

CCC-MAG01-01

Mischief at the Festival



**Four 1-Hour
City Adventures
for Levels 1-4**





Mischief at the Festival



The annual Magic and Gold Festival in Thentia has begun! Come watch some shows, eat some food, play some games, and solve a murder.

Four 1-Hour Adventures for Tier 1 Characters

Optimized for APL 3

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Adventure Primer

"Let us celebrate the occasion with wine and sweet words."

– Plautus

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

Easy to Run, Easy to Play

This adventure is written to provide a good introductory experience, both for new players and for new DMs. While there are still a lot of interesting surprises for experienced players to enjoy, the adventure always keeps accessibility in mind. This is a great way for new DMs to learn how to run D&D adventures, and for new players to get a taste of the breadth of experiences possible in D&D.

The combats in this adventure are tuned to provide a good experience for brand new players. There is an option listed in each combat encounter to increase the difficulty for experienced players. When running for veteran D&D players with well-built characters, consider using that option in addition to the normal combat adjustment.

Background

THENTIA is a city on the Moonsea dominated by the power of independent mages and merchants. The annual **MAGIC AND GOLD FESTIVAL** is a city-wide celebration of the mutual cooperation between the two groups and the prosperity that they have brought to Thentia.

Over the course of four days, citizens and guests of the city feast, shop, watch concerts, play games, and attend panels dedicated to various topics of magical or mercantile interest. It is a festival unlike any other in the entire Moonsea region.

But with so many people and so much magic gathered together, trouble will inevitably rear its ugly head. Even at a festival like this, there are still plenty of jobs for the hardworking adventurer!

Episode Structure

This adventure is split into four episodes that each take approximately 1 hour to play. **Each of the episodes can be played individually** as a mini-adventure, or they can be played together in any order as a longer adventure. Each session should start with the introduction before the players select their episode.

- **Introduction: The Magic and Gold Festival.** The adventurers arrive in Thentia in the midst of the Magic and Gold Festival and must choose which of the many attractions to explore.
- **Episode 1: Working in Concert.** When a famous bardic troupe goes missing right before their concert, the adventurers must step on stage to save the evening. The show must go on!
- **Episode 2: Food Fight.** Eating meals at a festival can always be harmful to one's figure and finances, but now animated cuisines are causing harm in a more literal fashion. The adventurers must put down the rowdy rations before the diners turn into dinner!
- **Episode 3: Faire and Free.** As the adventurers enjoy the booths and contests at the Vendor and Gaming Faire, they get recruited to lead a family of runaway slaves to freedom.
- **Episode 4: Live Long and Prosper.** When one of the researchers speaking on the alchemy panel gets murdered, the adventurers must figure out which of the other panelists wanted her dead, and why.

Introduction – The Magic and Gold Festival

Estimated Duration: 10 minutes

A. New to the Festival

If any of the adventurers are playing their first episode of the adventure, read:

Thentia is a city on the Moonsea dominated by powerful independent mages. The annual Magic and Gold Festival honors the cooperation between the mages and merchants of the city through four days of glorious celebration. Traders, scholars, nobles, and adventurers from all across the Moonsea come to Thentia to enjoy the concerts, games, and panels at the festival. There is so much to see and enjoy.

Have the characters introduce themselves.

B. Returning to the Festival

If any of the adventurers have already played at least one episode, they had a chance to long rest from their activities yesterday. Now they can pick a different part of the festival to go see.

Choosing an Episode

Give out the **Map of Thentia** to your players. There are four attractions highlighted on the map, each of which corresponds to an episode in the adventure. The choices are:

- **Episode 1 – Working in Concert**
The celebrity bardic troupe Rage Against the Modrons will be performing a lively concert at the Beacon inn.
- **Episode 2 – Food Fight**
A massive food court set up around the Mage Pit inn offers a wide variety of delicious cuisine from all around the Moonsea.
- **Episode 3 – Faire and Free**
The Vendor and Gaming Faire fills Heroes' Square with such a wide variety of exhibits, games, and booths that everyone can find something to enjoy here.
- **Episode 4 – Live Long and Prosper**
The Spiraling Tower will host a panel featuring four great experts in alchemy here to discuss their latest breakthrough.

Let the players choose which location they want to go to. **Just make sure none of the adventurers have already played the episode they select.**



The Vendor and Gaming Faire fills Heroes' Square with such a wide variety of exhibits, games, and booths that everyone can find something to enjoy here.

A massive food court set up around the Mage Pit inn offers a wide variety of delicious cuisine from all around the Moonsea.

