



Asleep and Awake

Refugees in Mulmaster have had a fairly tough time, and that was before the disappearances. The few that return have been changed, refusing to believe that they were even missing. You have been asked by Mulmaster's nobility to find the source of the disappearances and put an end to them.

A Four-Hour Adventure for 1st-4th Level Characters



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Introduction

Welcome to *Asleep and Awake*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

The adventure is set in Mulmaster, with adventurers exploring the Tower of the Blades, the Harbor District, and the new Temple of Sune in the Temple District.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five 4th level characters**. 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

Mulmaster, a large city on the Moonsea, commonly called the City of Danger, had an influx of refugees from Phlan, which was taken over by the dragon Vorgansharax.

Refugees arrived in Mulmaster in their thousands, but many struggled to find lodgings. While some stayed in inns and taverns, many had to stay in less respectable places, such as horse stables or sewers.

The influx of refugees also brought in a supply of cheap labor – something the nobility has been quick to make use of after a recent battle destroyed many of Mulmaster’s buildings. However, some projects are better than others...

Location and NPC Summary

The following NPCs feature prominently in this adventure.

Frank Oatwater (Frank Oat-wau-ter). A minor noble from a farming family. Frank works as a building inspector for the city of Mulmaster, but has recently gone missing.

Gaby Oatwater (Ga-bee Oat-wau-ter). Wife of Frank. The woman who hires the adventurers.

Jamart Woodbrooke (Jha-mart Wood-brooke). A refugee builder working site-to-site. Did not return to his family’s lodgings for three days while working on the Temple of Sune.

Walda Woodbrooke (Wal-da Wood-brooke). Jamart’s wife, and mother of their four children. She made a missing person report after Jamart did not return from work.

Rik Dungbreath (Rik Dung-breath). A refugee beggar living in the port sewers. He has a very vivid hallucination.

Ethrac (Eth-raks). A spectator that has been summoned by Neogi. Will be chatty and intimidatory towards the adventurers to coax them into attacking him. He is happy to die to let the Neogi Master escape.

The following locations feature prominently in this adventure.

Tower of the Blades. A large tower that contains the offices of the Blades, the governors of Mulmaster. The adventure begins in the office of Frank Oatwater, an employee of the Blades.

Temple of Sune (Soo-ne). A temple recently built near the Gate of Good Fortune (temple to Tymora) and the Black Lord’s Altar (temple to Bane). Sune is the goddess of love and beauty.

If rushed for time, feel free to skip over a lot of the location detail in Parts 1 and 2 – these parts are for the adventurers to gather information about parts 3-5, not to paint descriptions of Mulmaster.

Adventure Overview

Asleep and Awake is divided into five parts:

Part 1. The adventurers are given the task of discovering the source of the of the disappearances.

Part 2. The adventurers visit those related to the disappearances. They should learn of the work place of Jamart Woodbrooke, as well as the hallucination that Rik Dungbreath is having.

Part 3. The adventurers will come to the recently constructed Temple of Sune.

Part 4. The adventurers must find their way down to the basement, avoiding traps on the way.

Part 5. The adventurers encounter a spectator and ‘Frank Oatwater’ (a disguised neogi master). The real Frank Oatwater can be found under a hidden trap door. The disguised noble aims to leave the area before the adventurers find the real noble.

Part 6. The adventurers report their success or failure.

Adventure Hooks

The following adventure hooks can be used to draw the adventurers into the story.

For adventurers, work is slowing down in Mulmaster. The refugees from Phlan are mostly settling down, and the reconstruction of Mulmaster is well under-way.

Story Hook. Gaby Oatwater has put out the word that she is looking for a group of adventurers to investigate the disappearances and find her husband. She offers gold to entice mercenaries like yourself.

Acolyte of Sune (Background Hook). Worshipers of Sune have heard rumors of a Temple to Sune being built, but no significant clergy are known to be in the city. This is suspicious.

Lords’ Alliance Call for Help (Faction Assignment). The Oatwaters are members of the Lords’ Alliance, who have put out a call for members to pay special attention to Frank’s disappearance.

Recover Sune Artifact (Harper Secret Mission). The Temple of Sune holds a religious artifact – a golden hand mirror used by Sune herself. This was stolen from the Temple of Beauty in Waterdeep and needs to be recovered.

Secret Mission

The Hand Mirror of Sune is in the catacombs of the temple. A Harper agent will slip a Harper-aligned adventurer a note (Player Handout 1) at the end of Part 1.

Part 1. Missing Person Report

Estimated Duration: 15 minutes

Adventurers have gone to the Tower of the Blades to answer a call for aid from Gaby Oatwater, the wife of a Mulmaster building inspector.

Area A. The Tower of Blades

The adventurers begin this adventure outside the Tower of Blades.

The Tower of Blades stands tall before you, dwarfing all other buildings in Mulmaster, except perhaps the nearby Tower of the Wyvern. This is where the note told you to go.

As you approach the doors leading to the entrance, an intimidating guard stops your advance. "Halt! State your business." As you show him the note, he nods approvingly, "You're expected, follow me."

As you pass through the ground floor, you can't help but be impressed by the grandeur of the reception. Large tapestries depicting the Blades' successes surround the room and exquisite chandeliers brighten all within. The room has a busy feeling to it, with well-dressed and well-armed alike swarming loudly from office to office.

The guard leads you up a single flight of stairs, down a left corridor, another left corridor, then straight down, until you come to a door. "Oatwater – Building Inspector", the sign on the door reads. The guard knocks on the door, opens the door, and hustles you in.

A human lady, standing elegantly in fine clothes, beckons you to sit at the circular table. "Greeting adventurers. I'm afraid I need your help. I am Gaby Oatwater."

Gaby Oatwater explains the following:

- The adventurers are currently in the office of her husband, Frank Oatwater, who went missing 3 days ago.
- Frank is a minor noble, and a member of the Lord's Alliance. He works as building inspector for the City.
- Her own investigation has found that the last place Frank visited was the Temple of Sune, a new building near-completion in the Temple district.

