

Deep within the moonsea, a vault of ancient knowledge exists beneath the murky waters. However, the knowledge must now be reclaimed...

THE LAKEBED ARCHIVE



A Two-Hour Adventure for Tier 1 Characters.
Optimized for APL 3.

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Adventure Primer

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

This adventure occurs within the Moonsea off of Sokol Keep in Phlan.

Background

Deep beneath the Moonsea, an ancient library exists guarded by its caretakers, an old couple of sea elves. The histories of Faerun and the surrounding kingdoms can be found within its walls. However, this long secret archive has been discovered by a priest of a dark demon who seeks its secrets.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action. 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.

- **Part 1: Here is my Library Card (Call to Action).** The characters are hired by a local

historian to travel to the library to retrieve a scroll from the archive.

- **Part 2: Under the Sea.** With the magic of the historian that hired them, the characters are able to traverse the lake bed to find the half buried library. However, the adventurers find the entrance guarded by a small group of unseen defenders.
- **Part 3: Bibliostorm.** Upon gaining entrance into the library, the adventurers begin to explore the library to find the librarians at the mercy of a dark priest and his minions. In order to retrieve what they came for the adventurers must rescue the librarians and liberate the archive.

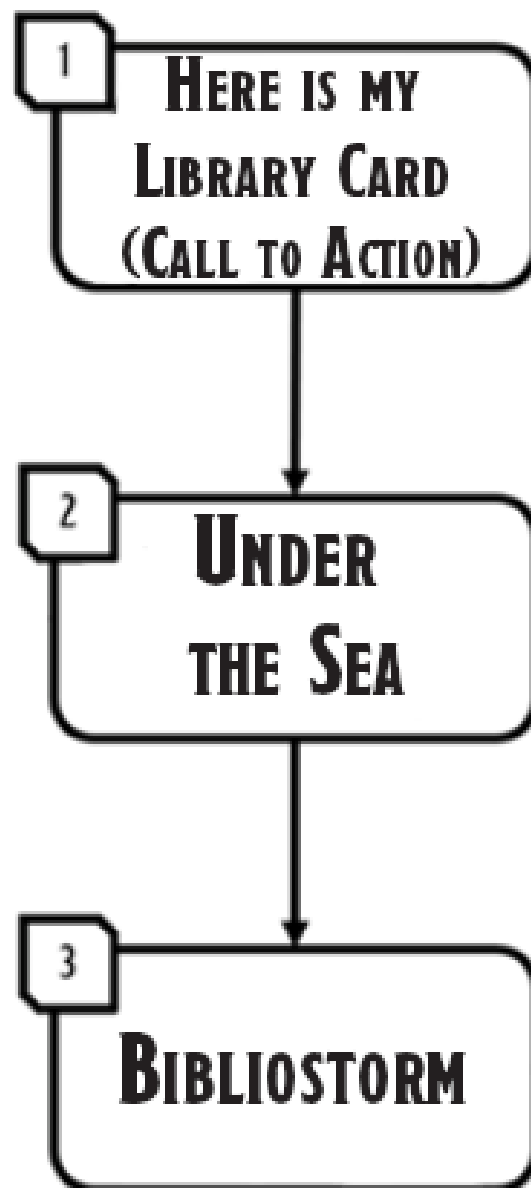
Adventure Hooks

Adventure Hook 1. The lost lore within the library would be very tempting to any adventurer interested in the history of Faerun.

Adventure Hook 2. The historian is a high-ranking member of the Harpers and lending him aid in this matter could provide a favor that could be cashed in later.

Adventure 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.



Part 1: Here is my Library Card

Estimated Duration: 15 minutes

Call to Action

Through various contacts in the region, the adventurers are called to Sokol Keep within the city of Phlan to help recover lost knowledge from an ancient library.

You approach a small dock set into the sea. On the dock, pacing back and forth, there is an extremely short dwarf clothed in sky blue robes and a tall pointed hat as well as a prudish looking goblin in fine robes. As you step onto the dock, the dwarf turns in your direction and exclaims "Oh excellent! You have arrived safely. I am Maximus Steelpage and this is my associate Zax. I have a simple errand for you."

After greeting the party, **Maximus** explains the "simple" errand to the adventurers with **Zax** (Goblin Noble) filling in a few details.