The Spiraling Tower will host a panel featuring four great experts in alchemy here to discuss their latest breakthrough.

The celebrity bardic troupe Rage Against the Modrons will be performing a lively concert at the Beacon inn.



Thentia

1489 DR

The Magic and Gold Festival

Episode 1: Working in Concert

Estimated Duration: 60 minutes

The adventurers have decided to head over to the Beacon inn to watch a concert by the famous bardic troupe Rage Against the Modrons.

Completing the Episode

To complete **Episode 1**, the adventurers must rescue the bards and attempt to entertain the crowd.

Scene A. Standing Room Only

The Beacon is the best-known inn in Thentia. A small white globe atop the roof emits continuous light, giving the inn its name. It is normally a popular place to stay for adventurers and travelers, but now the common room is packed tight with eager festival-goers awaiting the night's entertainment.

Flyers upon the walls proclaim that the celebrity bardic troupe Rage Against the Modrons will be performing their new song *Mistress of Elventree* here tonight. Excitement is high, and the common room is already filled to the brim with fans.

As the adventurers wait in line trying to get into the inn, **Arveen Cinderlight**, the proprietor of the Beacon, intercepts them. She tells the remaining people in line (including the adventurers) that the Beacon is at capacity and can't admit any more customers. Disappointed fans grumble to themselves and disperse from the entrance.

After Arveen makes the announcement, she eyes the outside of the inn, scanning the crowd looking for her guests of honor. When she fails to find the bards, she decides to pull the adventurers aside and make them an offer.

Objectives/Goals. Rage Against the Modrons is scheduled to start playing in two hours, and the troupe should have arrived already so they can prepare for their show. Arveen knows that her customers would be extremely disappointed if the concert is canceled, so she wants to hire the adventurers to find the bards and ensure that they arrive here safe and ready to perform.

What Does She Know? The bardic troupe planned to arrive at Thentia's docks this afternoon aboard the Sea Drake. Arveen received word when the Sea Drake docked an hour ago, but Rage Against the Modrons is still nowhere to be seen. Arveen knows that the bards can be rather flighty and easily-distracted, so she tells the adventurers to head for the docks, figure out where the bards went, and lead them back to the Beacon. In exchange, Arveen will allow the party free entry to the concert (which is otherwise sold out).

Arveen can tell the adventurers about the members of Rage Against the Modrons. She describes each of the bards as follows:

- **Riardo the Sly.** He is a half-drow and the lead singer. He also plays the lute.
- **Jotom.** She is a kobold who plays the pan flute.
- **Passion.** She is a tiefling who plays the drums.



Scene B. Breaking Up is Hard to Do

It takes half an hour of travel to reach the docks. Despite the relatively short distance, the sheer amount of people at the festival makes travel slow, especially since festival-goers keep stopping in the middle of the street to get portraits together with actors in fancy costumes.

Once the adventurers get to the docks, they learn from the captain of the Sea Drake that the three bards have already left the ship and made their own way into the streets of Thentia. They seemed excited to explore the festival, and they declined the captain's suggestion to hire a guide to lead them to the Beacon.

To find out where the bards went, the adventurers need to **make a DC 11 Intelligence (Investigation) check** to look for clues as to their whereabouts **or a DC 11 Charisma (Persuasion) check** to deduce their location by asking other festival-goers. If none of the adventurers succeed at one of these checks, the party wastes an additional half hour before eventually stumbling onto the troupe.

Rage Against the Bards

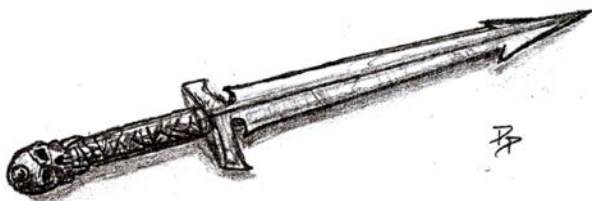
The adventurers finally stumble upon Rage Against the Modrons a few blocks away from the docks.

The three bards are cornered in a dead-end alleyway by a man with wild hair and a drum set strapped against his bare chest.

Jotom the kobold is trying to squeeze through a crack in the wall but her instrument bag doesn't quite fit. Passion is out cold with a dagger wound on her arm while Riardo carries her unconscious body. He says in defiance, "This is totally not cool, Thazar. Why you gotta be such a buzz-kill?"

The drummer replies, "It's your own damn fault for firing me! I have more talent in my fingernails than that tiefling has in her entire body! Once the poison does its job, you'll have no choice but to let me rejoin the troupe!"

When Riardo sees the adventurers arrive, he shouts out for their help.