- She has also raised the issue with the Blades, who informed her that two refugees had been reported missing near the Temple of Sune a tenday ago, but both had their missing person reports withdrawn a few days after. They are Jamart Woodbrooke and Rik Dungbreath, both residents of the Harbor District.

- The Blades do not have the resources to rush a temple, and given that the others that have gone missing have reappeared, this is not a priority for them. Nonetheless, they are willing to pay 200gp to make the disappearances stop if it will put other minor nobles at ease.
- The Oatwater family is not rich, but does have some land that it can sell in the case of an emergency. The Oatwaters can pay 200gp for the successful rescue of Frank Oatwater.

If the adventurers accept, Gaby Oatwater will suggest visiting Jamart Woodbrooke and Rik Dungbreath before going to the Temple of Sune.

Jamart Woodbrooke is a builder that worked on the Temple of Sune. He was reported missing by his wife Walda Woodbrooke. They live at The Topsy Raccoon Tavern in the Harbor district.

Rik Dungbreath is a beggar that lives near the sewers by the Harbor. He was reported missing by another beggar.

Area B. Tower of Blades Reception

As the adventurers leave the tower, going back through the Tower of Blades Reception Hall, if there are any Harpers among the adventurers, a female half-elf will advise the highest ranking among them that a piece of parchment has fallen out of their pack.

If they pick it up, present that adventurer with Player Handout 1.

Part 2. Gathering Information

Estimated Duration: 1 hour

Adventurers will visit two people who were reported missing, but reappeared. Both people live in different areas of the Harbor District.

The Harbor District

The noon-sun hits you as the smell of salt passes your nose. It is safe to say that you are in the Harbor District. It has seen better days. The rubble of several docks and countless buildings still litters the area, and with no serviceable docks around, fishermen are forced to fish off any large piece of wood they find.

Adventurers have two people to find: Jamart Woodbrooke and Rik Dungbreath.

Jamart and his wife Walda live at The Topsy Raccoon Tavern described in Area A.

Rik is harder to find, and some exploration or social interaction will be necessary. He lives in the Sewers described in Area B.

Area A. The Topsy Raccoon Tavern

Looking around the part of the harbor you were directed to, there's no obvious building that looks like the tavern you are looking for. That's when it hits you. Anchored by a half-wrecked dock is a large sailing ship, with the words The Topsy Raccoon Tavern painted on the side. A plank leads from land into a widened gap in the main hold.

As you walk through the hole, a tabaxi greets you from a nearby counter. "Greetings friends!" he exclaims, smiling as you walk towards him. "If you're looking for food or accommodation, you've come to the right place. Lunch is currently being served on the main deck, and we still have some cabins downstairs fit for fine nobles like yourself."

- The owner introduces himself as Cheeky Wave, but his friends and patrons call him Zazzy. If asked about the background of the tavern, Zazzy explains that his merchant ship was damaged during the devastation. While it is no longer seaworthy, he was able to anchor it and convert it into a tavern, with rooms in the lower levels and a bar on the main deck.

- He is happy to offer accommodation to the adventurers. While all the poor lodgings have been taken by Phlan refugees and homeless Mulmasterites, comfortable cabins that come with a comfortable breakfast are available for 1 gold piece a day per person.
- If the adventurers ask to see Jamart Woodbrooke, Zazzy's smile turns to a frown. He explains that Jamart appears to have been quite confused lately. Out of respect for Jamart and his wife Walda, he refuses to go into detail. Zazzy says that Jamart is having lunch with his wife Walda on the main deck – Zazzy is happy to take the adventurers to talk to them.

If the adventurers ask, Zazzy will lead them upstairs to the main deck.

The main deck has been fitted to be a bar and restaurant, with tables and chairs stretching across the deck. The tables are half-occupied. The two upper decks have been fitted with more grand chairs and tables, but currently sit empty.

Zazzy leads you to table with a human man and human woman. He introduces Jamart and his wife Walda, then returns downstairs. Jamart appears surprised that you are here to see him.

- Jamart explains that he was wrongly reported as missing a tenday ago. As a builder, he went to the Temple of Sune, and merely volunteered to do an extra-long three-day shift.
- Walda interjects. She says that Jamart, even as experienced as he is, would have struggled to work for three days straight. She also points out that he would have at least told her, and certainly would not leave her being unable to pay board.
- Jamart is not sure how he managed to finish the shift, or why he didn't let Walda know, but insists he was just inspired by Sune's love and beauty.
- Should the adventurers ask Jamart to describe the internals of the temple, Jamart will speak of a great calming he felt walking into the foyer of the temple. He especially remembers that the hot pools were very soothing and reassuring.

- Upon thinking harder about specific details of the temple, Jamart starts to feel intense pain in his head. Returning to thinking about the foyer calms him down.
- If the adventurers have told Jamart about the disappearance of Frank Oatwater, Jamart finishes by telling the adventurers not to worry. There is nothing to worry about from the temple. If Frank is in the temple, he is likely just relaxing.
- Walda disagrees and urges the adventurers to continue their quest to find out why people like Frank and Jamart have been disappearing.

Area B. Harbor Sewers

You're told that the best way to reach the Harbor Sewers is to follow your nose. That advice perhaps carried more wisdom than you originally thought, as you reach the entrance of the sewers following its fowl stench.

Around a dozen homeless humans sit outside the sewer pipe. The pipe is 20-foot long, with a 5-foot raised path on each side and a 10-foot river running out to sea. Bones and other body parts occasionally float down.

If an adventurer asks someone where Rik Dungebreath is, they'll point to the tunnel and say to look for the broken man.

