dim light. The **Boneclaw** reveals itself with an attempted surprise attack as the PCs listen to the tortured pleas of MURDERER. The **Boneclaw**, is aided by five **Ghasts**, and fights with abandon. If it successfully grapples an opponent, it teleports away while the **Ghasts** occupy the players, attempting to putdown the party one hero at a time, before teleporting back to the main scene to snatch a new victim.

Creatures/NPCs

Murderer's mental state has gradually deteriorated as the Boneclaw's existence in the current time has become more permanent.

Objectives/Goals. On each turn, a successful DC 14 Wisdom saving throw grants a moment of clarity and Murderer seeks to escape in a random direction. Otherwise they rant incoherently for their initiative count.

What Does He Know? While MURDERER is within 10 feet of a player character, that character may attempt the **break the ties challenge** detailed in the side bar.

Breaking the ties

The out of time Boneclaw bonded with the first soul it found tormented by hate and cruelty when it manifested in the current timeframe. The side-effects of the powerful time magic that transported the creature here have also impacted the mental state of the Murderer. If the player's discovered the MURDERER's motivations, they can use that information to try and break the bond that MURDERER has with the Boneclaw, thereby destroying the Boneclaw and releasing them from its bond. This can be accomplished by successfully completing three rounds of skill checks. Each round, one successful DC 15 Intelligence (Arcana, Investigation, Religion, or Nature) check can be used to momentarily break Murderer's confusion, while a successful DC 15 Charisma (Persuasion, Intimidation, or Deception) check brings Murderer to realize the hold that their emotions have on the Boneclaw. The Charisma check must accompany a compelling use of either the motivation information or an understanding of the temporal magic anomalies that have taken hold. This information was uncovered in Bonus Objective 2. If either check fails, the round is a failure. The players must complete 3 successful rounds of checks before 3 failures.

Adjusting the scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **Ghasts**
- **Weak:** Remove one **Ghast**
- **Strong:** Add one **Ghast**
- **Very Strong:** Add one **Ghast** and increase the Hit Points on the **Boneclaw** to 200.

Wrap-Up: Concluding the Adventure

With the Boneclaw and Ghasts defeated, the Magic and Gold Festival is safe for the time being. If the characters aided MURDERER in breaking the ties with the Boneclaw, his mental acuity gradually returns to normal and the characters earn the **Emnity of Etana story award** (see **Appendix 16**). The character's testimony of how the murders actually happened can help to clear MURDERER with the City Watch and earn the characters their reward. MURDERER, wracked with guilt over their role in the murders at the festival, remains haunted by them for some time. If the characters did not help MURDERER break his tie to the Boneclaw, it reformulates in 1d10 hours. However, now Murderer is fully aware of its link and only time will tell when murder strikes again.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 14, 15 & 16**:

- *Bag of Tricks, Tan*
- *Wand of Smiles*
- *+2 Arrows (3)*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Zaltax the Red (ZAL Tax)**. Delighter of Morons, Master of Prophecy, Spiller of Secrets. He is known to the Dwarves as Kettledrum DimWit, and to the Elves as Fla't Wind. Zaltax (Human, Male) offers fortune, prophesy, and illusionary entertainments (as well as a good deal of unsolicited personal advice). *Murder motive*: He was demoted from the position of Master of Prophecy recently, which has set him in a tailspin of depression.

Personality: *Chatty, mumbling and constantly rambling. Zaltax is always serious and quite polite.*

Ideal: *The secrets of the universe flow through me for the wise to recognize!*

Bond: *The Keeper of Secrets is a sanctimonious blowhard! Knowledge must be set free!*

Flaw: *Zaltax often forgets things, so he just makes up the details and will defend it as truth!*

- **Theodore Nightraven (The O dore Night Ray Ven)**. Theodore (Gnome, Male) is young (for a gnome) gregarious and outgoing, known for his wit and ruthless focus on what he wants. *Murder motive*: Theodore uses humor to sublimate the immense grief he feels for the loss of his family and friends at the hands of drow raiders.

Personality: *Witty, observant, and funny.*

Ideal: *Everyone wants to hear a good joke*

Bond: *Laughter is the bond that unites us*

Flaw: *Theodore loves a good joke, even if it's at someone else's expense.*

- **Salome (Sal O May)**. Sal (non-binary, human) is most interested in magic relating to portals. Sal is exceptionally pleasant and very happy to meet new people. *Murder motive*: Sal has crippling low self-esteem and is extra pleasant to avoid conflict.

Personality: *Gregarious, friendly and bubbly, "Sal" seems to be a happy person, and also quite chatty.*

Ideal: *Every person has something oh so INTERESTING to discover about them!*

Bond: *My magic is Art and with my Art I touch all people.*

Flaw: *Sal is so interested in getting to know new people she often has no boundaries!*

- **Oriana Nowhere (Ore ee Ana No Where)**. Oriana (Tiefling, Female) is a relatively recent immigrant from Phlan. Her dusky red skin and piercing yellow eyes match her wry sense of humor and non-nonsense attitude. *Murder motive*: Oriana has

recently made a pact with a devil to spare a companion that died anyways. She feels betrayed, dumb, and guilty.

Personality: *Are you still talking?*

Ideal: *So what'cha need? Sure, yeah I can get it, but it's going to cost ya.*

Bond: *If I say it will happen it WILL happen*

Flaw: *Oriana might not always realize when she can't do something, but meh, limitations are for someone how can't get it done.*

- **Jax Penumbra (Jacks Pen Um Brum)**. Formally a street urchin, Jax (Human, Male) is a smart, if emotionally stunted, he knows how to look after himself. When he lived on the streets of Thentia he ran with a pack of orphaned children. When not running scams on tourists, Jax spent his time at the Temple of Selune, where he got tutoring and became interested in arcane lore. *Murder motive*: Jax lost his parents early and has never recovered emotionally from that trauma.