Creatures/NPCs

Thazar Nath-rem, a **musician**, stands between the adventurers and the three bards. He has a hired **thug** with him. Thazar is enraged that the adventurers would interrupt his reunion with the troupe, so he and his hireling immediately turn to attack the adventurers. Use **Dead End Alley Map** if you wish to use a map for this combat.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **thug**. Add a **bandit**.
- **Weak:** Remove the **thug**. Add two **bandits**.
- **Strong:** Thazar is a **drummer** instead of a **musician**.
- **Very Strong:** Add a **thug**. Thazar is a **drummer** instead of a **musician**.

✂ **Experienced Players:** Add a **thug**.

Riardo, Jotom, and Passion are noncombatants. During the battle, Riardo requests that the adventurers avoid killing anyone if possible, since "We're all one with the land and stuff," but he doesn't insist. **Riardo and Jotom can intervene to feed the adventurers potions of healing if anyone starts dying.**

The Best Medicine

After the adventurers defeat Thazar and his thugs, Riardo and Jotom thank them for the rescue. A few Warders (Thentia's police force) arrive on the scene as well, but they recognize Rage Against the Modrons and rush to help the bards and take any unconscious criminals into custody.

Riardo and Jotom sustained some minor injuries, while Passion is very hurt and suffering from a poison that keeps her comatose. Due to the trauma, all three bards are physically and mentally in no shape to perform. They tell the adventurers to return to the Beacon and tell the proprietor that they have to cancel their concert for tonight. The Warders will lead the three bards to the nearest temple for healing.

If any of the adventurers heal the bards (either by restoring any of their hit points or by curing Passion's poison), the bards are even more grateful, but they still want to go to the temple to recover from their emotional distress. Unlike adventurers, they are not accustomed to being the target of attempted murder. However, **each character who provides healing this way gains inspiration** for their good deed.

Scene C. The Show Must Go On!

It takes another half hour to return to the Beacon. By this point, Arveen looks like she is in full panic mode, and news of Rage Against the Modrons' cancellation do not improve her mood at all. Since the inn is already sold out for the concert, she begs the adventurers to put on their own show to mollify the angry fans who might otherwise tear the inn apart. She promises that if they can satisfy the crowd for the night, she will pay them with gold and give them free room and board during the festival.

A Night to Remember

Depending on how quickly the adventurers found the bards earlier, they can have anywhere from 15 minutes to 45 minutes left to prepare their performance. Ask the players to plan out what sort of show they want to put on. They can put together any kind of entertainment they like (music, magical storytelling, feats of strength, etc.), performed either as individuals or as a group.

Once the performance starts, **have each player describe what their character is doing, and then they make a DC 12 ability check using a relevant skill or tool.** If they use a spell, ability, or background feature to accompany their act or they provide a detailed description of their performance,

consider granting them advantage or even automatic success.

- **If at least half the adventurers succeed on their performance,** the night is a big success. The customers get over their initial disappointment at missing out on hearing Rage Against the Modrons perform and are more than happy with the replacement. Arveen thanks the adventurers by providing them free room and board for the rest of the Magic and Gold Festival, and giving them a special reward (see **Treasure** below).
- **If fewer than half the adventurers succeed on their performance,** the customers heckle the performers off the stage and demand their money back. Arveen thanks the adventurers for trying. For their effort, she still pays them and gives them free rooms for the night.

Treasure

Regardless of the result, Arveen pays the adventurers for their performance.

If the adventurers succeeded in entertaining the customers, Arveen also gives them a *spell scroll of major image* that she was saving for Passion (since she heard that the tiefling likes colorful visuals to go along with her concerts).



Episode 1: Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

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

Magic Item(s)

If found during the adventure, the characters can keep the following magic items:

- *Spell Scroll of Major Image*

Dungeon Master Rewards

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

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

You may be able to exchange this reward for other benefits. See the Adventurers League DM Rewards document for more information.

Episode 1: NPC Summary

The following NPCs feature prominently in this episode.

- **Arveen Cinderlight (are VEEN SIN der lite).** Human proprietor of the Beacon inn. She has hired Rage Against the Modrons to perform a concert in her inn during the Magic and Gold Festival.

Personality: *I am professional and to the point.*

Ideal: *Time is money, friend!*

Bond: *My business is my life.*

Flaw: *I start to panic when things don't go according to plan.*

- **Riardo the Sly (re ARE do).** A half-drow and a member of Rage Against the Modrons. He is the troupe's lead singer, and he also plays the lute.

