



Truths in Time

The adventurers arrive on the docks of Phlan. A magical darkness hides the town. Their mission: wade in and recapture Yami, the Betrayer of the Realm. Be wary. He wields great power in his grudge against Faerûn.

A 2-Hour Adventure for 1-4 Level Characters



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Optimized For: APL 3

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Introduction

Welcome to *Truths in Time*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *PRIORY™* storyline season.

This adventure begins on the docks of Phlan. The adventurer's task was to report back to the Master-at-Arms about Yami being freed. But, circumstances have changed, as the adventurers find Yami is back, and laying siege to Phlan.

This adventure is designed for **three to seven 1-4 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.

Adjusting This Adventure

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

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

Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		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

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

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as 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.)

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Background

The city of Phlan has prevailed through many horrific challenges. The worst has reemerged. Two decades ago, a budding magus named Yami joined the Lord's Alliance. He was beyond intelligent. He also showed a natural talent over illusionary magic. His name was well known amongst locals. They called him the savior of Phlan for his acts of valor.

Then he snapped.

He declared he would give the broken land back to nature. He would let the world make it green again. Heal it. The blasted remains of civilization would fertilize the ground for nature to take root and thrive again.

A band of adventurers, the Elegant Few, rose up and challenged Yami. They stopped the onslaught at the expense of most of their number and Yami himself.

Then, silence. The people watched and waited. The races grew bold again. The villages around the Moonsea began rebuilding.

Twenty years later, Algernon Martel, the current master-at-arms of Phlan, received an invitation from Yami. The invitation bore the insignia of a previously unknown cult - the Dark Priory. Investigations into this group yielded terrifying results: they have been a constant, silent contributor to the chaos of Faerûn.

The invitation was to discuss Yami's surrender. Algernon's agents found Yami at the location and took him into custody. Algernon, suspicious of the circumstances, commissioned worthy adventurers to go to the Bell of the Depths and transport this monster back to Phlan. There he would answer for his vicious crimes against the glorious races of Faerûn.

Adventure Overview

This adventure involves time travel. The party will begin twenty years in the past. There they will defeat Yami and become known as the legendary Elegant Few. Then, they will travel many years into their future, where Yami has laid waste to Phlan despite their efforts. Yami himself will send them back to their present to rewrite the course of history, when he realizes that they, and the party (aka the Elegant Few) were puppets to the Priory all along.

This adventure has 3 parts:

Part 1: Time's Past. The adventurers find themselves 20 years in the past. They protect Phlan from a younger version of Yami and his minions. A

larger plan for the party is in motion and time can't wait to unravel it.

Part 2: Time's Remains. The adventurers travel forward in time to the future docks of Phlan. The entire town is rubble. A giant obsidian monolith stands in the ruins. If the adventurers gain entry, they must race against the clock to get to Yami and learn the truth before time runs out.

Part 3: Time Restored. Yami explains the truth and sends your party back in time to rewrite history. The Elegant Few must stop his past self from destroying Phlan and handing a victory to the Dark Priory.

Adventure Hooks

Escaped Prisoner! For those that have not taken part in CCC-PRIORY-01 and CCC-PRIORY-02, you received an invitation to meet with Algernon Martel, Master-at-Arms of Phlan. Captain Gustov Blackwater went to deliver a high-value prisoner to justice and has not yet returned. Algernon can only risk one last try to find them. He commissions you and secures a vessel. As you arrive at the docks to board your ship, darkness swallows you. Light and sound disappear, only to return with shouts and the clang of steel.

Rescued. For those that have only taken part in CCC-PRIORY-01, the party washes up on the beach of the unknown island. They walk through the sand toward the jungle and darkness swallows them. Light returns and they are back on the docks of Phlan. The town has succumbed to a mysterious darkness. The words of the doppelganger haunt you. This must be the work of Yami.

The Finale. For those that have traveled through CCC-PRIORY-01 and CCC-PRIORY-02, Yami must be the mastermind of the havoc besieging Phlan. But why does Phlan look so different?

This is part three of a three-part adventure arc, so it's understood that the events of Adventure Background have already occurred.

Adventurers playing PRIORY-01 through PRIORY-03 in one session can take a long rest before starting.