A bald man named Gil will be interested in why the adventurers are asking questions about Rik. He says:

- Rik is a short man, with long hair, a large shaggy beard, and a slight stutter.
- He disappeared around a tenday ago, which is unusual for him. Usually he comes back every night. Some of the us told the Blades that Rik was missing, but they laughed. He returned to the sewers a few days later.
- Since returning, Rik's stutter has gotten worse, and he seems more confused than usual. He thought it odd that we reported him missing. Now we struggle to get anything other than babbling out of him.

- Gil will suggest that the adventurers go into the sewers and find Rik themselves.

Wandering the sewers, it takes some time for the adventurers to find Rik. He is curled up in the corner of a sewer alley, sitting in soft dirt. If the adventurers approach him, he can be heard muttering the following:

Their mind... Their mind is in my head...
I can see its eye... Beware the eye... It's not alone...
The tunnel... The tunnel hurts... It's cold...
Their mind... Their mind is in my head...

Approaching the last sentence, he starts to tremble more, but returns to his original state.

After the adventurers spend a minute attempting to talk to Rik, they will be attacked by an **otyugh** (*oh-tee-yug*), which has made itself at home in the sewers.

Adjusting this Encounter

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

- **Very Weak:** Otyugh only gets one tentacle attack and has only 57hp.
- **Weak:** Otyugh only gets one tentacle attack and has only 76hp.

Combat Tactics

The otyugh should aim to grapple one or two adventurers using its tentacle attack, then bite them, attempting to make them diseased. Note that an adventurer successfully grappled and restrained by the otyugh's tentacle will grant advantage to the otyugh's bite.

After the combat, Rik will fall unconscious, the fright of the combat being too much for him. Should the adventurers wait for him to come to, he will be in the same state as he was before.

Adventurers who become diseased cannot remove the disease in this adventure without the use of an effect that specifically ends disease, such as use of the lesser restoration spell.

Part 3. Temple of Sune

Estimated Duration: 1 hour

This is the entrance to the Temple of Sune, where most of the remainder of the adventure will play out.

Area A. Outside the Temple

Before you is the entrance of a small brick building that matches the description of the Temple of Sune. It only strikes you now how recently the temple was built. Scaffolding still surrounds the building, and the tympanum of the temple is free of any icons or symbols.

Note for DM: *the tympanum describes the top triangular recessed part of a temple.*

The front door of the temple leads to the Temple Entrance.

Adventurers may wish to look through a window before opening the door. If they do, they see a steamy room with three people lounging in individual baths, amid a mostly barren room. There is no back entrance.

Area B. Temple Entrance

General Features

The temple entrance has the following general features:

Terrain. The floor is paved with white marble and is level. Brick walls surround the temple. The ceiling is 30 feet high.

Weather. The air is humid, the result of a hot sunny day outside and steam coming from three hot baths.

Light. Plenty – torches with symbols of Sune cover the walls.

Bathes. The Bathes are full of hot water and are built into the ground.

As you walk through the door, a wave of steam hits you immediately. As you look around, you find yourself in an opulent, but mostly derelict room.

The next room presents a little more activity. Three men bathe in three small low-sided pools. They look relaxed and comfortable, as the steam rises into holes in the ceiling.

Attempts to talk to the men will be met with silence – they appear to be gazing into the abyss and are unaware of their surroundings.

Two Neogi and **four Neogi Hatchlings** are hiding in the ceilings. They will climb down the sides of the walls to attack the adventurers if one of the following occurs:

- One of the adventurers climbs into a pool or otherwise starts to be aggressive towards one of the inhabitants.
- The adventurers attempt to leave the temple or move towards the next room.
- The adventurers spend more than a minute investigating.

If the adventurers had a long rest before Part 3, replace one Neogi Hatchling with one Neogi.

Adjusting this Encounter

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

- **Very Weak:** Replace two Neogi with one Neogi (at full hp)
- **Weak:** The two Neogi have 22 hp (4d6 +8)
- **Strong:** Replace the four hatchlings with six hatchlings.

Combat Tactics

The Neogi will begin by climbing down the walls closest to the adventurers and attempting to enslave the brawniest looking adventurers. The hatchlings will follow the lead of the Neogi.

Enslaved adventurers and neogi should aim to swarm 'tanky' adventurers first, or alternatively, may feel insulted by PCs wearing religious symbols and target them instead.

Neogi hatchlings should aim for more 'squishy' adventurers, such as spellcasters, and attempt to swarm them. Alternatively, they should provide back-up to their grown counter-parts.

Once the neogi are killed, the men in the baths will wake up from their trance. They will be surprised to be in bathes.

They explain that they are sculptors employed to finish the temple's finer details, and that they were hired by a Mulmaster building inspector named Frank Oatwater.

They remember entering the temple for their first day of work, and briefly talking to Frank in this room, but remember nothing else. A DC 13 Insight (Wisdom) check shows they are genuine.

Adventurers who pillage the area, or explore the next room, will discover the stairs to the Temple.

Part 4. Catacomb Crawl

Estimated Duration: 45 min

These are the catacombs of the temple. This part of the adventure has significant scope for reward, as well as significant scope for harm depending on how trap-savvy the party is.

General Features

The catacombs have the following general features:

Terrain. The floor here is paved stone and is more or less level. Walls surround the corridors and the stairs, and near the top of the walls in several places are holes large enough for crawling creatures to fit through.

Weather. The air here is cold, reminiscent of a tomb on a chilly night.

Light. None.

Smells. The smell of death wafts around the air.

As you walk down the stairs, the hairs on your neck raise. You're not sure if it's the cold draft, the lack of light, or the stench of death, but you suspect it is the combination.

Area A. Entrance

The area straight into the catacombs are guarded by two sets of arrow traps.

Arrow Trap

The arrow slits are armed with arrows and are automated to shoot any creature that walks in their path.

Detection. An adventurer with a passive perception of 16 will see the arrow slits in the walls. Alternatively, a DC 13 Intelligence (Investigation) check will detect broken bolts on the ground.