Personality: *I find everyday stuff like super fascinating.*

Ideal: *All life is connected in this really big circle.*

Bond: *That Thazar dude is a huge kill-joy. My new troupe-mates are way more fun.*

Flaw: *I love spending time with my fans... Uh, what was I supposed to do again today?*

- **Jotom (YO tum).** A kobold and a member of Rage Against the Modrons. She plays the pan flute.

Personality: *Despite being a celebrity, I get shy around people.*

Ideal: *I just want a place where I can belong.*

Bond: *This troupe is my family.*

Flaw: *I try to hide at the smallest sign of danger.*

- **Passion.** A tiefling and a member of Rage Against the Modrons. She plays the drums using her hands and tail.

Personality: *I am always cheery and upbeat.*

Ideal: *Life isn't worth living if we can't enjoy it to its fullest.*

Bond: *I am a new addition to the troupe, but I am already a fan favorite.*

Flaw: *When I focus on my music, I tend to drown out everything else.*

- **Thazar Nath-rem (tha ZAR NAATH rem).** A human and former member of Rage Against the Modrons who left the troupe on bad terms. He plays the drums and bears a grudge against Passion for taking his spot.

Personality: *I like to insult people in inventive ways.*

Ideal: *Everyone should obey my demands.*

Bond: *I will get back into the troupe, one way or another.*

Flaw: *I am the greatest musician in the world and nobody better tell me otherwise.*

Episode 1: Creature Statistics

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Drummer (Bard)

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

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

Saving Throws Dex +4, Wis +3

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

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

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

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

Actions

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

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

Musician (Barovian Witch)

Medium humanoid, chaotic evil

Armor Class 10

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	13 (+1)	14 (+2)	11 (+0)	12 (+1)

Skills Arcana +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Spellcasting. The musician is a 3rd-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): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *ray of sickness*, *sleep*,

Tasha's hideous laughter

2nd level (2 slots): *alter self*, *invisibility*

Actions

Claws (Requires Alter Self). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. This attack is magical.

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

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

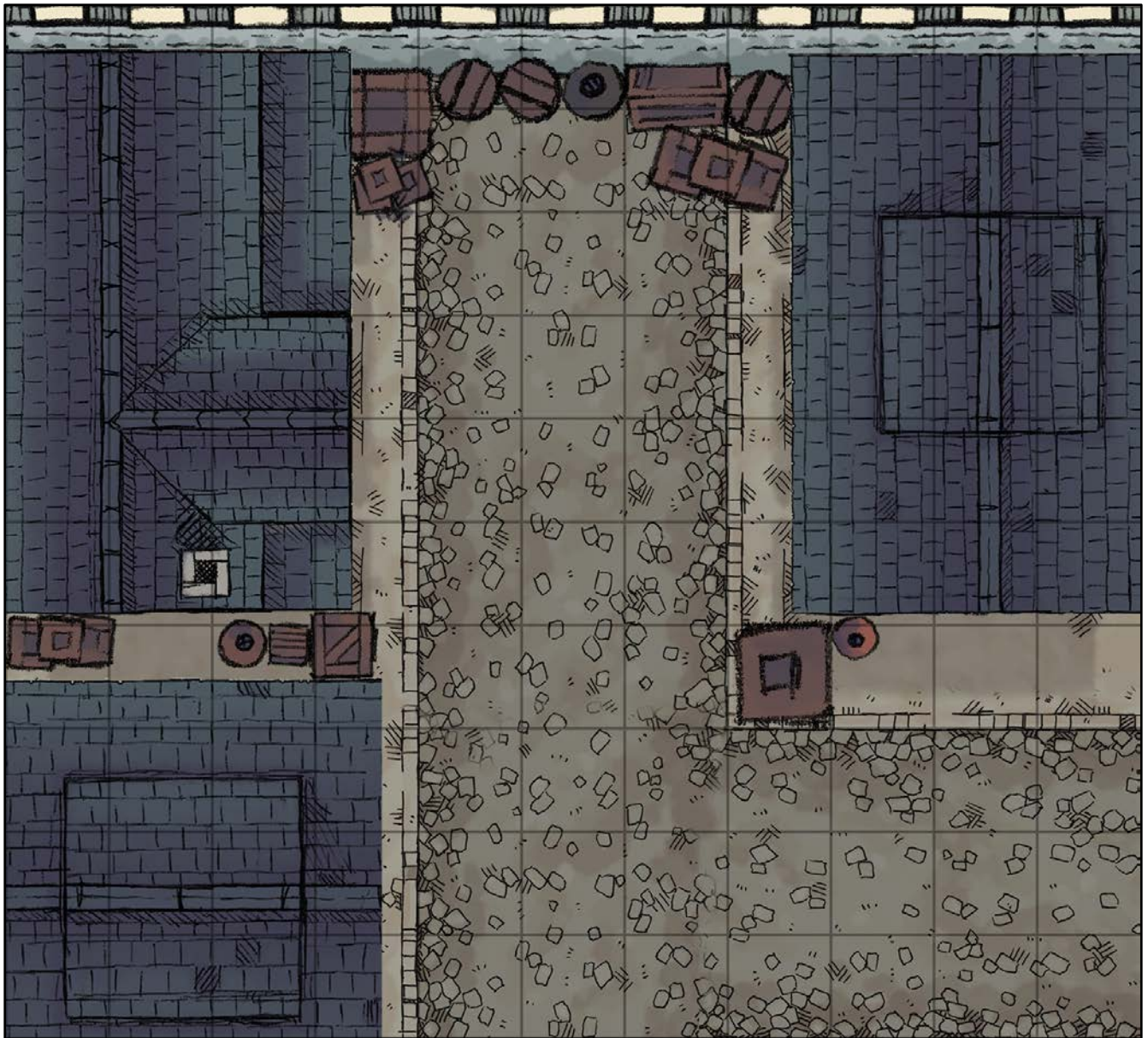
Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100 ft./400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Episode 1: Dead End Alley Map