Personality: *Jax seems to be all things to all people, or maybe whatever he thinks he needs to be to get what he wants.*

Ideal: *You do what you need to in order to survive*

Bond: *The street and its people looks after its own*

Flaw: *Everyone has a use.*

- **Judith Thorndike (Ju Dith Thorn Dyke)**. A woman of noble means and an accomplished wizard, Judith is a Harper and keeps an eye on the mage's guild in Thentia. She has recently uncovered aberrative temporal phenomena that she believes is arcane in origin. She was a close personal friend of Barnibus.

Personality: *Calm, ambitious and independent.*

Ideal: *Truth must always overcome deceit*

Bond: *Thentia must remain free*

Flaw: *Judith can be so determined that she just can't let things go.*

- **Reginald Fairwind (Reg E Nald Fair Wind)**. A noble and merchant, Reginald is representing the Lord's Alliance in active negotiations with the Mage's Guild for "simplified" trade agreements.

Personality: *Conservative, proper, and restrained.*

Ideal: *When social norms and hierarchy are properly functioning, everyone benefits*

Bond: *Noble order must be maintained in a civil society*

Flaw: *Reginald finds it difficult to do things that do not directly benefit himself.*

Appendix 2: Creature Statistics

Boneclaw

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Dex +7, Con +6, Wis +6

Skills Perception +6, Stealth +7

Damage Resistances cold, necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft, passive Perception 16

Languages Common plus the main language of its master

Challenge 12 (8,400 XP)

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of its boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the Hide action as a bonus action.

Actions

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet towards itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only the target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting the creature to an unoccupied space it can see within 5 feet if it's destination. The destination space of this teleportation must be in dim light or darkness.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Senses Darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hobgoblin Warlord

Medium humanoid (goblinoid), lawful, evil

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws INT +5, WIS +3, CHA +5

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Reactions

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

Hobgoblin Devastator

Medium humanoid (goblinoid), lawful, evil

Armor Class 13 (studded leather)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

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

Skills Arcana +5

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on required saving throw.

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

Cantrips (at-will): acid splash, fire bolt, ray of frost, shocking grasp

1st level (4 slots): fog cloud, magic missile, thunderwave

2nd level (3 slots): gust of wind, Melf's acid arrow, scorching ray

3rd level (3 slots): fireball, fly, lightning bolt

4th level (1 slot): ice storm

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Hobgoblin Iron Shadow

Medium humanoid (goblinoid), lawful, evil

Armor Class 15

Hit Points 32 (5d8 + 10)

Speed 40 ft.

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

Skills Acrobatics +5, Athletics +4, Stealth +5

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 XP)

Spellcasting. The hobgoblin is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared.

Cantrips (at-will): minor illusion, prestidigitation, true strike

1st level (3 slots): charm person, disguise self, expeditious retreat, silent image

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying up to 30 feet to an unoccupied space it can see. Both the space it is leaving, and its destination must be in dim light or darkness.

Hobgoblin

Medium humanoid (goblinoid), lawful, evil

Armor Class 18

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 3) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Spectator

Medium aberration, lawful neutral

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Senses Darkvision 120 ft., Passive Perception 16

Languages Deep Speech, Undercommon, Telepathy 120 ft.

Challenge 3 (700 XP)

Actions

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

Eye Rays. The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. I can use each ray only once on a turn.

- **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.
- **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.
- **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The spectator magically creates enough food and water to sustain itself for 24 hours

Reactions

Spell Reflections. If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forces a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature

Living Iron Statue

Medium Construct, unaligned

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities Acid

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft.

Languages Understands the languages of its creator but can't speak

Challenge 5 (1800 XP)

Immutable form. The statue is immune to any spell that would alter its form.

Actions

Multiattack. The statue makes two attacks, one with its blade and one with its hammer.

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is knocked prone.

Whirl. The statue can use its action to spin at the waist, targeting creatures if its choice within 10 feet of it. Each target must make a DC 13 Dexterity saving throw, taking 19 (3d10 + 3) bludgeoning damage on a failed save, or half as much damage on a successful save

Appendix 3: How to Host a Murder

This adventure is a murder/mystery and utilizes a set of five “clues” to discover the identity of the murderer. Each clue provides some factual bit of information. The five clues can be combined in groups of three to produce ten unique combinations of three clues. To get this murder/mystery party underway, first assign each of the five main NPCs a unique combination of three clues. It works best if two of the clues are shared by multiple NPCs. Choose one of the NPCs to be the murderer and use the **murderer motive** from Appendix 1 (ignore the non-murderer’s murder motive). The **murder motive** presents the psychological foundation that the Boneclaw used to bond with MURDERER. Each clue has a lead that can be found in Scene A, Part 2. If the PCs follow up on a lead, use the appropriate scene in Part 2. In each scene, the characters will uncover one of the clues. When the characters have gathered the three clues to uniquely identify the MURDERER, the gig is up, and the murder acknowledges their role. When this occurs, proceed to Part 3. The five clues are listed below:

Clue	Description
Anger (A)	A recent meeting between Barnibus and MURDERER didn’t go as anticipated, with Barnibus gaining an advantage. Lead: Tucked inside Barbibus’ lecture notebook, is a letter dated from two days ago (See Handout A). Clue: Barnibus’s appointment calendar shows scheduled meetings with each NPC that has this clue associated with them three days prior to his murder.
Envy (E)	Barnibus’ apprenticeship with the mysterious Kaza Thuul was once sought after by MURDERER. Lead: Witnesses (and observant players) note that all of the wizards on the panel seem(ed) hostile to each other. Clue: Mage’s Guild Records indicate that all the NPCs with this clue had applied for apprenticeship with Kaza Thuul, but only Barnibus was accepted
Greed (G)	MURDERER is convinced that Thuul’s tower holds a magical artifact of immense power if only they could get Barnibus’ key. Lead: Examination of Barnibus’ body shows that it was looted. Clue: Each of the NPCs with this clue has stolen (what they believed was) the key to Thuul’s tower, and are currently in possession of a large, gaudy key with a tower engraved on the end piece.
Fear (F)	Barnibus had discovered that MURDERER had been communicating with someone using a book in the Mages Guild Archives as a hidden cypher. Lead: A scrap of paper with the words “R746838.C5951474 NST” was found at the scene. Clue: This is the call number for an obscure reference book (Native Svirfneblin Tinctures: Extracts and Elixirs from Underdark Lichen). Examination of the use log in the front of the book reveals the names of each of the NPCs with this clue multiple times in addition to the most recent user: Barnibus Silver. A successful DC 15 Intelligence (Investigation) check also reveals the name “Natea.”
Pride (P)	Barnibus had received praise and notoriety for a lecture given during a symposium, while MURDERER’S lecture during the same symposium was ignored. Lead: A number of witnesses had observed someone leaving the hall out a side door moments after the murder. Clue: A local broadsheet with the headline gushing praise for Barnibus’ lecture on the use of arcane runes is found crumpled on the floor. Each NPC with this clue is mentioned in the article, as a side note, but otherwise ignored.

The three-clue combination should be customized for each NPC. This is up to you! Below is an example of generating the MURDERER's motivation.

NPC	1	2	3	4
Zaltax	AEG	EGP	AEF	AGF
Theodore	AGF	AEP	AGP	AFP
Sal	AFP	AEG	EGF	GFP
Oriana	EGF	AGF	GFP	AEF
Jax	GFP	AFP	AEG	EGP

Example (Roll 1): We decide that Zaltax is MURDERER. The three-clue combination that uniquely identifies him is AEG. Zaltax had always been **Envious** of Barnibus, ever since he was rejected for an apprenticeship with Kaza Thuul. He vowed he would, one day outshine them both. He knew that Thuul must have the missing information that he needed to fully access the more powerful arcane energies he was **Greedy** for, if only he could get into the tower. Zaltax, decided to approach Barnibus to offer some share of the arcane knowledge he would gain, if he would let Zaltax into the Tower. Zaltax was **Angered** beyond belief when, Barnibus refused! Since Zaltax is the murderer, fill in his name and murder motivation (in your own words) in **Appendix 12: Handout B**.

Murder On!: Each scene reveals a clue. Once two of MURDERER's clue have been revealed, REMOVE the remaining clue (from MURDERER's list) from all of the other NPCs. Now, your murderer is uniquely identified by a combination of three clues. At the end of each investigative scene, there is a 1-2 in 6 chance that the Boneclaw will be driven to murder as stress mounts on MURDERER. The murder happens off screen, have the characters either happen upon the scene or have the Watch call them to the scene. When this occurs chose one of the remaining NPC's out of the five panelist that is not the MURDERER. This NPC becomes the next victim, try and be careful to not choose someone that immediately gives away MURDERERs identity. In the example above, if the players have already investigated Leads A and G, don't kill off Theodore, as this would automatically identify Zaltax as the MURDERER. When a new murder victim occurs, the players have the opportunity to discover a **monster clue**. A successful DC 15 Intelligence (Investigation) or DC 16 Wisdom (Medicine) check reveals one of the following clues in order:

Number	Monster Clue
1	Wounds on the murder victim appear to be piercing damage, as multiple piercings wounds appear to have gone through the victim (Boneclaw piercing attacks).
2	Bruising and contusions on the body appear to suggest that the body was bound or held violently during the attack (Boneclaw grapple attack)
3	The appearance of a blood splatters near one corner of the room where the murder occurred are at least 20ft from the position of the body. No blood splatter is seen near the body. Almost like the body was initially hit across the room and moved to the location where it was found, without dropping any blood. (Boneclaw teleport ability and tactic: hit, grapple and teleport to a different location).

An alternative approach for the more improv-oriented DM is to assign each clue the party investigates to the MURDERER as they play. Then, no matter what they do, they will discover the three clues. You can use the scheme above to fill out the information for the other NPCs. In this way, the party feels like ace detectives uncovering the mystery because they just happen to uncover the three clues needed to catch the culprit. Remember to write the

completed motivation in Handout B (if you are using Bonus Objective B). A workset is crafted below to aid you in setting up your murder party!

My Murder Table

Assign each NPC to one of the rows in the NPC Name column, placing MURDERER in the first row. Assign each of the three clue letters for each NPC to one of the Clue columns. As a clue is discovered, you can mark it off in the chart. **When two of MURDERER's clues have been found, cross out MURDERER's third clue from every other NPC.** The third clue uniquely identifies MURDERER.

NPC Name	Clue 1	Clue 2	Clue 3

Appendix 4: The Chase is On

The chase begins when the players have discovered the identity of MURDERER. The chase begins with MURDERER being 150 feet away from the closest player character. To referee the chase, have every participant resolve their actions in initiative order. The following is a suggestion: (1) At the start of each participant's turn determine their distance from Murderer. (2) The participant rolls on the complications table (see below). The result applies to the next participant in initiative order. (3) Resolve last turns complication roll (if any) (4) Resolve the current participant's actions. (5) update their distance from Murderer. At the end of each round, if no one is within 30ft of Murderer, make an opposed Dexterity check vs the highest passive perception of the player characters. If the Dexterity check is greater, then MURDERER has slipped away into the surroundings. The chase should seem cinematic, narrate the activity so that each player has a chance to shine. Once MURDERER slips away or is caught, scene B begins. MURDERER only wants to escape and will always use all of his action to move and dash. While MURDERER's deteriorating mental state allows him to continue to dash 6 times without fatigue, other participants may only dash a number of times equal to their Constitution modifier +3. Afterwards, continued uses of the dash action requires a successful DC 10 Constitution check, failure grants one level of exhaustion. If MURDERER takes more than ¼ of their hit points in damage from players, they immediately stop and surrender, dropping to their knees and imploring mercy.