Part 1. Time's Past

Estimated Duration: 40 minutes

The adventurers move from the docks toward Phlan. Screams cut through the darkness that has enveloped the city. Purple lightning slices through the blackness. Dead, wounded and fighting townfolk flash in and out of view.

Check if anyone in the party has the Story Reward *Initiate*.

- If no one does, choose a random adventurer to receive this reward, and are now known as the Initiate.

You step onto the docks of Phlan when a companion collapses into a heap, wailing. They rise moments later, still in pain. One of their eyes is now a pure, milky white. No pupil. No iris. They report their vision unchanged.

- Yami must lock their eyes on the Initiate.
- Only one person can hold the reward as active for the rest of the adventure. When you role-play or read from an NPC, only look and speak to the Initiate. Hesitate to speak to any other party member at all. Eyes must stay locked on the story reward holder.

Unlike in PRIORY-01 and PRIORY-02, this reward grants further benefits to the active holder. While this Story Reward is active:

- Its holder has advantage on all attacks against hostile creatures.
- Attackers targeting the holder do so at disadvantage.

General Features

The general features of Phlan are as follows:

Terrain. Streets, paths and alleyways, some familiar and some not, cut through the gloom. Citizens young and old fight off dark, sharp-toothed fiends.

Light. Light is unpredictable. Magical darkness drowns Phlan. The only l Blasts of purple lightning show terrible scenes every few seconds.

Smells and Sounds. The air feels thin. It smells of ozone and the stench of battle and fear.

Misguided Youth

Screams and the ring of steel echo through the streets of Phlan.

A flash of purple lightning lights up the buildings. Phlan is at war with demons. Soldiers, spell casters, and civilians fight together against the invasion.

When your fight land on solid ground outside of the docks, the darkness seems to lift, surprising soldiers and demons alike. A dimness still covering the town.

Rushing from the Podol Plaza, Phlan's open-air market, a young boy runs toward you.

"Dad! More recruits!" he says. He introduces himself as Algernon. An older man joins him, introducing himself as the boy's father, Tyrone Martel. A seasoned veteran and the local blacksmith, Tyrone is helping organize the response to the demon invasion, and Yami's attacks.

Tyrone is busy with giving orders to the civilians, so he lets his son, Algernon, provide the following information:

- He is 12 years old.
- His hero, Yami, is casting dark magic in the center of the Plaza.
- He saw the creatures attacking the city coming through a dark portal Yami opened.
- Algernon believes the only way to stop the demons and the darkness is to stop Yami.
- Algernon knows how to get to Yami at the center of Podol Plaza without detection.

Roleplaying Algernon Martel

Algernon (Al-ger-non) Martel is a young boy, 12 years old. He sees all honorable adventurers as heroes of the realm.

Quote: "Phlan needs more heroes like you!"

Once the party has spoken to Algernon, he hands the adventurers 2 *Healing Potions*. Proceed to **The Elegant Few**.

The Elegant Few

Taking the hand of the Initiate, Algernon guides you to the plaza center without detection but freezes as you turn the last corner.

Hundreds of piled corpses surround the portal at the center of the plaza. Fiends arrive in a steady stream to add more. Creatures unknown scream from inside portal.

A young Shou man in a long robe stares in your direction.

"You approach with such serenity; you are such an elegant few. You believe the elements will spare you? Ha! The elements need your flesh, not your good intentions."

Algernon will hide behind a nearby shack as Yami (a re-skinned Shou man version of a **Hobgoblin Iron Shadow**) attacks the adventurers.

Environment. Podol Plaza is buried in corpses. The terrain is difficult. Refer to **DM Handout 1. The Elegant Few**, for details.

Treasure

You find an old stone key on Yami's body. Moonsea archeologists will pay 70 gp for this relic.

Development

Wind howls as the demons invading the city are sucked back into the portal from around the city, destroying buildings in their wake.

Yami spits blood and clutches his chest as he sees the Initiate among you. "The Priory replaced me with you?"

Algernon rushes to his hero's side, tears running down his cheeks. You notice as you approach, Yami also has a single white, milky eye.

"Please. You stopped him. Now fix him," Algernon says looking up at the party. He bows his head and wails as Yami slumps back.

Tendrils of dark smoke shoot out from the closing portal and wrap around your bodies. As it does, a cloaked figure approaches Algernon, placing his hand on his shoulder. The tendrils tighten, and pull you into the portal of darkness, as the cloaked figure consoles the weeping child.