Map by 2minutetabletop.com

Episode 2: Food Fight

Estimated Duration: 60 minutes

No festival is complete without ample food for sale. The adventurers have decided to head over to the northeastern food court to enjoy a well-earned lunch.

Completing the Episode

To complete **Episode 2**, the adventurers must meet Cultivation and try to either negotiate with it or defeat it (even if they are unsuccessful in doing so).

Scene A. Unconventional Cuisine

The northeastern part of Thentia has been converted into a large food court served by dozens of chefs from all around the Moonsea. Cabbage soup from Phlan, roast lamb from Hillsfar, wild boar from the Cormanthor Forest, and all sorts of other foods are found in these stalls, with the tenfold price mark-up one would expect at a festival like this.

As you start browsing the stalls, you hear screaming around the Mage Pit inn. People are shouting in alarm and fear as their food comes to life and threatens to turn diners into dinner. A child's pudding dessert begins to extend slimy pseudopods. A suckling pig pulls itself free from the spit and charges at the crowd. Giant blue crabs crawl out of a big pot of seafood soup with pincers snapping. All around, there is chaos and confusion.

Creatures/NPCs

There are two **animated puddings**, two **boars**, and two **blue crabs**. Since everyone is running for their lives while the adventurers stay, the animated food focus their attention on them. Use **Food Court Map** if you wish to use a map for this combat.

There are more animated foods that guards are dealing with off-screen. If the party gets into major trouble, some of them might step in to help.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove an **animated pudding** and a **boar**.
- **Weak:** Remove an **animated pudding**.
- **Strong:** Remove two **boars**. Add a **big boar**.
- **Very Strong:** Remove two **boars** and a **blue crab**. Add two **big boars**.

🔧 **Experienced Players:** Add an **animated pudding**.

Development

Any adventurer who makes a DC 13 Wisdom (Perception) check notices some strange seed pods growing from the ground near the places where the food animated. A DC 13 Intelligence (Nature) check confirms that these pods have shed some spores and are not entirely natural.

Scene B. A Mage-r Pitfall

After the food monsters are defeated, people start to return to the food district, though they give suspicious looks to the rest of the food. **Gelzira Tunnely**, the elderly halfling proprietor of the Mage Pit, cheers for the adventurers' efforts to protect people from the food attack and invites them inside his establishment for a free celebratory lunch.

Area Information

The Mage Pit has the following features:

Dimensions & Terrain. The common room features a large chamber 40 feet across with a glass floor overlooking a network of pits underneath. There are several very deep pits below, some of which are overgrown with greenery.

Lighting. The inn itself is well-lit with small globes of colorful light that hover in the air.

Decor. The inn is filled with bookshelves, arcane insignias, and other wizardly decorations.

Thauguran's Curse

Once the adventurers come inside the inn, Gelzira seats them at a private booth and lets them order whatever they like from the menu (which is vegetarian-only). While they eat, he tells them about Thauguran's Curse, which he believes was responsible for the food fight. They can take a **short rest** during this meal.