Disabling. A DC 15 Thieves' Tools check could disable the pressure plates triggering the trap. An appropriate DC 15 Artisan's Tools check could be used to seal or block the slits. Alternatively, a DC 18 Strength check could be used to bash rocks into the slits.

Trigger. Failing a check to disable the trap or moving in the path of the slits will trigger the pressure plates, activating a volley of arrows. Setting off one arrow trap does not set off the adjoining one.

Effect. Each creature passing through the path of the arrow slits must make a DC 15 Dexterity Saving Throw. Those that fail take 6 (1d6+3) piercing damage.

Once passed the arrow traps, adventurers will have the opportunity to turn left down stairs (Area B), or to carry on down the corridor (Area C).

Adventurers with a source of light that extends 30ft or 30ft of dark vision will be able to see an altar and

a statue at the bottom of the stairs. This altar sits in front of statue and holds a pair of gold spectacles with dark red crystal lenses.

Area B. Altar of Madness

The altar holds the **Eyes of Charming**.

Glyph of Confusion

Removing the spectacles causes a mass confusion spell to be cast on those before the Altar of Madness.

Detection. An adventurer with a passive perception of 16 will see runes etched on the altar. Alternatively, a DC 13 Intelligence (Investigation) check will find the runes, or a DC 13 Intelligence (Religion) check will identify the statue as being an idol of the Great Old One.

Disabling. Singing an appropriate praise to the Great Old One will placate the deity, which can be done with a DC 15 Performance (Charisma) check. Alternatively, a DC 15 Arcana (Intelligence) check could disable the Glyph of Confusion.

Trigger. Failing a check to disable the glyphs or removing the spectacles from the altar will trigger the trap.

Effect. Party members on the outlined area in front of the altar will be hit with a confusion spell, DC 13.

Details for the Eyes of Charming can be found on Player Handout 2.

Area C. Mind the Gap

Adventurers carrying down the corridor turn a corner, then another corner before coming to a set of stairs descending. But adventurers should be aware of their surroundings.

Slide Trap

The end of the corridor leading to the top of the stairs has a mechanized floor that leads down a chute.

Detection. An adventurer with a passive perception of 16 will see the deep gap between the floor and the wall. Alternatively, a DC 13 Intelligence (Investigation) check will detect broken bolts on the ground.

Disabling. A DC 15 Thieves' Tools check could disable the pressure plates triggering the trap. An appropriate DC 15 Artisan's Tools check could be used to block the mechanism.

Trigger. Failing a check to disable the trap or moving on the affect floor tiles.

Effect. Each character on the affected tile must make a DC 13 Dexterity saving throw. Those that fail take 6 (1d6+3) bludgeoning damage as they tumble down the chute. The bottom of the chute is close to the entrance of Part 5.

The stairs are comparatively simple to descend. Adventurers may wish to turn right to Part 5, or examine the second altar in Area D.

Area D. Altar of Beauty

Adventurers that look into the forward room see a large stone woman. The woman stands tall in a gown, with hair falling to the ground. In front of her lies an altar, with a golden hand mirror sitting on it.

Pit Trap

In front of the altar, there are pit traps to stop those that would seek to steal from Sune.

Detection. An adventurer with a passive perception of 16 will see that the tiles appear lower quality next to the altar. Alternatively, a DC 13 Intelligence (Investigation) check will detect that the tiles adjacent to the altar are slightly lower than the others in this room, and therefore more prone to falling when stepped on.

Disabling. An appropriate DC 15 Artisan's Tools check could be used to board the pit up. A DC 12 Acrobatics (Dexterity) check could allow an adventurer to jump over the pit onto the edge of the altar. Use of mage hand to pick-up the mirror will also suffice, avoiding the trap altogether.

Trigger. Failing a check to jump over the pit or moving on the affected floor tiles.

Effect. A character that falls down the 10-foot pit must pass a DC 15 Acrobatics (Dexterity) check to grab onto an edge of the pit, or take 6 (1d6) piercing damage as they land on the spikes at the bottom.

Providing this hand mirror to the Harpers will fulfil the secret Harper mission.

If there are no Harpers in the party, the mirror will be stolen from the adventurers when returning to the Tower of the Blades in Part 6.

Part 5. Temple Sanctuary

Estimated Duration: 1 hour

This area is the basement of the temple and is reserved for the Neogi Master and his friend Ethracs, a spectator.

General Features

The basement has the following general features:

Terrain. The floor here is paved stone and is more or less level. The walls are worked stone and appear sturdy. The ceiling is around 20ft high.

Weather. The air is not as cold as the catacombs, still quite cold. Warmth radiates from the torches.

Light. Several torches decorate the walls.

As you look around the corner of the next corridor, a wide stone room opens. A green beast floats above the floor, with its large main eye fixed in your direction. "Come closer friends, so we may discuss what you have seen", it invites the adventurers from its large mouth. The monster, in the shape of an orb, gently continues to hover over the ground, as its four eye stalks continue to look around the room. "I am Ethracs, pleased to make your acquaintance."

You see that you're not alone. A male, tall and well-groomed, sits in the left back corner of this room. As you move forward, he shouts with joy "I'm being saved!", as he stands up to greet his rescuers. He matches the description of Frank Oatwater.

This person looking like Frank Oatwater is in fact a **Neogi Master** that has cast *disguise self* to look like Frank Oatwater. A successful DC 14 Investigation check will reveal that more noise is coming from Frank than his movement should appear to justify.

An insight check will not reveal that this is a Neogi Master. This is because the other humans were enslaved, while this is a magical disguise. Nonetheless, a 16 or higher will suggest that Frank appears to have too much energy for someone who has been kidnapped, but if this point is raised, Ethracs will claim to be treating his prized prisoners with the respect befitting their title. This would not be out of character for a spectator.