Proceed to **Part 2**.

Part 2. In Ruins

Estimated Duration: 40 minutes

The adventurers fall out of darkness again onto the docks of Phlan. Rubble is all that's left of the city. A giant, black, circular monolith towers over the once great town of Phlan.

General Features

The general features of Phlan are as follows:

Terrain. The docks are rickety and damaged. The city of Phlan is in ruins. You see dirty bedding hung across doorways and scarred faces hiding in the shadowy, broken windows. In the center of this once great town lies a monolith hundreds of feet tall surrounded by soldiers.

Light. Low. You can see, but the cloud cover is dark and oppressive.

Smells and Sounds. The air feels heavy and difficult to breathe. You smell the decay of the earth, lack of sanitation, pulverized brick and shallow graves.

Phlan No More

Gravity pulls you once more as light and sound regain their hold on your senses. You feel unsteady as your boots touch down on ancient, rickety planks holding you above water.

The dock is familiar, but the city is rubble. A massive, midnight-black monolith rises in the distance.

An elderly man approaches you.

"By my stars, it worked! The Elegant Few have returned! When you disappeared in my youth, I never imagined I would be the one that had pulled you away."

The elderly man hugs each adventurer, introducing himself as Algernon Martel.

Algernon has the following information as other elderly soldiers surround you:

- Algernon enlisted the help of dozens of magi to pull you from the past.
- Yami returned and destroyed the city 15 years ago.
- Men and women fled Phlan with what few children survived.
- Yami erected a sealed obsidian monolith where the Sleeping Snake Tavern used to be.
- Algernon did not realize at their first meeting that the party was the Elegant Few, the legendary adventurers who stopped Yami the first time.
- Yami's surrender was a ruse to get the Elegant Few out of Phlan for his attack.

If questioned about the seasoned soldiers, or when ready to proceed, Algernon will reply with the below.

"These brave men and women are all that remain of the realm. After Yami's return when you died at sea those many years ago, the children succumbed to a strange illness. Humanity never recovered. We must stop Yami."

Roleplaying Algernon Martel

Algernon (Al-ger-non) Martel is an old, hardy leader. He believes the Elegant Few will save Phlan from Yami for the last time.

Quote: "This is our last chance!"

Once the party has spoken to Algernon continue to **The Obsidian Monolith.**

The Obsidian Monolith

Algernon leads the party to the obsidian structure and spits on it.

"Yami's locked himself away. We can't even touch it without going blind, retching in pain, or being paralyzed. I've only seen one person resist Yami's influence over the course of my life," he says pointing at your milky eyed cohort.

Algernon grabs the wrist of the Initiate without warning and pulls his hand to the wall. A deep, rattling thud hits everyone nearby and Algernon falls to the ground vomiting.

"Elegant Few, come and play. Come and walk the time away," sings a disjointed chorus of children's voices as a round opening appears on the side of the structure.

Several soldiers run inside and disappear to the right. Muffled screams sound from within as dust billows out from the dark as Algernon and his guards push you inside, just before the door shuts.

This encounter is a chase through a 10-foot-wide circular corridor. The adventurers must outrun an army of ghost children to find Yami. The children move clockwise around the structure as if marking the passage of time.

Make a note of the party's order of entry and roll initiative. Every 30 feet traveled is a new complication. Refer to **DM Handout 2. Maze of a Madman** for the chase complications.

Running into the Army. Review the *Army of Time* detail box if an adventurer falls behind or too close to the Army of Time. The Army of Time cannot be attacked.

Escaping the Army. Each adventurer must travel 180 feet around the circular corridor to unlock the door to Yami's Chamber.

Army of Time

The Army of Time marches 30 feet at the end of every round.

Getting too close. If an adventurer starts their turn within 30 feet of the Army of Time and looks at them, they must make a Wisdom Saving Throw (DC 12.) On a failure, they become frightened until the start of their next turn. If the save fails by 5 or more, the target also ages 1d4x10 years. A *Greater Restoration* spell reverses the aging effect, but only if cast within 24 hours.

Falling Behind. If an adventurer starts their turn behind the Army of Time, there is no looking away, and they must make a Wisdom Saving Throw (DC 12.) with disadvantage, being surrounded by the children now. On a failure, they become frightened until the start of their next turn. If the save fails by 5 or more, the target also ages 1d4x10 years. A *Greater Restoration* spell reverses the aging effect, but only if cast within 24 hours.