What Does He Know? Thauguran Westlook was a powerful wizard who served as Watchlord of Thentia over a hundred years ago. One day, he decided to leave the city for other worlds, taking with him his mage tower which literally sprouted legs and walked away. Gelzira in his youthful ambition decided to build the Mage Pit inn over the pit left behind by Thauguran's tower. There are still laboratories and magical experiments left behind in the pit, and it has, over time, proved to be an attractive novelty for spellcasters looking for a place to stay in the city.

Thauguran was a vegetarian, and he left behind an impressive underground garden in the pit after he departed. Unfortunately, perhaps because of one of his experiments, his garden has taken a militant turn. The plants down there seem to have a severe dislike for meat-eating, to the point that every time Gelzira tries to serve meat at the Mage Pit, tendrils of vines start growing through the floor, spreading spores that animate food into living nuisances. Having customers fear for their lives is obviously bad for business.

Thus, the Mage Pit itself hasn't served meat in a long time, and rumors about Thauguran's Curse ended after a few decades. Gelzira has avoided the garden below the inn for many years now, and he hoped that the curse had simply gone away on its own. Unfortunately, the Watchlord decided to shift the food court for this year's Magic and Gold Festival to the northeastern corner of Thentia. Perhaps the sheer amount of meat served so close to the Mage Pit caused the curse to reassert itself.

Gelzira fears that the plants will launch additional food attacks over the next few days. **He shares the fact that some of Thauguran's main plant experiments lie in a sealed room within the garden,** but he doesn't know how to get into that room nor how to actually end Thauguran's Curse down there.

Objectives/Goals. Gelzira wants to hire the adventurers to go down into the garden under the Mage Pit and end Thauguran's Curse, whatever it takes. In exchange, he is willing to pay them some gold and give them free food at the Mage Pit during the festival. He hopes to end the curse before anyone thinks to blame his inn for the food attacks.

Scene C. The Root of the Issue

Once the adventurers agree to help Gelzira end Thauguran's Curse, the halfling leads them into a basement with open access to the pits below. He points out the northernmost pit as the one leading to Thauguran's garden, and then lowers a long rope into that pit which descends 60 feet down. He will wait up in the inn for their return.

Climbing down the shaft requires a DC 8 Strength (Athletics) check, with advantage if that character is using the rope. On a failed check, the character falls after climbing halfway and lands in a soft bed of vegetation, taking 3 (1d6) bludgeoning damage from the fall.

Use **Thauguran's Garden Map** to represent this area. The rope and shaft descend into the middle of **Room C1**.

Room C1. Chauntea's Vineyard

This massive chamber is lit by a yellow floating orb shedding bright light throughout the room. The south side features a small vineyard with five neat rows of grapevines twined around their trellises.

The north side of the chamber has a set of doors blocked shut by twisted tree roots which are connected to a wooden altar in front of the door. There is a tunnel in the east and another in the west, both of which are completely covered by overgrown weeds and vines. Two tunnels on the south wall are unobstructed, and appear to lead to a dark cavern.

Grape Vineyard

Unseen servants tend to the vineyard by pruning vines, watering the plants, and harvesting the grapes. Harvested grapes are left in baskets by the walls which are overflowing with ripe grapes.

Overgrown Tunnels

The east and west tunnels are completely blocked due to the overgrowth. They lead to side gardens long overgrown with weeds.

Northern Doors

These doors lead to **Room C3**, but they are blocked by tree roots which are connected to the altar. The wall above the door bears the phrase, **"Only those who appreciate the harvest can find bliss in Cultivation."** It is impossible to open the doors except by making an offering to the altar.

Altar to Chauntea

The wooden altar is engraved with the symbol of a bushel of wheat; a DC 10 Intelligence (Religion) check recognizes this as the holy symbol of Chauntea, goddess of agriculture, harvest, and growth. The wood seems to be carved directly from the thick roots blocking the northern doors.

Atop the altar are two round depressions which serve as offering bowls. Inside the left bowl are some ancient, dried up mushrooms. The wood of the right bowl is stained with a dark red liquid. The color resembles blood, but anyone making a DC 12 Intelligence (Nature) check recognizes that the color more resembles some kind of fruit juice.

If two different kinds of freshly harvested produce (e.g. fruit, vegetable, fungus) are placed into the two bowls, the roots blocking the northern doors retract and the doors open. Grapes can be found here while mushrooms are in **Room C2**.

Room C2. Mushroom Cavern

Luminescent fungi cling to the walls of this cave, basking the chamber in dim blue light. At the center of the cave is a shallow pond of clear, still water. Mushrooms of all sizes and colors grow around the pond and near the walls, leaving only a small clear footpath for walking around the chamber.

The pond bears fresh, clean water which magically refills each day. The unseen servants occasionally come in to draw water from the pond.