- Maximus wants the adventurers to journey to the **Library of Theact** (The-Act) and locate research material on the country of Thay.
- When asked where the library is, Zax points out and down at the Moonsea.
- The library is a two hour swim from the dock and cannot be accessed from the surface.
- The library is looked over by an ancient couple of sea elf priests named **Elizabeth** and **Nicolas**.
- The two priests have been alerted to expect the party.
- Maximus offers to cast *water breathing* on any player that cannot breathe underwater and Zax offers twenty gold to each adventurer for bringing him the research material.
- Maximus also allows the party to take a small rowboat out to the location of the library and also offers ten javelins to the

party on the condition that these are returned when they return to shore. Zax pipes up with the threat that any damage to these will come out of the adventurer's earnings.

- Maximus cautions that this spell only lasts twenty-four hours and he won't be there to cast it again should they take too long.

Underwater Combat

With the exception of the call to action, the entirety of this adventure takes place underwater. The rules for underwater combat can be found on pg. 198 in the **Player's Handbook** and are also provided below:

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have **resistance to fire damage**.

Part 2: Under or Over the Sea

After the party accepts the mission, they enter the water and begin their trip to the library.

Area Information

The area has the following features.

Terrain. The water below the surface is relatively calm and presents little difficulty for the party to swim through. The lake drops to a depth of 70 ft. at the bottom. However if the party decided to take the rowboat, then the rough water of the surface makes the journey difficult for the adventurers requiring a DC 12 Water Vehicles check to navigate successfully.

Lighting. The sunlight gets filtered through the water leading to dim light conditions.

Scene A: The Library's Entrance

As you swim through the murky water, a flat, short stone tower emerges out of a collapsed mound of rocks and broken earth. An unearthly beautiful humanoid is sitting on the roof of the tower playing with a small seashell.

Area Information

The area has the following features.

Terrain. The water is relatively calm and presents little difficulty for the party to swim through. The tower roof is 60 feet in diameter with a large 4 ft by 4 ft metal door in the center of the roof. The door is locked and requires either an Athletics or Thieves' Tools check (DC 14) to open.

Lighting. The sunlight gets filtered through the water leading to dim light conditions.

Trap of the Door. The door into the library is trapped with an Alarm spell that can be detected with a DC 20 Investigation or Perception check or a Detect magic spell. This spell alerts the Librarians to the adventurers entrance.

Creature Information

A humanoid sitting on the roof is a **Nereid** named Meerax. Also within 30 feet of the roof are 2 **Water Weirds** that will aid him if he is attacked.

Objectives & Goals. Meerax is bored and looking to alleviate his boredom and will start a fight at the first opportunity.

What Do They Know? Meerax was hired to guard the roof access to prevent anyone from entering the library by a Kraken Priest who has a personal vendetta against the Librarians.

Adjusting The Scene:

Very Weak: Remove 1 **Water Weird** and reduce the remaining **Water Weird's** hit points to 29, and reduce the damage it deals with its constrict attack to 2d6+2.

Weak: Remove 1 **Water Weird**

Strong: Add 1 **Nereid**

Very Strong: Add 1 **Water Weird**

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Meera uses his first bonus action to use his aquatic invisibility and the 2 **water weirds** join the fight starting 30 feet away from the rooftop.

Exploration. Sneaking past Meera is possible but it would also require sneaking past the 2 **Water Weirds** which requires a group stealth check of DC: 13. This does affect the final fight however.

Social. Meera is suspicious of any visitors but will allow access to adventurers that help to alleviate his boredom. Any attempt to do so grants advantage on a DC 13 Persuasion Check. He will also hand over his seashell as a reward for entertaining him.

If the adventurers attempt to Intimidate him (DC 13), it is at disadvantage due to the fact that he knows the water weirds are in the area.

Treasure

Meera wears a simple gold necklace worth 50 gp.

The seashell (which Meerax drops either in his death or during his escape) is actually a

Decanter of Endless Water.

Part 3: Bibliostorm

Location A: The Library's Interior

After entering through the roof, the adventurers descend into the dark library

Area Information

The area has the following features.

Terrain. The passageway is 60 ft in diameter and extends down the shaft of the tower with a 5ft wide spiral staircase that is connected to the shelves that line the sides of the tower. The tower extends 200 ft down to the ground floor

Lighting. The stairway is the only area that is dimly lit. All other areas have no illumination.