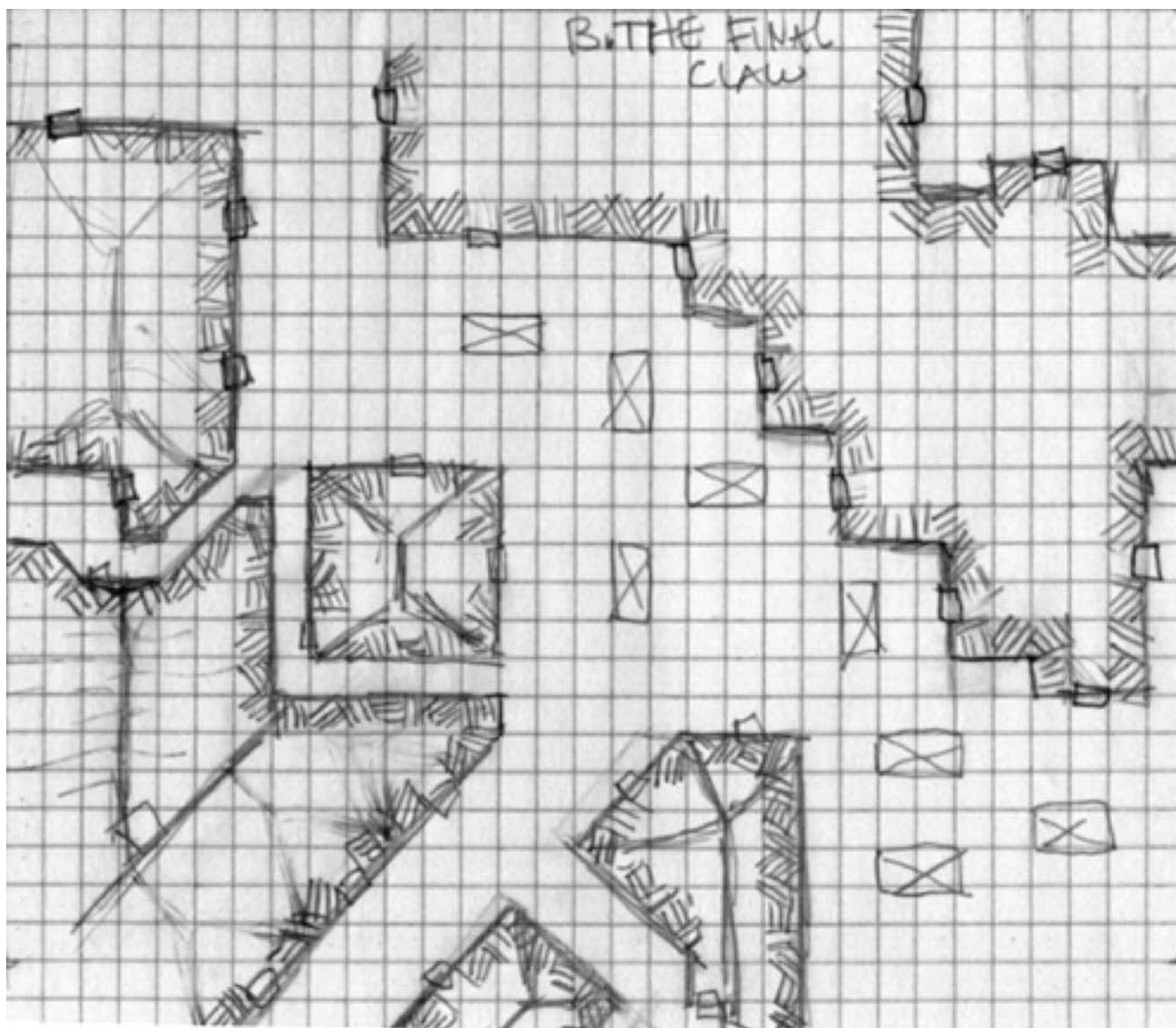
d20	Complication
1	An obstacle, such as confused revelers, a group of musicians, or perhaps a cow blocks your way, make a DC 15 Dexterity (Acrobatics) to get past the obstacle. On a failed check the obstacle costs 20 feet of movement.
2	You enter a crowd (maybe of revelers, animals, etc.) make a DC 15 Wisdom (Perception check). On a failed check you give your quarry advantage on his next stealth check to shake your pursuit.
3	You pass a hostile group of people (street ruffians, angry clowns, etc.) that take a swipe at you as you pass: <i>Melee Weapon Attack</i> : +6 to hit, one target. <i>Hit</i> : 5 (1d8 + 3) slashing damage.
4	A large barrier blocks your way (Cart, food stall, angry goats etc.) make a DC 10 Strength saving throw to smash your way through the barrier. On a failed check you bounce off and fall prone (half movement to get up).
5	An interesting person (lost child, drunken reveler, crazy mime) attempts to engage you. Make a DC 15 Charisma (Persuasion, Intimidation, Deception) check. On a failure, lose your action (e.g. dash) this turn.
6	The chase leads you up a steep incline, make a DC 10 Constitution check. On a failure gain 1 level of exhaustion.
7	An angry Flock of Seagulls attack as you Ran by! <i>Melee Weapon Attack</i> : +4 to hit, one target. <i>Hit</i> 8 (1d10 +3) piercing damage.
8	You enter a crowded area, where revelers make it difficult to spot your quarry. Make a DC 15 Intelligence (Investigation) check. On a failed check, you lose your action this turn.
9	The driver of a horse drawn cart (or another vehicle) momentarily loses control of his reign and the horse thunders in your direction! Make a DC 15 Dexterity (Acrobatics) check. On a failure you are knocked prone (half movement to get up) and take 3 (1d6) bludgeoning damage. On a success you manage to grab hold of the vehicle and hitch a ride! Gain 30 feet of movement.
10	Your quarry runs through a gang of street toughs, knocking over drinks and making of mess! Make a DC 15 Charisma (Persuasion, Deception, or Intimidation) check. On a failure the toughs take their anger out on you! The next 15 feet of movement count as difficult terrain as you try to dodge attacks and projectiles: <i>Melee Weapon Attack</i> : +6 to hit, one target. <i>Hit</i> : 5 (1d8 + 3) slashing damage. If you succeed, immediately have the player on your left resolve this complication. Continue until someone fails or every player succeeds. Then return to your turn.
11-20	No complication