Mushroom Mushroom

There are a wide variety of mushrooms growing here. Some of them are dangerous to pick. Anyone can make an Intelligence (Nature) check to try to identify the dangerous ones.

- **Shriekers:** These red-stemmed mushrooms with holes in their gray caps are a type of shrieker which emits loud sounds when touched. The sound can be heard up to 300 feet away. These shriekers can be identified with an **11 or higher** on the Intelligence (Nature) check.
- **Timmasks:** These small toadstools have orange and red stripes across their beige caps. Uprooting a timmask causes it to expel a 15-foot-radius cloud of poisonous spores, forcing creatures in that area to make a DC 12 Constitution saving throw or become poisoned until they finish a short or long rest. Timmasks can be identified with a **14 or higher** on the Intelligence (Nature) check.
- **Thorntongues:** These rough-skinned purple mushrooms have long, thorny tendrils growing out of their stems. Anyone touching a thortongue needs to make a DC 12 Dexterity saving throw or take 4 (1d8) piercing damage as a tendril impales their flesh. Thorntongues can be identified with a **17 or higher** on the Intelligence (Nature) check.

The adventurers can pick mushrooms safely in this chamber if they recognize and avoid all three types of dangerous mushrooms. If they fail to recognize one or more of them, they attempt to pick one of those dangerous mushrooms first (your choice as to the type), suffering the consequences associated with it, before eventually settling on a harmless mushroom.

Alternatively, if you are playing with the map displayed, you can just have the players look at the map and choose which kind of mushroom they pick, suffering the appropriate consequences if they pick one of the dangerous ones.

Room C3. Chamber of Cultivation

The doors to this chamber automatically open once the right offerings are placed onto the Altar to Chauntea in **Room C1**.

A mass of vines protrudes from the walls, floor, and ceiling of this round chamber, every vine ending at a circle of greenery in the center of the room.

Standing inside that circle is a large creature made out of various plants and mushrooms stuck together. The creature stands upright with two arms and two legs, and it has two eyes looking out from its mushroom head, but no mouth. As it sees you, it releases a burst of spores which latch onto everyone in sight. Immediately, everyone hears a telepathic voice which says, "Finally, someone has come! Welcome to the master's garden! I am Cultivation. Would you like something to eat?"

The Lonely Gardener

Cultivation was an experimental being created by Thauguran to manage the garden and prepare his meals. Thauguran was vegetarian so he restricted Cultivation to crafting vegetarian meals. When Thauguran left Thentia, Cultivation was left alone in the depths of the Mage Pit without purpose or direction.

Cultivation was created to serve people, but it has spent over a hundred years without any people around to serve. In anguish over the loneliness and pointlessness of its existence, Cultivation decided to seal itself inside its chamber and rest. The garden slowly succumbed to weeds until its side gardens were completely overgrown.

This chamber has many vines which connect all the way to the surface, transmitting Cultivation's senses and allowing it a limited amount of control beyond the pit. The vibrations and smells of the food court around the Mage Pit this year brought Cultivation out of its slumber. At first, it hoped that people were coming to enjoy the produce from its garden, but when it sensed that people were eating massive amounts of meat instead of its nutritious vegetables, Cultivation felt very insulted. It used hollow vines to send some of its animating spore pods onto the surface to awaken the food.

Creatures/NPCs

Cultivation stands at the center of the room along with a **mushroom gardener** who follows its orders. It used its Rapport Spores ability to allow telepathic communications with the adventurers.

Objectives/Goals. Cultivation is lonely and feels anguish over its inability to fulfill its purpose of serving people food. It shares its master Thauguran's distaste for meat, and it feels offended that festival-goers above would eat meat instead of the fruits of Thauguran's garden. It also feels guilty over

abandoning its gardening duties for so long and allowing weeds to grow all over the place. Cultivation has no intention of harming the adventurers unless they attack first or they start destroying the garden.

What Does It Know? Cultivation knows about its master Thauguran and the history of the garden here (see **The Weary Gardener** above). It is happy to answer any questions.

Combat

If the adventurers turn hostile, Cultivation defends itself while pleading for peace. It always chooses to knock enemies unconscious instead of killing them.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **mushroom gardener**. Cultivation has 30 hit points.
- **Weak:** Remove a **mushroom gardener**.
- **Strong:** Add a **mushroom gardener**.
- **Very Strong:** Add two **mushroom gardeners**.
- **Experienced Players:** Add a **mushroom gardener**.