Conjured Storm Cloud: About 50 ft from the ceiling where the adventurers entered, a storm cloud conjured by the **Kraken Priest** hovers and prepares to unleash lightning on the helpless librarians below. As the adventurers pass through the cloud, the storm cloud provides advantage on Stealth checks but requires a DC 10 Dexterity save to avoid being buffeted by the storm, taking 1d10 lightning damage on a failed save.

Location B: The Ground Floor

After traversing to the bottom of the tower. The adventurers see the priests have been tied up and being yelled at by a furious **Kraken Priest**.

As you float towards the bottom of this massive tower, a drow paces in front of two bound and beaten sea elves. "You mocked and rejected me! Now you must take me seriously and you will pay." The drow shrieks. As he raises his hand, the storm cloud begins to crackle with pent up lightning.

Area Information

The area has the following features.

Terrain. The ground floor is 60 ft in diameter with four angled scroll cases 5 ft high and 2 ft wide in the center of the room.

Lighting. The stairway is the only area that is dimly lit.

Creature Information

The drow **Kraken Priest** is **Dalon** and was a former librarian of this archive. The other Librarians, **Elizabeth** and **Nicolas** (Sea Elf **Priests**) threw him out for his increasingly erratic behavior.

Objectives & Goals. Dalon wants revenge on the other librarians. He will kill any creature that gets in the way of that goal.

What Do They Know? Dalon knows nothing about the research the adventurers are looking for.

Battle Tactics

Both of the librarians are bound and gagged and are at 15 Hp. Dalon already has cast *Call Lightning*, Dalon (a **Kraken Priest**) uses his actions to attempt to kill the librarians using his *Thunderous Touch*. Once they are dead he then casts *Evard's Black Tentacles* at the party and uses his *Voice of the Kraken*. DALON DOES NOT USE *THUNDEROUS TOUCH* ON ADVENTURERS. Dalon has 2 **Giant Zombie Octopi** hiding in the room when the adventurers arrive (DC 17 Perception Check to notice them) and will move to defend Dalon if he is attacked. (Note: if the players snuck past the previous encounter, one of the **Water Weirds** has followed the adventurers and will join the battle on the second round of play). Dalon and his companions battle to the death. If the librarians are freed, they attempt to get out of harm's way but will cast *Bless* and use healing spells on the party but will not otherwise engage in combat.

Adjusting The Scene:

Very Weak: Remove both **Giant Zombie Octopi** and remove the **Kraken Priest's** resistances.

Weak: Remove 1 **Giant Zombie Octopus**

Strong: Add 1 **Giant Zombie Octopi**

Very Strong: Add 2 **Giant Zombie Octopi**

Once the adventurers have defeated Dalon and his allies, they must still locate the research that they were sent for. The adventurers must search the library for the information, requiring a DC 13 group investigation check if the adventurers didn't save any of the librarians. They gain advantage on this check if one of the librarians survives (or if one of the party possesses the researcher background feature) and +5 to check if both survived.

Treasure

Dalon has a **Scroll of Call Lightning** on his person.

Wrap-Up

Once that is done, the return trip to the surface is uneventful and Zax reluctantly pays the adventurers what they are owed.

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 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 B**:

- *Spell Scroll: Call Lightning*
- *Decanter of Endless Water*

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

Maximus Steelpage. This thin dwarf is obsessed with the history of Faerun and all the Countries beyond.

- **Personality:** History is the tale by which we are all judged.
- **Ideal:** Knowledge of history is invaluable.
- **Bond:** My life's work is a series of tomes related to History
- **Flaw:** I am easily distracted by the promise of information

Zax. A Paranoid Goblin who is the new Quartermaster for Silvara Steeljaw's trade groups.

- **Personality:** I must be observant in order to survive.
- **Ideal:** Everyone is out to get me.
- **Bond:** I treat those I trust with great care.
- **Flaw:** I see plots everywhere.

Meerax (Meer-Axe). A Nereid who works for his own amusement

- **Personality:** Everything is so boring
- **Ideal:** Selfishness leads to a long life
- **Bond:** My life is worth more than my principles
- **Flaw:** Shiny Things tend to distract me.

Elizabeth and Nicolas Aloro (A-Lor-O). Sea Elf Guardians of the **Library of Theact.**

- **Personality:** Protection of Knowledge is a noble pursuit.
- **Ideal:** The Spirit of learning fuels our love.
- **Bond:** Our life's work is the preservation of this ancient place.
- **Flaw:** Our Bonds of love were forged in this place.