Adjusting this Encounter

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

- **Very Weak:** Neogi Master has no spell slots and only 38hp
- **Weak:** Neogi Master has only 55hp
- **Strong:** The Neogi Master has 2 spell slots.

Roleplaying Ethracs

Ethracs is a spectator that has never known a life away from the Neogi. He will be disappointed that the adventurers have slain his siblings, but will also be mindful of their concerns.

Ethracs was summoned by the Neogi Master, and Ethracs is grateful for the time he has had with the Neogi. He will do everything in his power to ensure that the Neogi Master escapes, but will try not to give this away.

Quote: "You can't blame them, that's just their nature."

Note: Spectators and Beholders are of similar kin, but the terms should not be used interchangeably. Spectators are known to be more reasonable to deal with, and have in fact been known to have friends outside of their own species. See Pages 26-30 of the Monster Manual for more information.

Roleplaying 'Frank' the Neogi Master

Frank has one goal: Get out alive. He will claim that he desperately wants to escape the clutches of Ethracs and return to his wife. Without the Neogi Master, the Neogi in Mulmaster will die out and not be able to continue their mission. He is well aware of this.

Frank will claim that he has no combat ability. Should a fight break out, he will flee down the corridor. If an adventurer attempts to touch Frank, they will physically touch him before his body physically looks like it should be touched. He will immediately revert to his true form and attack the adventurer who touched him, as a surprise round action. If Frank is attacked by an adventurer, he will immediately turn into his true form.

Quote: "Cover me! I'm going to run for it!"

Combat Tactics

If the Neogi Master is attacked

If the adventurers do not fall for the Neogi Master's ruse, and he is found out, he will attempt to enslave the toughest fighter. Spellcasters are not of a huge concern to Ethracs, who can reflect failed spells as a reaction, but strong strikers are. If Ethracs is in melee combat, he will use his eye rays to attack his attackers first. If he manages to float away, he will attack those causing the most harm to the Neogi Master.

If the Neogi Master is not attacked

Ethracs is aware that his death is imminent. His aim is to ensure that the (hopefully now) fleeing Neogi Master has enough time to escape. To aid this, the spectator will hover as high as possible to avoid melee, and force adventurers to attack him using ranged weapons, bearing in mind that Ethracs is able to reflect spell attacks under certain conditions. The Neogi Master is aware of any traps in the corridor and will use his climbing ability to avoid them. After 2 rounds of combat, it would be very unlikely for the adventurers to catch him. After 3, it would be impossible.

Development

This room appears to be priest's chambers. Looking around the room, the adventurers will find some Sune symbols. By the back room, there is a chest containing a key, a Potion of Water Breathing and a Scroll of Sanctuary.

There is a trapdoor under the rugs in the room, which can be found with a DC 13 Investigation check. It is locked, but can be opened with the key in the chest. Alternatively, it can be opened by a DC 13 Thieves Tool check, or a DC 18 Strength check. When opened, read or paraphrase:

As you peer down the opening, you see a familiar figure some distance down. A human that looks just like Frank. A faint "haaaaaalp" echoes from the depths.

This appears to be Frank Oatwater. A DC 10 Insight check will reveal that this person seems to have been starved enough to be a prisoner. Any adventurer with rope will be able to pull Frank up.

Part 6. Returning to Gaby

Estimated Duration: 2 minutes

This adventure concludes depending on how the events of Part 5 turned.

If the Neogi Master is slain and Frank Oatwater rescued:

As you open the door to Gaby's office, her face immediately brightens as she sees Frank. "FRANK!" she exclaims, as she comes running towards your party.

When you finish telling Gaby your story, she is very pleased with your work and gives you full payment. Soon after, rumors of disappearances stop and work as normal continues in Mulmaster.

If the Neogi Master is slain and Frank Oatwater is not rescued:

As you open the door to Gaby's office, she looks disappointed as she looks towards the back of your party.

When you finish telling Gaby your story, she is pleased that you killed the ringleader, but saddened that her husband remains missing. She gives you the Blades' portion of the payment. Soon after, rumors of disappearances stop and work as normal continues in Mulmaster.

If the Neogi Master escapes and Frank Oatwater is rescued:

As you open the door to Gaby's office, her face immediately brightens as she sees Frank. "FRANK!" she exclaims, as she comes running towards your party.

When you finish telling Gaby your story, she is very pleased with your work and gives you the full part of her payment. However, the rumors of disappearances continue as the weeks go on.

If the Neogi Master escapes and Frank Oatwater is not rescued:

As you open the door to Gaby's office, she looks disappointed as she looks towards the back of your party.

When you finish telling Gaby your story, she informs you that she has not seen Frank. She requests that you continue looking for him. However, days of searching yields no fruit, and the rumors of disappearances continue as the weeks go on. You eventually decide to abandon this quest.

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
Ethracs	700
Neogi	700
Neogi Hatchling	25
Neogi Master	1100
Otyugh	1800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Each trap disarmed or avoided	100
Rescue Frank	100

The **minimum** total award for each character participating in this adventure is 1,275 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,700 **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
Rescuing Frank Oatwater	200
Disappearances Stop	200
Miscellaneous symbols of Sune	50
Neogi Hide	10 (per hide)

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

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.

Eyes of Charming

Wondrous Item, Uncommon

This item can be found in **Player Handout 2**.

Potion of Water Breathing

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

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

Scroll of Sanctuary

Scroll, common

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

Story Awards

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

Enslaved by Neogi. You have formerly been enslaved by Neogi and have developed a phobia of not being in control of your actions.

This award can be found in **Player Handout 3**.

Renown

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

Members of the Lords' Alliance that successfully rescue Frank Oatwater earn **one additional renown point**.

Members of the Harpers that retrieve the Hand Mirror of Sune earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

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. Monster Statistics

Ethracs the 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

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 16

Languages Common, 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) piercing 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. It can use each ray only once on a turn.*

1- 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.*

2- 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.*

3- 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.*

4- 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 Reflection. *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 forced 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.*

Neogi

Small aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Intimidation +4, Perception +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech, Undercommon

Challenge 3 (700 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

Actions

Multiattack. The neogi makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Enslave (Recharges after a Short or Long Rest).