Appendix 5: Map of Thentia



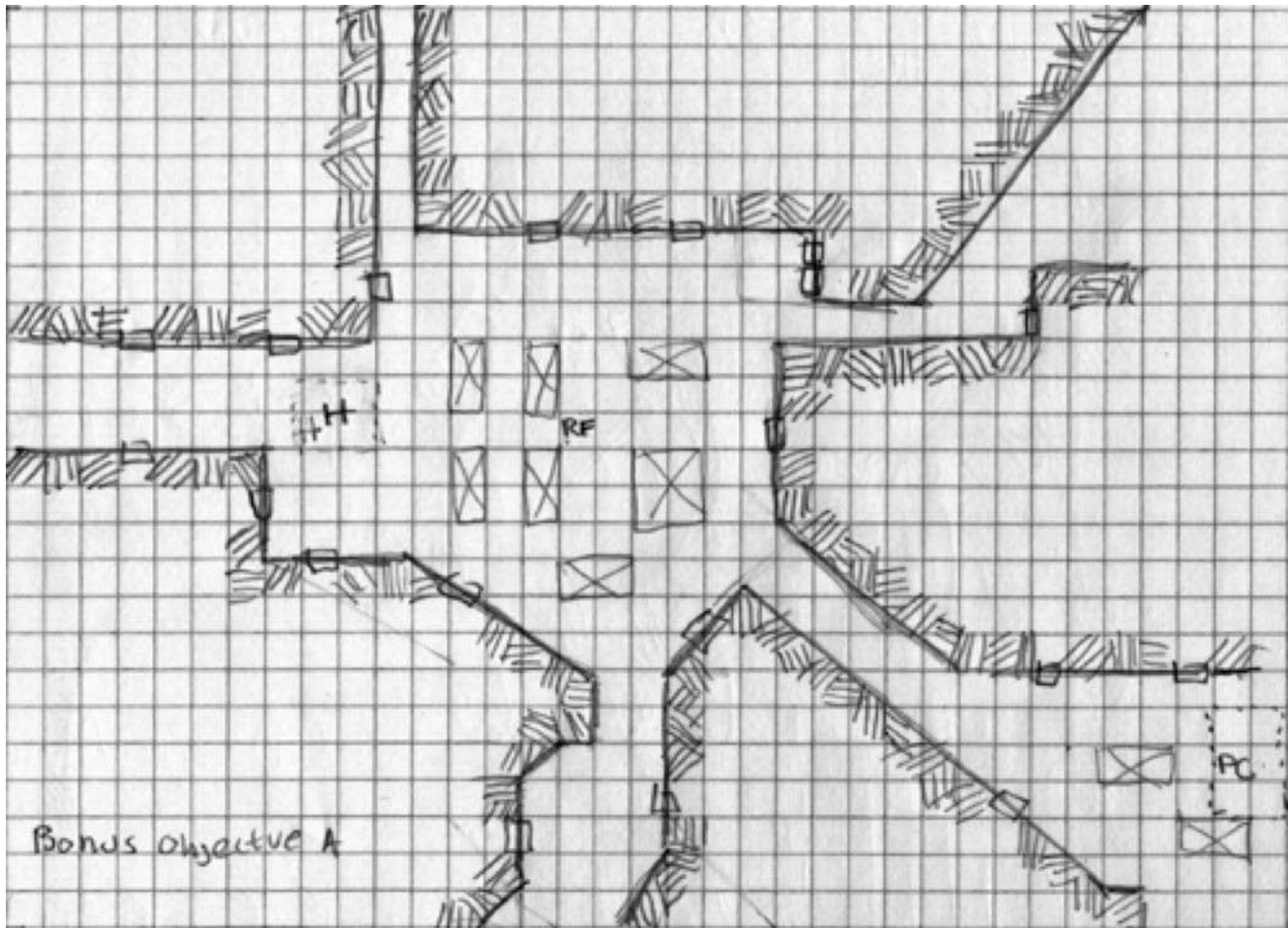
Suggested locations for each part of the adventure in Thentia.