Dalon (Dal-On). A spurned Drow **Kraken Priest** fueled by vengeance.

- **Personality:** These Librarians shall pay for rejecting me.
- **Ideal:** Vengeance shall make me whole.
- **Bond:** My Vendetta is my life
- **Flaw:** My Anger has blinded me

Creature Statistics

Giant Zombie Octopus

Large undead, unaligned

Armor Class 11

Hit Points 52 (8d10+16)

Speed 10ft., swim 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Skills Perception +2, Stealth +5

Senses darkvision 60ft., passive Perception 12

Languages-

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 +the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Tentacles. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 11 (2d6+4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

Water Weird

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances fire; bludgeoning, piercing, and slashing

from non magical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed,

poisoned, restrained, prone, unconscious

Senses blindsight 30ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed

Actions

Constrict. Melee Weapon Attack: +5 to hit, reach 10ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

Priest

Medium humanoid (sea elf), lawful good

Armor Class 14 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25ft. Swim 25ft.

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

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

Senses passive Perception 13

Languages Common, Elvish

Challenge 2 (450 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Amphibious. The priest can breathe air and water.

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

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

Can trips (at will): fight, sacred flame, thaumaturgy

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

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

3rd level (2 slots): dispel magic, Water Breathing

Actions

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Kraken Priest

Medium humanoid (drow), lawful evil

Armor Class 11

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	10 (+0)	15 (+2)	15 (+2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses Darkvision 120ft., Passive Perception 15

Languages Elvish, Common, Undercommon

Challenge 5 (1,800 XP)

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command, create or destroy water*

3/day each: *control water, darkness, water breathing, water walk*

1/day each: *call lightning, evard's black tentacles*

Actions

Thunderous Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Nereid

Medium fey, chaotic evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft. , swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Skills Acrobatics +5 , Nature +3, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common, Elvish, Sylvan

Challenge 2 (450 XP)

Amphibious. The nereid can breathe air and water.

Aquatic Invisibility. If immersed in water, the nereid can make itself invisible as a bonus action. It remains invisible until it leaves the water, ends the invisibility as a bonus action, or dies.

Mantle Dependent. The nereid wears a mantle of silky cloth the color of sea foam, which holds the creature's spirit. The mantle has an AC and hit points equal to that of the nereid, but the garment can't be directly harmed while the nereid wears it. If the mantle is destroyed, the nereid becomes poisoned and dies within 1 hour. A nereid is willing to do anything in its power to recover the mantle if it is stolen, including serving the thief.

Shape Water. The nereid can cast control water at will, requiring no components. Its spellcasting ability for it is Charisma. This use of the spell has a range of 30 feet and can affect a cube of water no larger than 30 feet on a side.

Speak with Animals. The nereid can comprehend and verbally communicate with beasts..

Actions

Blinding Acid. Melee or Ranged Spell Attack: +5 to hit, reach 5 ft. or range 30 ft., one target. Hit: 16 (2d12 + 3) acid damage, and the target is blinded until the start of the nereid's next turn.