The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Neogi Hatchling

Tiny aberration, lawful evil

Armor Class 11 (natural armor)

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (-)	6 (-3)	10 (-)	9 (-1)

Senses darkvision 60 ft.

Challenge 1/8 (25 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Neogi Master

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 71 (13d6 + 26)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	18 (+4)

Saving Throws Wis +3

Skills Arcana +5, Deception +6, Intimidation +6, Perception +3, Persuasion +6

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 13

Languages Common, Deep Speech, Undercommon, Telepathy 30ft

Challenge 4 (1100 XP)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spellcasting. The neogi is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): eldritch blast (range 300 ft., +4 bonus to each damage roll), guidance, mage hand, minor illusion, prestidigitation, vicious mockery

1st-4th level (1 4th-level slot): arms of Hadar, counterspell, disguise self (currently using), fear, hold person, hunger of Hadar, invisibility.

DM Note: *Dimension Door has been removed and replaced with Disguise Self*

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

Actions

Multiattack. *The neogi makes two attacks: one with its bite and one with its claws.*

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Enslave (Recharges after a Short or Long Rest).

The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Otyugh

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10+48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (-)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive perception 11

Languages Otyugh

Challenge 5 (1800 XP)

Limited Telepathy: The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a Language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

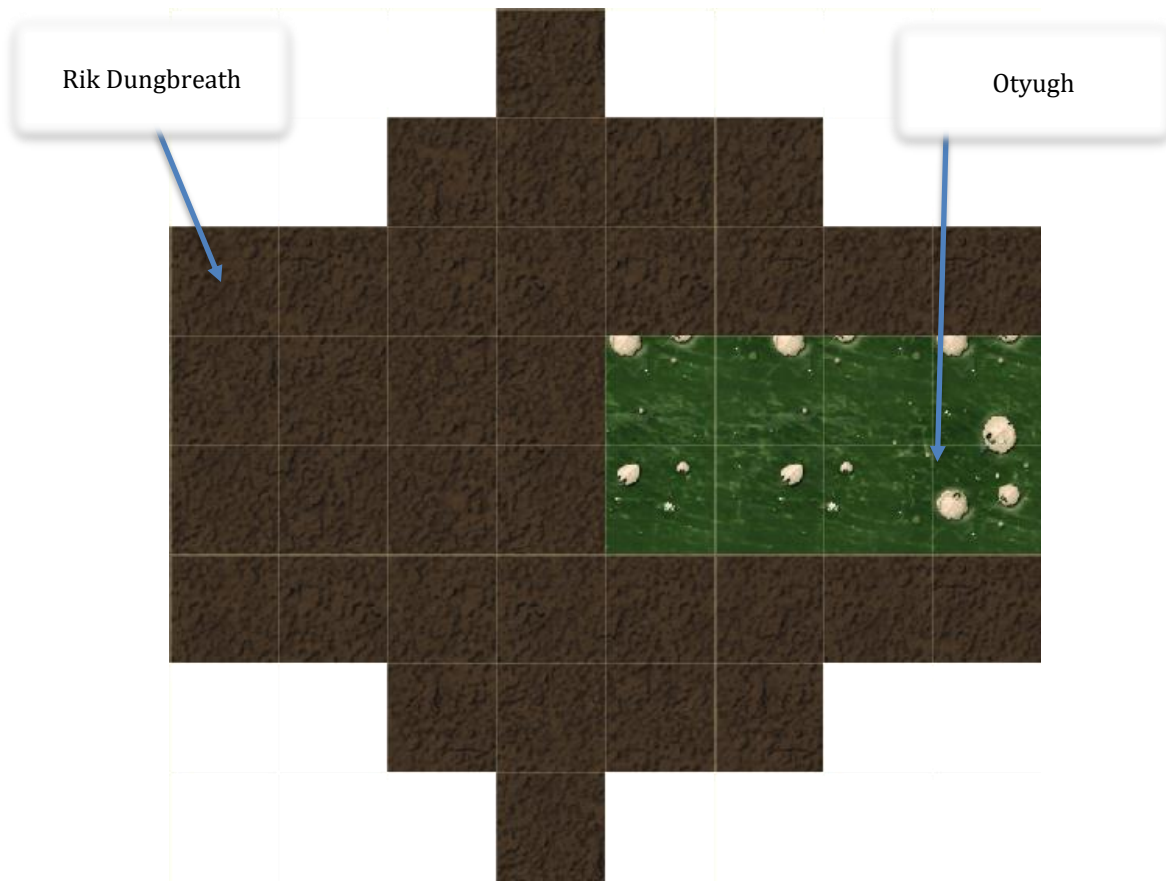
Multiattack: The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become Poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle: *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is Grappled (escape DC 13) and Restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