Catching up. If 3 or more party members use the Dash action in a round, the Army of Time will laugh and move an additional 30 feet at the end of the round.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Reduce the chase by 30 feet.

DM Notes

Unless otherwise noted, adventurers only need to make the DC once during that complication's 30 feet area. For tracking purposes, use the below chart, or devise your own.

Distance Traveled	Complication
0-30 feet	N/A
31-60 feet	
61-90 feet	
91-120 feet	
120-150 feet	
151-180 feet	

Once the first adventurer travels the allotted amount, all the complications fade, releasing the adventurers from the labyrinth and exposing Yami's chamber door.

Proceed to **Yami's Chamber**.

Development

You step into Yami's chamber and find smoldering magmin corpses littering the ground. You see a gray haired Shou man in tattered robes shove his hand through one last magmin.

"The Elegant Few," he says as he collapses to the ground, smoke rising from his robe. "The Priory have used us for the last time.

"I built the monolith, my clock tower, to study the magic behind time and to save the children. The Initiate is the key to help me fix all that the Priory has done. I must send you all back in time to destroy this future. End my madness and my suffering. Killing me will expose the Priory and reveal the truth."

Yami's eyes glow and he cries out as his body explodes into writhing tendrils of black. They pull you into the dark to discover the truth.

XP Award

Award 50 XP per character for every complication completed.

Proceed to **Part 3**.

Part 3. Time Restored

Estimated Duration: 40 minutes

The adventurers find themselves back on the docks of Phlan. The city lies in front of them and looks as it did the day they left to hunt down Yami but a battle is raging on near the Sleeping Snake Tavern.

The adventurers find a satchel at their feet containing a spell book, a component pouch, and a pouch containing gems worth 50 gp. The spell book is magical. It is an *Enduring Spellbook*.

General Features

The general features of Phlan are as follows:

Sights and Sounds. Townsfolk fight against fiends trying to take their children to the Sleeping Snake Tavern.

Yami's Return

Again, you find yourself again on the docks and sense you are home. Assured of the passage of events, you look for Algernon.

"Mages! Dispel this trickery at once," a familiar voice says nearby.

You turn to see Algernon, dressed in similar attire from when he sent you off to find Yami off the coast of the Bell of the Depths, with sword drawn. Several soldiers form up and flank you.

"The sea took you weeks ago," Algernon says. Rage boils in his eyes and spittle forms on his lips. Then his gaze softens.

Algernon turns to the soldiers and orders them to continue the evacuation. He tells you to follow him.

As you follow, Algernon helps direct civilians out of the city while rallying men to take arms. He can provide the adventurers with the below information between stops.

- He offers an apology. Your presence is a surprise.
- The adventurers have been missing for 2 weeks and presumed dead.
- Yami has returned and is hunting for members of the Dark Priory.
- Reports show Yami is gathering children for some maniacal device he is creating inside the tavern.

Roleplaying Algernon Martel

Algernon (Al-ger-non) Martel is skeptical of everyone. It looks as though Yami's illusions have been wreaking havoc on the townsfolk.

Quote: "Phlan will prevail!"

Algernon has led the party to just outside the Sleeping Snake Tavern. He commands nearby militia not engaging the enemy.

Proceed to **Yami's Final Stand**.

Yami's Final Stand

"The Elegant Few have returned. Yami's terror ends today!"

Algernon's men cheer as he rushes the steps of the tavern.

Then, the walls, roof, doors, timbers, brick and mortar of the tavern splinter and disintegrate. A haze pours out in their place.

Algernon, engulfed by the haze, drops to his knees whimpering. His men rush to his aid as the haze spreads and fall to the ground withered.

Yami appears from the haze billowing out of the once great Tavern. A small fiend follows behind Yami, setting down a small cage of children.

"You Dark Priory will never learn. Fallon, attack."

Yami is an **Illusionist** and his **Mane** familiar, Fallon, will attack the party. Yami is quite sick, and believes all men, women, and children are members of the Dark Priory.

Environment. Refer to the *Withering Haze* detail box for further information on the effects. Yami and Fallon are unaffected by the haze, and the haze will only dissipate after defeating Yami. Refer to **DM Handout 3. The Final Stand** for details.