Appendix 6: The Final Claw Map



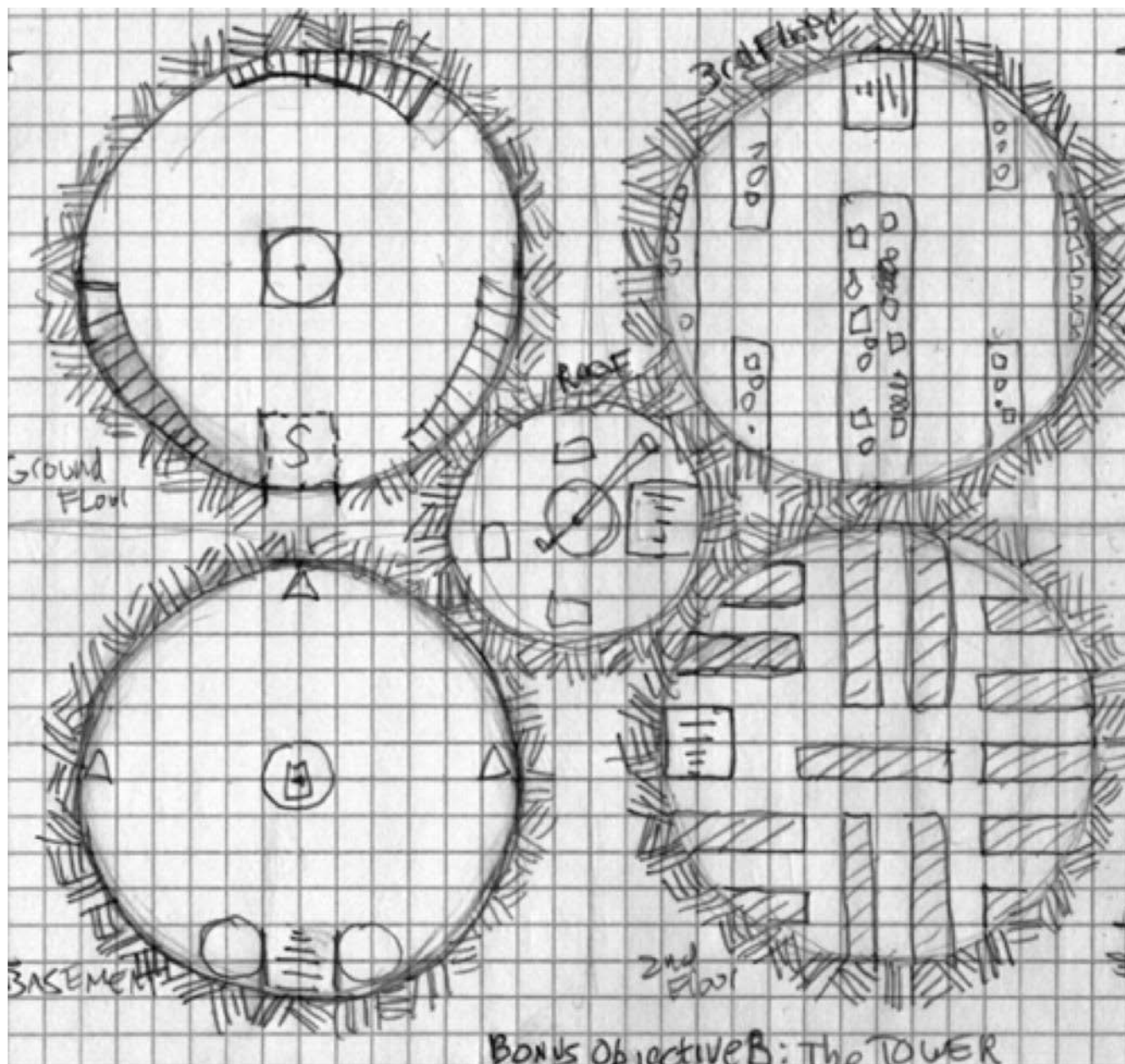
Example map for Encounter 3B: The Final Claw. The buildings here represent numerous shops in a market. The 10ft squares marked on the map represent merchant stalls and booths. Its recommended to start the encounter in one of the larger open spaces.

Appendix 7: Bonus Objective A Map



Map for Bonus Objective A: Saving Reginald. The Hobgoblin group starts in the area marked H. Reginald starts in the area marked RF. Reginald immediately hides in a nearby booth. He is shaken and frozen in panic. The players are suggested to start in the area marked PC.

Appendix 8: Bonus Objective B Map



Map for Bonus Objective B: Tower of Thuul. Upper Left, Ground Floor. The three staircases ascend to the ceiling, but with no apparent exist. The statue is marked in the middle. Library (2nd floor), Lower Right. The bookshelves are marked in stripes, while the staircase entrance is marked. Alchemy Lab (3rd Floor), Upper Right. Tables and benches marked. Rooftop Observatory, Middle. Basement, Lower Left. Book pedestal center. Statues marked as triangles.

Appendix 9: Saving Reginald (Bonus Objective A)

Estimated Duration: 1 hour

Setting Description

Reginald Fairwind has been tasked to broker trade arrangements for the Lord's Alliance in Thentia. After one such meeting, Reginald finds himself caught in the middle of a temporal aberration caused by Etana's magic. The aberration merges past and present and brings a hobgoblin warband from a raid that occurred long ago to the present.

Prerequisites

This scene can occur at any convenient point in the adventure.

Bonus Objective A

The characters must rescue Reginald Fairwind to complete bonus objective A.

Area Information

This area features:

Dimensions & Terrain. The streets are filled with festival goers, vendors, and performers. The **hobgoblin** appearance causes panic, making it difficult to move into the area.

Lighting. Bright daylight during the day, and bright light from glow orbs at night.

Scene A. An explosive welcome

An explosion of aberrant magic creates a flash in the middle of the street. The flash can be seen by the characters anywhere in the city. When the flash clears, a hobgoblin raiding party consisting of **1 hobgoblin warlord**, **1 hobgoblin devastator**, **2 hobgoblin iron shadow** monks, and **2 hobgoblins** emerges on the scene. Their confusion subsides as they begin to wreak havoc. Reginald is caught up in

the panic, refer to Appendix 7 for a map and starting locations.