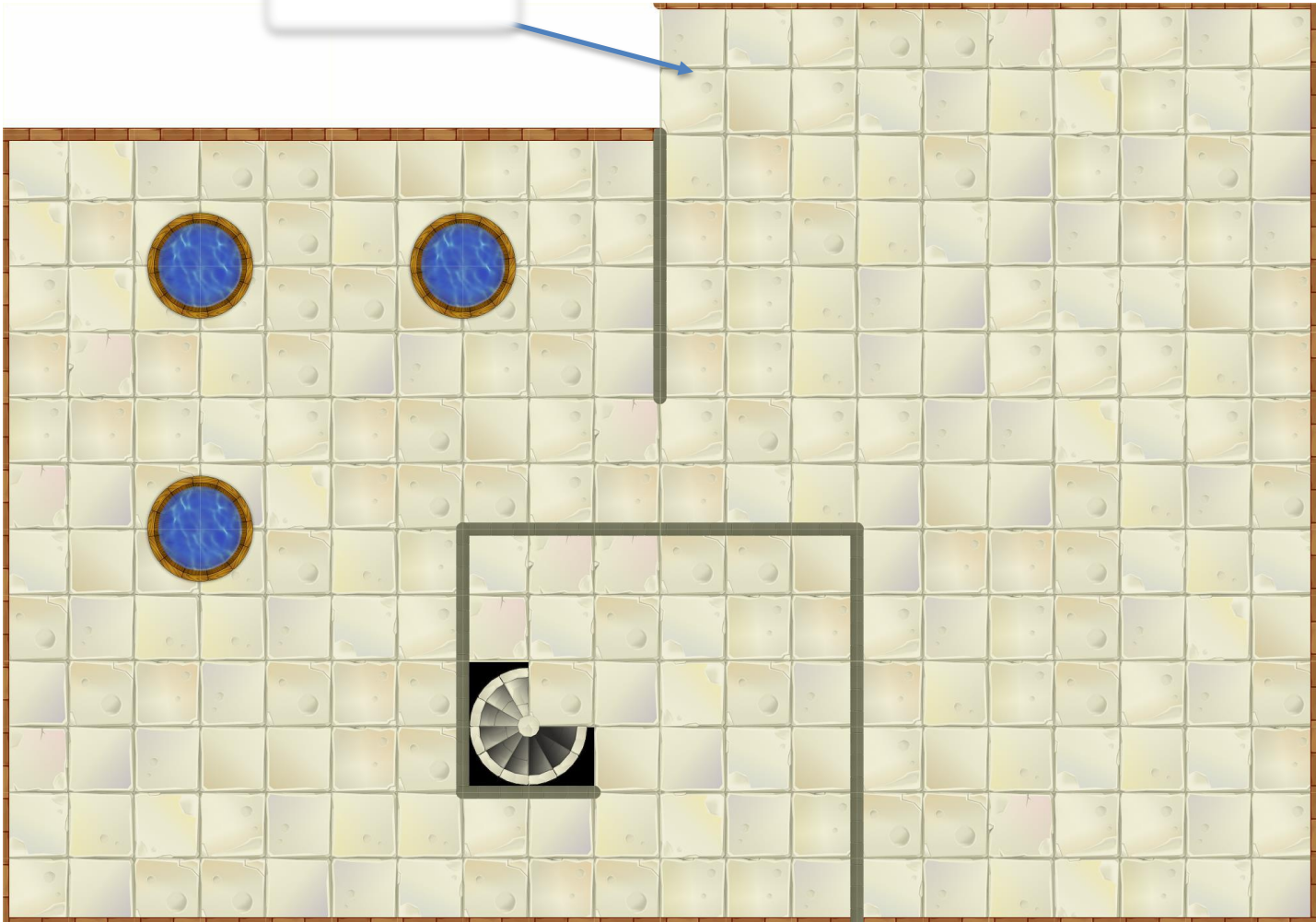
Tentacle Slam: The otyugh slams creatures Grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be Stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't Stunned.