Tactics. Yami and Fallon will stay in the haze to dissuade melee combat. Yami will also Displace to avoid melee combat.

Withering Haze

The effect starts as a 30-foot sphere in the center of the Sleeping Snake Tavern, which grows 5 feet in every direction as each round begins.

When an adventurer enters or starts their turn in the haze, they must succeed on a Wisdom saving throw (DC 13) or be affected with the below until the start of their next turn.

- The adventurer's speed is halved
- The adventurer takes a -2 penalty to AC and Dexterity saving throws
- The adventurer cannot use reactions.
- On the adventurer's turn, it can use either an action or a Bonus Action, not both.
- Regardless of the adventurer's abilities or magic items, they can only make one melee or ranged attack per turn.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** The environment effect does not grow.
- **Weak:** Reduce the environment DC by 1.
- **Strong:** Increase the rate of growth on the environment by 5 feet.
- **Very Strong:** Increase the rate of growth on the environment by 5 feet and increase its DC by 1.

Conclusion

The sound of snapping metal cuts through the dissipating mist. Algernon and the soldiers rise to their feet and Yami lies bloodied on the ground before you, defeated.

Algernon rushes to his childhood hero's side, puts a hand below his head, looks him in Yami's eyes and snaps his neck.

"The Priory sent you and the Elegant Few back in time to defeat this madman. You have failed your initiation," he says, looking at the Initiate.

The remaining haze gathers around Algernon once more and his armor transforms into a dark robe. He grins, pulls up his hood, and disappears.

The milky eye of the Initiate fades just as the haze dissipates around the children of Phlan.

You attend the mass funeral for the deceased several days later and take responsibility for Yami's pyre.

A beautiful young woman in black approaches you with several armed sailors in tow as the flames climb high.

"I am Annabelle Aimes. My men and I will stop at nothing to end Algernon and collect a pound of flesh for everyone buried today. You were pawns just like my husband and brother. I am in your debt."

Any adventurer that has the *Initiate* Story Reward must remove it from their logs.

Treasure

Annabelle expresses her gratitude and gives the party a satchel of 100 gp.

If any adventurer gives Annabelle Gustov's ring and letter (CCC-PRIORY-01), and her own ring and Alistar's Parchment (CCC-PRIORY-02), each adventurer receives the *Annabelle's Gratitude* Story Reward.

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Yami (Hobgoblin Iron Shadow)	450
Yami (Illusionist)	700
Mane	25

Non-Combat Awards

Task or Accomplishment	XP Per Character
For completing Part 2	50 (max 200)

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

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

Treasure

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

Treasure Awards

Item Name	GP Value
Stone Key	75
Gems	50
Annabelle's Thanks	100

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

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

Enduring Spellbook

Wondrous Item, common

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age. This item can be found in **Player Handout 2**.

Potion of Healing

Potion, common

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

Story Awards

During the course of this adventure, a single character may earn the following story award:

Initiate. You are "the Initiate." You cannot be lied to by Yami or Dark Priory members. More information can be found in **Player Handout 1**.

Annabelle's Gratitude. Annabelle's Gratitude is a one use only Story Award. More information can be found in **Player Handout 3**.

Player Reward

Each character receives renown and downtime in accordance with the guidance prescribed in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

DM Reward

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Algernon Martel (AL-ger-non mar-TELL).

Algernon Martel is the master-at-arms in Phlan. Algernon is diplomatic and cheerful during every encounter. Yami's atrocities traumatized Algernon as a youth. He wants this madman brought to justice.

Yami (YAW-me). Yami was important to the Lord's Alliance and the people of Phlan. Then, he became mad, hearing voices that drove him to destroy civilization.

Annabelle Aimes-Blackwater (ANN-a-BELL Aims-BLACK-water). She is the widow and heir of Gustov Blackwater from CCC-Priory-01 and the Sister of Alistar Aimes from CCC-Priory-02. Her mission is to get revenge against the Dark Priory and the denizens of the Moonsea that killed her brother and her husband.

Appendix. Monster/NPC Statistics

Yami (Hobgoblin Iron Shadow)

Medium humanoid, 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.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing 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.