Creatures/NPCs

The hobgoblins fight with military precision, working as a unit to takedown the biggest threat first. When a hobgoblin dies, it is accompanied by a flash of arcane energy. A successful DC 17 Intelligence (Arcana) check recognizes it as a side effect of magical experimentation with temporal energies. A successful check also understands that the aberrant energies like this could significantly affect personality and mental stability (see **Breaking the Ties challenge in Part 3**). The hobgoblin's armor appears archaic. A successful DC 15 Intelligence (History) check recognizes the armor as belonging to a faction that were a threat to the area long ago but have since faded into obscurity.

Objectives/Goals. The hobgoblins try to sew as much chaos as possible, and fight to the death.

What Does He Know? The hobgoblins believe the city and surrounding activity to be a trick designed to confuse them.

Treasure & Rewards

The ancient armor is valuable to a collector. One of the hobgoblins carries three ancient +2 arrows.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the 2 **hobgoblins iron shadow** monks
- **Weak:** Replace the 2 **hobgoblins iron shadow** monks with 2 **hobgoblins**
- **Strong:** Add 2 **hobgoblins**
- **Very Strong:** Replace the 2 **hobgoblins** with 2 **hobgoblin iron shadow** monks.

Playing the Pillars

COMBAT

The hobgoblins want to cause as much damage as possible. When they see capable fighters arrive (the adventurers), they focus on them. They will use common people to their tactical advantage against the players.

EXPLORATION

The building around the scene can be used for tactical advantage. Scaling buildings or finding ways around the area can be utilized with a successful DC 12 skill check.

SOCIAL

The hobgoblins don't respond to anything except total surrender. They will mock the PCs clever ruse to confuse them.

Appendix 10: Tower of Thuul (Bonus Objective B)

Estimated Duration: 1 hour

Setting Description

Judith Thorndike, a Harper associate within the Mage's Guild of Thentia has observed magic induced temporal aberrations in the last few weeks. Her study of this arcane phenomena has led her to believe that they are growing in intensity with unstable results. Thorndike thinks the timing of the festival and the growing intensity of the aberrations are not mere coincidence, but she doesn't know what is causing the phenomena. Judith was a close personnel friend of Barnibus

Barnibus was the last known apprentice of Kaza Thuul, and ancient and powerful wizard, that was rumored to be one of the first mages to settle in Thentia. Kaza Thuul hasn't been seen in public for centuries and is rumored to possess a vast collection of arcane lore. Through her contact with Barnibus, Thorndike learned that Thuul had extensive research on the arcane manipulation of time and kept detailed notes on his findings in one of his spell books. Thorndike is desperate to see if Thuul's research can shed any light on aberrations, but with Barnibus gone, she had no way accessing the information. Judith recently came across, what she believes, is a key to enter Thuul's tower: a pair of red gems, about 6in. round. While she cannot enter Thuul's tower herself unless invited (Guild code), the festival provides an opportunity for the characters to slip into the tower unobserved. Judith implores the characters to use Barnibus' key to access the tower and search for Thuul's researches. Perhaps there may also be a clue to his murder?

Prerequisites

This scene should occur immediately after the players uncover the third murderer identity clue.

Bonus Objective A

The characters must recover Thuul's research and bring it to Judith to complete Bonus Objective B.

Area Information

The bonus objective takes place in the Kaza Thuul's tower, a seemingly forgotten spire on the southeast end of Thentia. The main tower is depicted in **Appendix 8** and contains 3 floors and has the following features:

Dimensions & Terrain. The tower seems mostly abandoned. There are no windows in the structure, except at the top, which appears to be a glass dome. The grounds and surrounding area lay in neglect. The tower is composed of stone and is 60ft in height. There are three floors, and a secret basement. The ceiling in each room is 20 feet high

Lighting. Lighting in this area is dim due to the multiple large buildings in the area, and lack of lighting. Inside the tower, it is dark.

Scene A. The Entrance

The entrance to the tower is a stone wall, engraved with an intricately carved design surrounding a purple devil's head, whose mouth is open. The mouth has a permanent *darkness* spell cast on it and is large enough to place both hands into the mouth. Placing both hands holding the gems into the mouth causes the wall to become passable for 1 minute. Doing anything else to the head causes an electric shock to discharge in 10ft area surrounding the door. DC 12 Constitution Save, 12 (3d6) lightening damage on a failed save, half damage on a successful save.

Scene B. Ground Floor

The ground is bare except for the presence of a large snake statue that resides in the center of the room. The snake has two holes where its eyes should be, roughly 6in. in diameter. Three spiral staircases are built into the wall: one beginning to the left of the entrance one beginning directly opposite the entrance and one beginning at the right of the entrance. All three end at the ceiling. A successful DC 12 Wisdom (Perception) check reveals the presence of scrape marks along the wall around the staircases. Placing the two red gems into the eyes of the statue rotates the walls and ceiling with a loud rumbling sound revealing an opening at the top of the stairs along the left wall leading to the 2nd floor.

Scene C. The library

The stairwell opens into an extensive arcane library with volumes on many subjects. Works on time magic appear to be missing. The library has an extensive collection on Liches and can reveal two monster clues with a successful DC 12 Intelligence (Investigation) check. Training in Arcana grants

advantage on the check. Hiding behind some shelves is Thomas, a **spectator** bound to serve as the librarian. Asking Thom about the snake statue or the other staircases with a successful DC 15 Charisma (Persuasion) check gets him to reveal two blue gems similar to the red ones. Using these gems in the statue causes the tower to once again rotate, revealing an exit from the northern stairwell on level 1 and closing off all previous exits to the room.