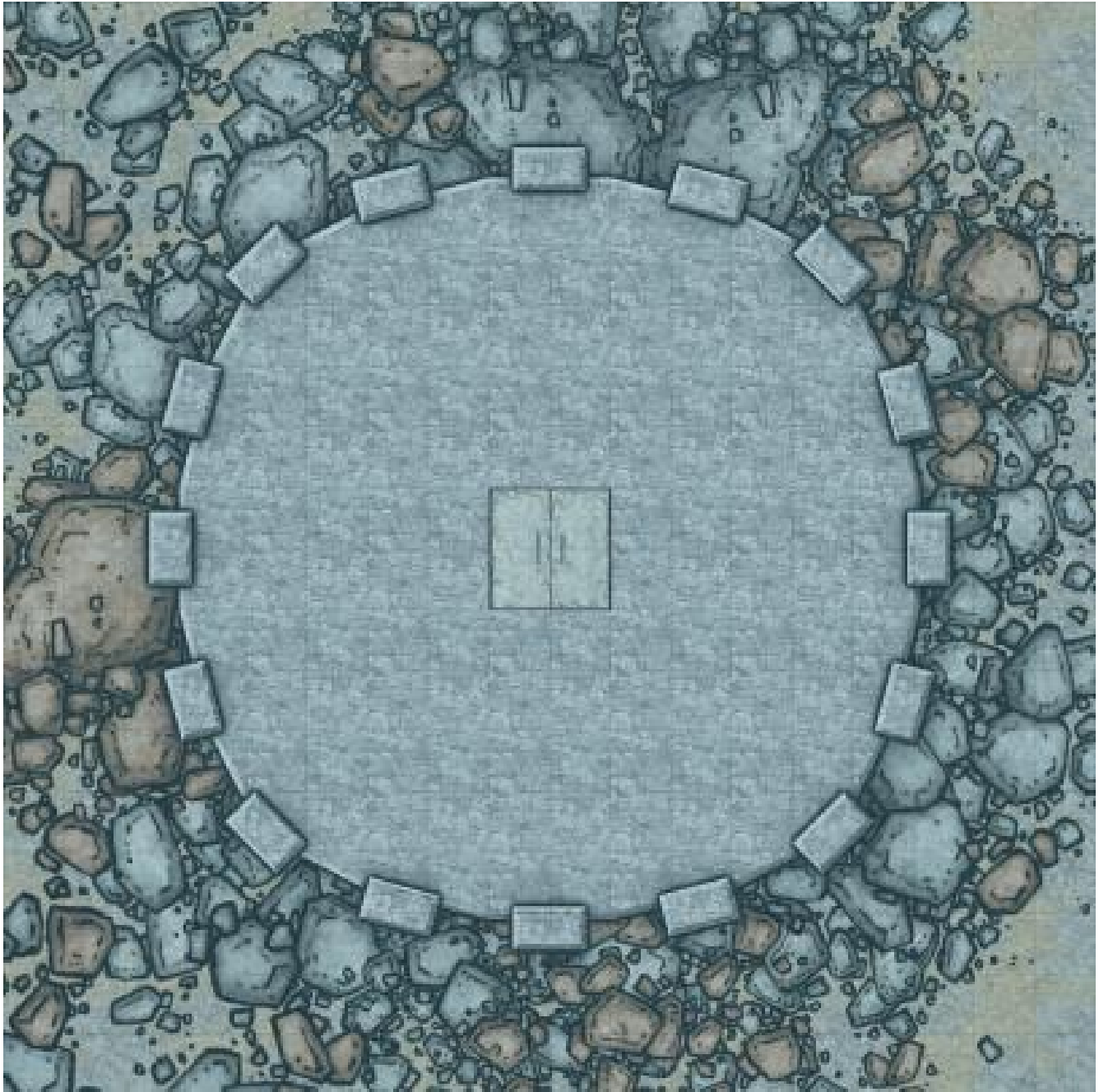
Drowning Kiss (Recharge 5-6). The nereid touches one creature it can see within 5 feet of it. The target must succeed on a DC:13 Constitution saving throw or take 22 (3d12 + 3) acid damage. On a failure, it also runs out of breath and can't speak for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on itself on a success.

Water Lash. The nereid causes a 5-foot cube of water within 60 feet of it to take a shape of its choice and strike one target it can see within 5 feet of that water. The target must make a DC:13 Strength saving throw. On a failed save, it takes 17 (4d6 + 3) bludgeoning damage , and if it is a Large or smaller creature, it is pushed up to 15 feet in a straight line or is knocked prone (nereid's choice). On a successful save , the target takes half as much damage and isn't pushed or knocked prone.