Yami (Illusionist)

Medium humanoid, any

Armor Class 12 (15 With Mage Armor)

Hit Points 38 (7d8+7)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws INT +5, WIS +2

Skills Arcana +5, History +5

Senses passive Perception 8

Languages any four languages

Challenge 3 (700 XP)

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

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*, * *disguise self*, * *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*, * *mirror image*, * *phantasmal force**

3rd level (3 slots): *major image*, * *phantom steed**

4th level (1 slot): *phantasmal killer**

*Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Actions

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

Fallon (Mane)

Small fiend, chaotic evil

Armor Class 9

Hit Points 9 (2d6+2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60 ft., passive Perception 9

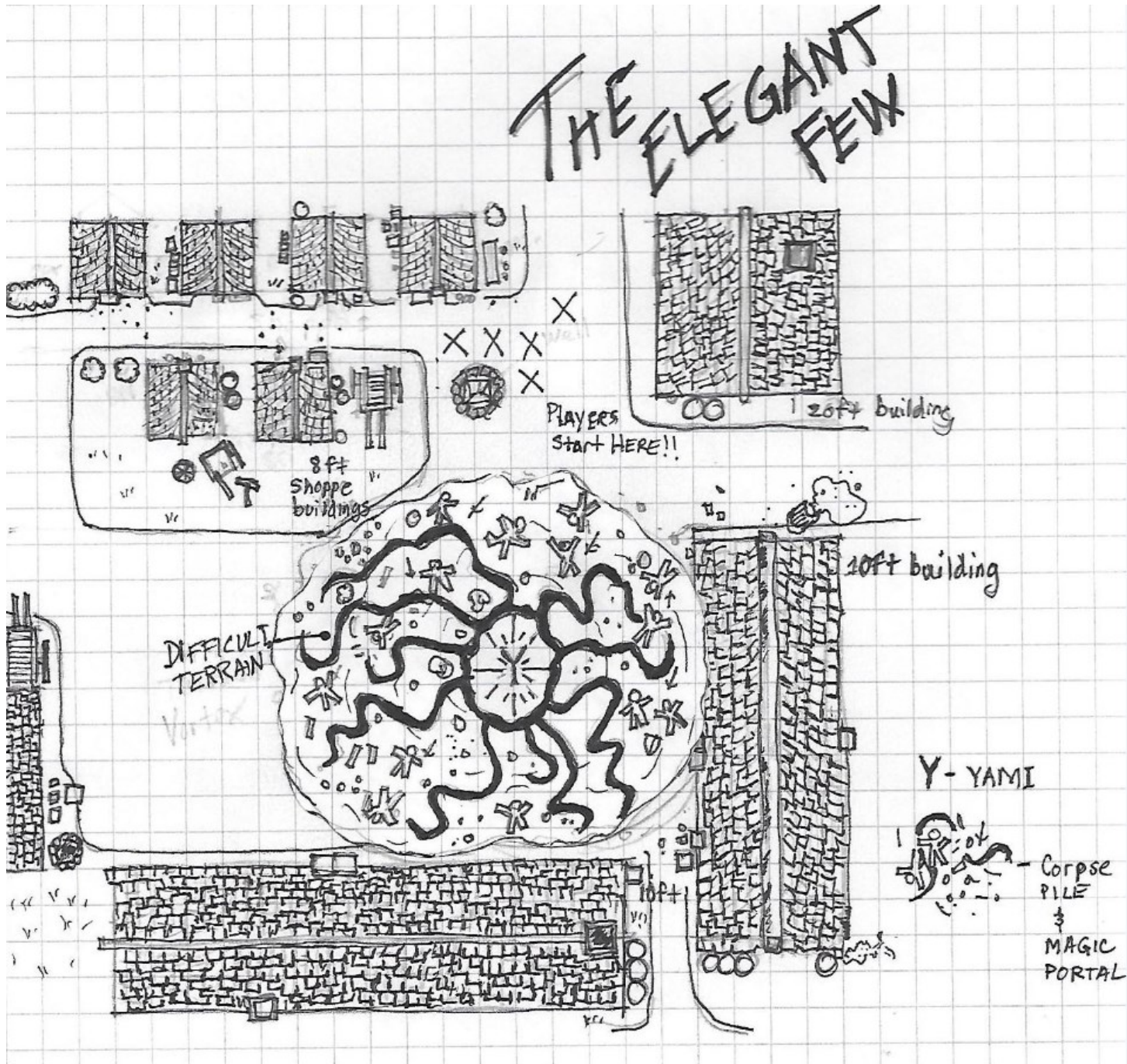
Languages Abyssal understands but can't speak

Challenge 1/8 (25 XP)

Actions

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 5 (2d4) slashing damage.