Scene D. The alchemical lab

The stairwell opens into an alchemical laboratory. Glass vials and distilling equipment are spread about the benches. Books and loose notes litter the room. A successful DC 15 Wisdom (Perception) check spots two yellow gems (similar to the red gems) in vials on the bench. Using these downstairs, causes the tower to rotate again, revealing an opening at the top of the right staircase. A successful DC 12 Intelligence (Investigation) check discovers a **Wand of Smiles** in a plaque on the wall behind a bench.

Scene E. The Observatory

The stairwell opens into a large area with a glass dome serving as a roof. A panoramic view of the city is seen through the windows. A large telescope dominates the center of the room, resting on a floating orb of stone that allows the telescope to rotate 360 degrees in any direction. Several tables surround the telescope, where maps, notebooks, and constellation charts are spread out. Searching through the notes reveals something special about the location depicted in one of the charts. Pointing the telescope to the location on the chart reveals a patch of orange painted on a wall, just under the 2nd floor gable. If a red and yellow gem are placed into the snake statue, the tower once again rotates, revealing a spiral staircase in the floor. A successful DC 12 Wisdom (Perception) check discovers Barnibus's handwritten journal, wedged between several charts and maps. See **Handout B**.

COMBAT

Most of the combats can be avoided with thoughtful actions, but if the players prefer combat, drop, change or reduce the conditions for a combat to occur.

EXPLORATION

The bonus objective has extensive exploration opportunities. Reward player searches with extra information from the background or flesh out details

SOCIAL

The librarian can be engaged if the players prefer a more social interaction. Allow clever players to pry useful information out of the chatty and lonely librarian with appropriate skill checks (DC 12)

Scene F. The Basement

The stairwell leading down opens into a single room with a stone stand in the center, upon which rests a large tome. In the middle of each open wall stands large iron statues of fierce animal headed humans holding weapons in each hand, crossed right over left, across their chest. If the tome is removed without speaking the passphrase, the three **living iron statues** animate and attack. The statues will not pursue intruders if the book is replaced on the pedestal and the all living creatures leave the room. The tome contains Kaza's research notes, however, the pages pertaining to time manipulation are missing.

Creatures/NPCs

Thom was summoned by Kaza Thuul and became a close companion. Thom has forgotten how long he has served Kaza but has grown fond of the tower. He knows the location of every tome in the library and is very fond of puns.

Objectives/Goals. Having served as the librarian for so long Thom doesn't know what else to do.

What Does He Know? Thom has been very on edge lately; he swears that someone besides Barnibus or Kaza has been here but can't quite remember who or why. If anyone mentions that the books on time magic are missing, he becomes irrate. He can't understand how any books could be missing and thinks the players must be tricking him. A successful DC 20 Charisma (Persuasion, Deception) check is needed to convince him otherwise.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Remove the 1 **living iron statue**
- **Strong:** Add 25 **hit points** to each statue
- **Very Strong:** Add 1 **living iron statue**.

Playing the Pillars

Appendix 11: Note found on Barnibus (Player Handout A)

Barnibus,

You have absolutely no excuse for dismissing my request which I personally explained to you upon our meeting 2 days ago. I demand that you further entreat upon reason to see that we will both benefit from my proposition outlined at that time. If you are so banal and indolent as to not see my greater purpose, and how you will, likewise benefit, I can only say you will find your circumstance most unfortunate. I will expect your full admission of cooperation when we see you this evening at the panel.

Appendix 12: Barnibus' Notebook (Player Handout B)

Studying the rudiments of alchemy can be so dull! Kaza seems to think I have a certain knack for this, but I can't dismiss the drudgery of it all. If only he would let me continue his research into temporal manipulation! Now that is something to be excited about. You can't go putting the horse in front of the cart, or whatever nonsense he always says. E heard about my interest in temporal manipulation and wants to meet!

Spoke with Judith about her theory that there are temporal abnormalities in the weave around Thentia. She asked if I had come up with anything? Quite strange, as I don't recall saying I would look into anything? She reminded me of a meeting I said I was going to have about temporal manipulation, but I didn't recall. I was to meet with E, wasn't I? I can't recall if that occurred or not... Very strange, perhaps I should consult with Kaza, I fear something is wrong.

_____ asked to meet again after I refused his ridiculous request! I cannot believe how much more demanding he has become in recent weeks since _____

Appendix 13: Magic Item

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

Bag of Tricks, Tan (Table F)

Wonderous Item, uncommon

This finely crafted bag is decorated with images of animals that randomly change each time it is looked at and produces a pale glow in the moonlight, shedding dim light in a 5-foot radius. Whenever the bag is opened, the sound of gently rustling leaves can be heard accompanied by a sonorous elven hymn. Reaching inside the bag, reveals the presence of a small fuzzy object. The bag weighs $\frac{1}{2}$ pound.

You can use your action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table below. See the Monsters Listing for the creature's statistics. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or give it general orders, such as to attack enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature. Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

d8	Creature
1	Jackal
2	Ape
3	Baboon
4	Axe beak
5	Black bear
6	Giant weasel
7	Giant hyena
8	Tiger

This item is found on **Magic Item Table F** in the *Dungeon Masters Guide*.

Appendix 14: Magic Item

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

Wand of Smiles

Wand, common

This wand has three charges. While holding it, you can use an action to expend 1 of its charges and target a humanoid you can see within 30 feet of you. The target must succeed on a DC10 Charisma saving throw or be forced to smile for 1 minute.

The wand regains all of its charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of scowls*.

Appendix 15: Magic Item

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

Arrows, +2

Weapon, rare

You have a +2 bonus to attack and damage rolls made with this piece of ammunition. Once it hits a target, the ammunition is no longer magical.

Appendix 13: Story Award

Characters that break the hold of the Boneclaw receive the following story award.

Enmity of Etana

You have caught the attention of Etana, a powerful wizard from the future that becomes a Lich. Making enemies you haven't met yet is never a good idea.

Appendix 17: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

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 values 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	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