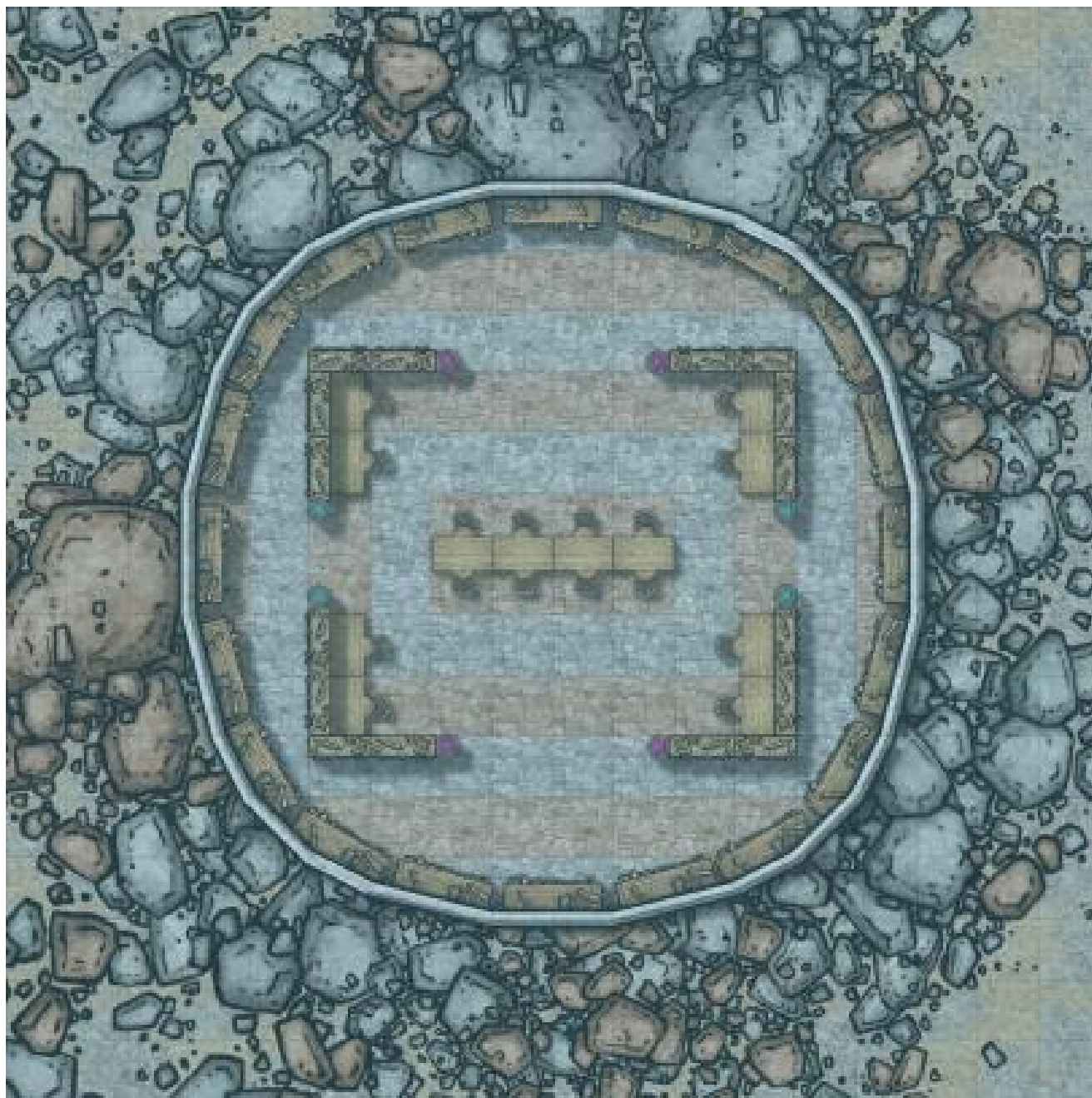
Appendix A: Maps, Player Handouts, Etc.

This appendix includes various handouts and resources for running the adventure.

Map A: Library of Theact Roof



Map B: Library of Theact Interior



Appendix B: Character Rewards

Decanter of Endless Water

Wondrous item, uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

This seashell shaped container glows with a pale blue light whenever it is underwater. While holding this item, the bearer feels fortunate and optimistic.

This item can be found on Magic Item Table B .

Appendix C: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

New to D&D Adventurers League?

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

New to the Annual Storyline?

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

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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 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.)

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) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether they completed the adventure or not.

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 Player’s 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

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

Appendix D: DWB D&D

What is DWB D&D?

We are an online community based around a mutual love of D&D and one of the largest online groups for Adventurers League play.

We like to provide access and opportunity for anyone interested in participating in this wonderful hobby of ours so they can connect with others and play regardless of barriers. We are an inclusive and accommodating group and we specialize in helping people learn to play and use the tools available for online play.

How to Get Involved?

The best way to get involved is to join us on discord! We have games everyday, a team of mentors ready to answer your questions and assist you, and a library of prepared games to save you time preparing them yourself.

Join the discord at: <https://discord.gg/yldzGmR>

Or you can contact me directly!

Twitter: twitter.com/Daddywarrbuxx

Facebook: facebook.com/Daddywarrbuxx

Email: daddywarrbuxx@gmail.com

Please reach out to me!

One of the things we are hoping to do is enable more writers an opportunity to share their work. We (try) to host an epic every three months, so if you are looking for an event to submit a CCC on or would like to create an adventure using the premade bundles let me know!