DM Handout 1. The Elegant Few



DM Handout 2. Maze of a Madman

D20 Roll	Complication	Details
1	Wet Floor	A water source from above has leaked into this room for years. Make a Dexterity saving throw (DC 12) to navigate the wet flooring. On a failed save, you slip and sprain your ankle. Lose 5 feet of movement speed for the next 1d4 rounds.
2	Stairs up	A mysterious, spiraling set of stairs of differing sizes leads up. Make an Acrobatics check (DC 10) to navigate the winding flight. On a failed check, you miss a step and slide backward, halving your remaining movement
3	Stairs down	A wooden staircase leads down into darkness. Rotten, broken and missing boards slow down progress. Make an Acrobatics check (DC 10) to navigate the worn stairs. On a failed check, you slip and fall down the rest of the stairs, falling prone.
4	Nursery Turned Sewer	What once looked to be a nursery, you can now see a sewage pipe has burst above it, leaky fluids onto the cribs, carpets, and children's books below. Make a Wisdom saving throw (DC 10) to navigate this gut-wrenching odor and room. On a failure, remaining movement for the turn halved.
5	Rubble	The room looks caved in. Rubble, rock, and debris clutter your path to the next area. Make an Athletics or Acrobatics check (DC 12) to get past the rubble. On a failed check, they navigate through it costs time. Reduce your movement speed by 10 until the end of your next turn.
6	Narrow Hallway	You turn a quick corner, to find the remaining stretch of hallway has reduced by half in width, making it a squeeze to fit through. Make an Acrobatics check (DC 15) to get through this space. On a failed check, the next 20 feet of your movement is difficult terrain.
7	Finger Paint	You enter a room lined with fresh paintings drawn by the hands of children. Tins of the paint are strewn across the floor, leaving it colored and slippery. Make a Dexterity saving throw (DC 10) to navigate the impediment. On a failed save, you slip, sliding 1d4 x 5 feet forward, slamming into a wall. You take 2 (1d4) bludgeoning damage per 10 feet slid.
8	Children's Toys on floor	Children's toys clutter the floor. Some move as if being played with. Make an Athletics or Acrobatics check (DC 12) to traverse the toys. On a failed check, the next 10 feet of terrain is difficult.
9	Room of Darkness	You enter a room of complete magical darkness. While your eyes adjust, radiant light fills the room, blinding you. Make a Constitution saving throw (DC 11). On a failed save, you suffer blindness until the end of your turn. Blindness halves your speed.
10	Marble Floors	You enter a room with marbles covering the floor. Make a Dexterity saving throw (DC 13) every 10 feet to avoid falling if moving at normal speed. On a failure, take 1 bludgeoning damage and fall prone.
11+	No Complication	

DM Handout 3. Yami's Final Stand



Player Handout 1. Story Award

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

Initiate

One of your eyes is now milky white, but does not impact your vision. Hostile creatures and NPCs familiar with Yami call you the “Initiate.” You find you are very persuasive when meddling in Yami’s affairs.

While this award is active, you have advantage on Persuasion rolls against hostile NPCs in the CCC-PRIORY story arc. Those same NPCs have disadvantage on Deception checks against you.

This story reward is removed at the Conclusion of CCC-PRIORY-03.

Player Handout 2. Magic Item

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

Enduring Spellbook

Wondrous Item, common

This spellbook, along with anything written on its pages, can't be damaged by fire or immersion in water. In addition, the spellbook doesn't deteriorate with age.

This tome is black-leather bound with the image of an ashen clock burned into the cover. Every page is available for use. The hands of the clock show a different time whenever seen.

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

Player Handout 3. Story Award

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

Annabelle's Gratitude

Annabelle's Gratitude is a one use only Story Award. An adventurer may remove this Story Award and 125 downtime days from their log sheets. The adventurer may add proficiency to Vehicles (water) to their character sheets when complete.

You have taken Annabelle up on her offer to train them to be proper sailors. The adventurer will have spent four months on the Moonsea with sailors from all across the region. While training, the adventurer will be a member of the crew for the Blackwater Mercantile Company.