Appendix. Map - Part 2

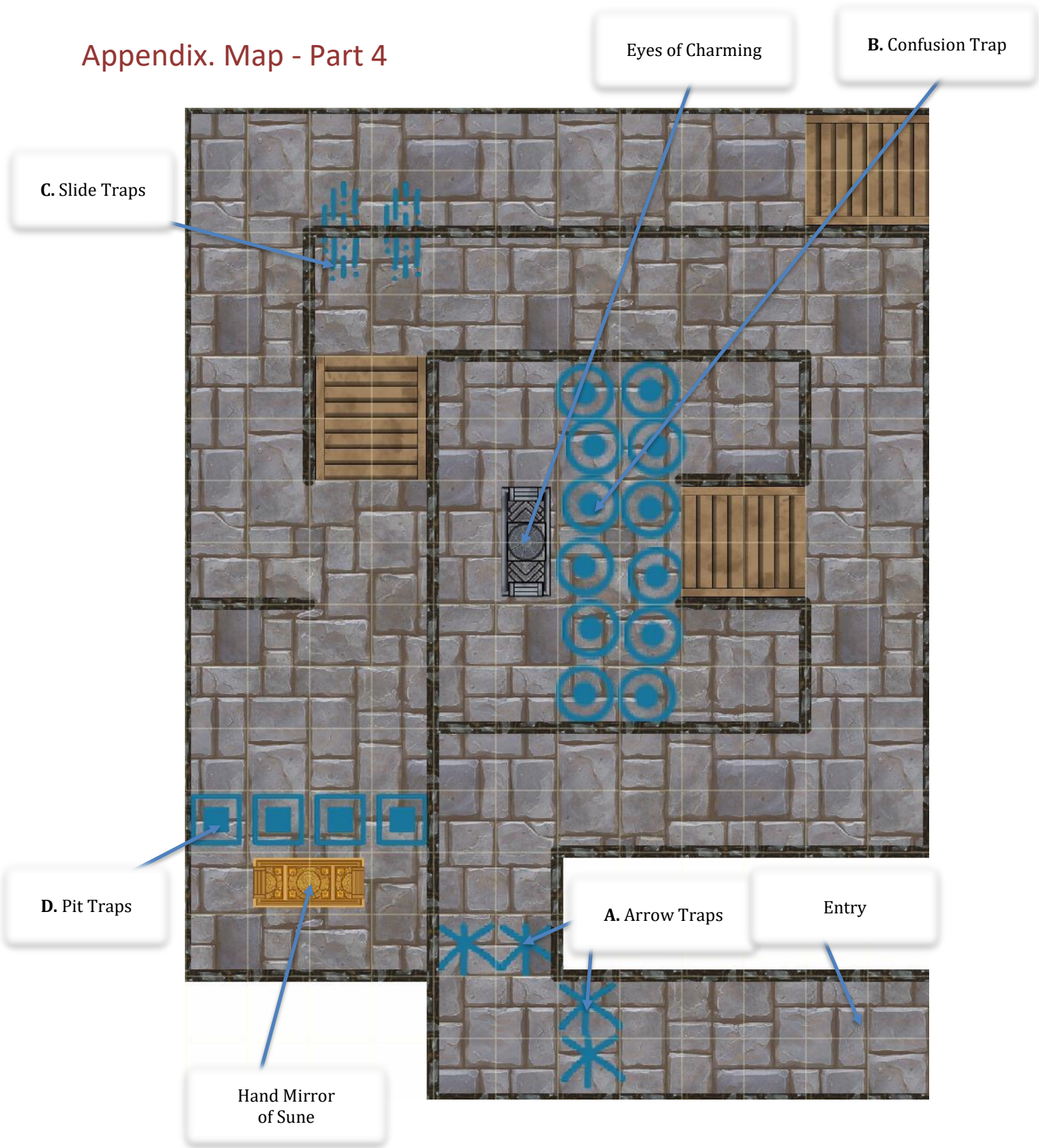


Appendix. Map - Part 3

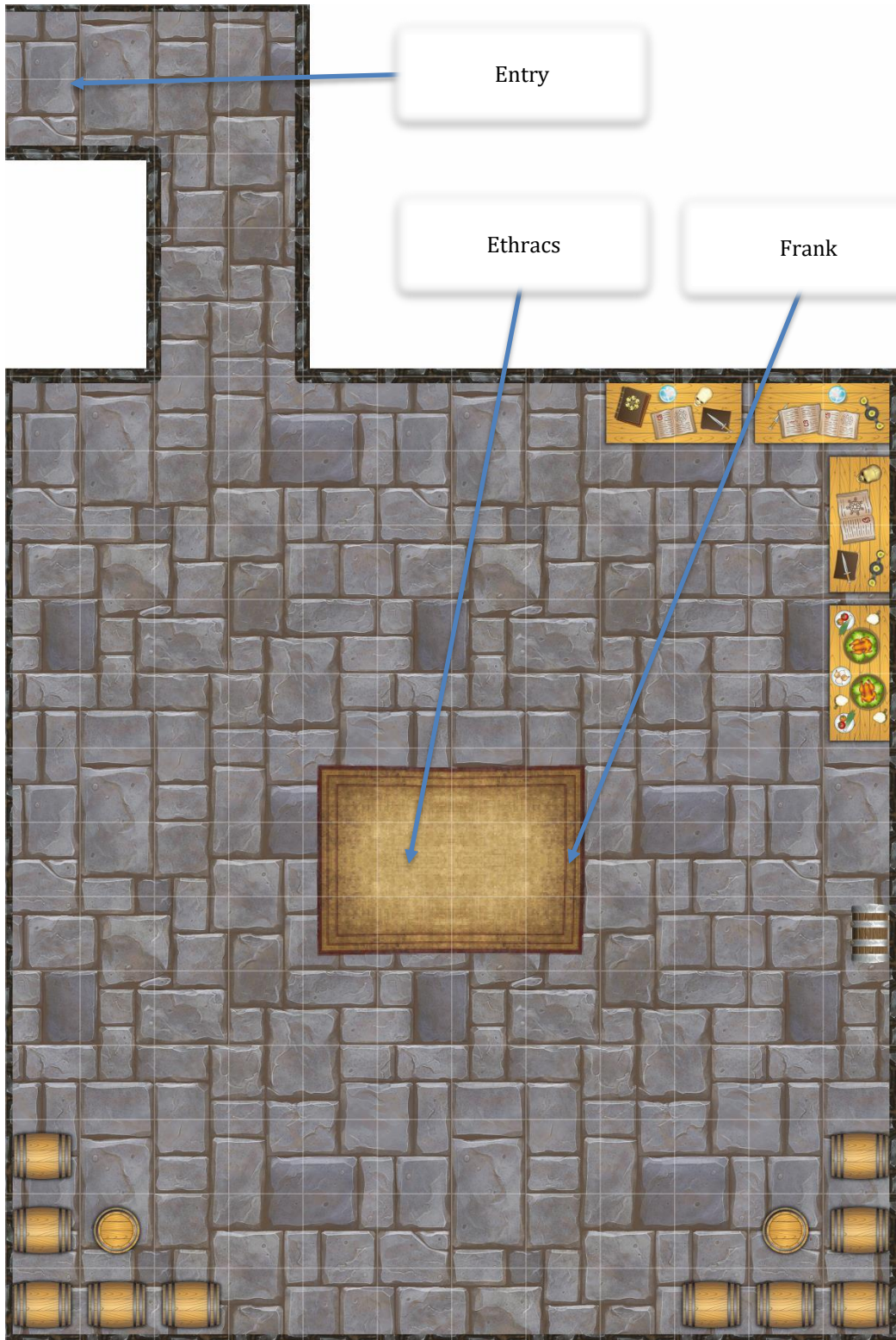
Entry



Appendix. Map - Part 4



Appendix. Map - Part 5



Player Handout 1. Note from the Harpers

Friend,

We have become aware that a hand mirror used by Sune herself has gone missing from the Temple of Beauty in Waterdeep.

The disappearance occurred just a tenday before the Temple of Sune in Mulmaster began construction.

We believe that the two events are related.

Should you find the hand mirror, we would be grateful if you returned it.

Player Handout 2. Magic Item

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

Eyes of Charming

Wondrous Item, Uncommon (requires attunement)

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the *charm person* spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

Crafted of an oddly moist, slick leather with unsettling purplish lenses these goggles make the attuned wearer feel an odd kinship with the unwholesome denizens of the Far Realm and other aberrations.

This item can be found in the *Dungeon Masters Guide (Page 168)*.

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:

Enslaved by Neogi

You have formerly been enslaved by Neogi and have developed a phobia of not being in control of your actions.