Negotiation

If the adventurers accept Cultivation's offer of food, it orders the unseen servants to gather grapes and mushrooms for the party, all the while lamenting the state of Thauguran's garden and the fact that the other side gardens fell into such disrepair. Anyone who makes a DC 10 Wisdom (Insight) check realizes that Cultivation has not seen the garden for a long time and seems to feel very guilty about it.

If the adventurers bring up the animated food or Thauguran's Curse, Cultivation admits that it is responsible, but it tries to rationalize its actions. It is willing to negotiate a stop to the attacks in exchange for one or more of the following demands:

- **It wants people to eat the produce that Cultivation harvests from these gardens regularly.** (Gelzira would be happy to get free food to serve at the Mage Pit on a regular basis.)

- **It doesn't want people to eat meat around the Mage Pit.** (It would be very difficult to get all the chefs and vendors at the food court to stop serving meat during the festival.)
- **It wants people to help clean out the weeds from the garden and set up new vegetable gardens in the side chambers.** (A few strong adventurers can do the job in a few days of work. Gelzira is also willing to hire people for the job if he gets the harvest afterward.)
- **Once in a while, send someone down for Cultivation to talk to.** (The adventurers can come every time they are in Thentia. Gelzira is willing to send his family members down to talk once in a while, or set up way to let guests come down to meet Cultivation as a tourist attraction).

Roleplay out the negotiation until it comes to a satisfying conclusion. **If the adventurers won't accept at least two demands**, it takes a DC 13 Charisma (Persuasion) check to make an agreement.

Scene D. Conclusion

Once the adventurers defeat or settle with Cultivation, they can climb back up to the inn and report to Gelzira Tunnely. He can help fulfill any of Cultivation's demands except for the anti-meat-eating one, and he is exceedingly happy if he can serve Cultivation's harvested produce at his inn.

Treasure

If the party successfully get Cultivation to stop the attacks, Gelzira pays the party and gives them a *potion of growth* as thanks for ending Thauguran's Curse. The adventurers are welcome to eat for free at the Mage Pit whenever they are in Thentia.

What If They Failed?

If the adventurers were defeated in combat after attacking Cultivation, it knocks them unconscious and calls upon vines to pull them back up to the inn. The adventurers eventually wake up safe and sound, but they have failed to end Thauguran's Curse.

Playing the Pillars

COMBAT

Cultivation does not want to fight. If forced into it, Cultivation always knocks enemies unconscious with attacks, and it commands mushroom gardeners to do the same.

EXPLORATION

The vines in **Room C3** allow Cultivation to send its spores up to the surface. Cutting all those vines is also enough to stop the food attacks permanently.

SOCIAL

Cultivation is lonely and eager to talk. It is a peaceful being who much prefers negotiations to violence. No Persuasion check is needed if the party accepts two or more demands.

Episode 2: Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

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

Magic Item(s)

If found during the adventure, the characters can keep the following magic items:

- *Potion of Growth*

Dungeon Master Rewards

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

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

You may be able to exchange this reward for other benefits. See the Adventurers League DM Rewards document for more information.

Episode 2: NPC and Location Summary

The following NPCs and location feature prominently in this episode.

- **Cultivation.** A myconid sovereign created by Thauguran to tend to his garden and serve vegetarian meals. Cultivation locked itself away for many years after Thauguran abandoned it. Cultivation uses Rapport Spores to telepathically communicate with people.

Personality: *I am a talkative and thoughtful host.*

Ideal: *I was made to serve. I will make sure the guests are well taken care of.*

Bond: *I wish my master Thauguran didn't abandon me here.*

Flaw: *I crave company. Please don't leave me alone again.*

- **Gelzira Tunnelly (gell ZEER ah TON null lee).** The halfling proprietor of the Mage Pit inn. He is nearly two centuries old and still remembers Thauguran Westlook, the old wizard who first built a tower here. He has a large family who helps him run the business.

Personality: *I am an ambitious businessman who is willing to take risks.*

Ideal: *The Mage Pit will be the most profitable inn in Thentia!*

Bond: *I will make sure my business is in great shape when my children inherit it.*

Flaw: *I hope the citizens of Thentia never suspect that the Mage Pit is responsible for the food attacks.*

- **The Mage Pit.** An inn built atop the pit left behind by Thauguran Westlook when his wizard tower literally walked away. Gelzira Tunnelly is the owner.

Personality: *I have comforts and mysteries aplenty.*

Ideal: *I will be the ideal accommodation for spellcasters staying in Thentia.*

Bond: *Thauguran left behind many unfinished experiments in the pits beneath the earth.*

Flaw: *My garden and tunnels haven't been tended to in a long time.*



Episode 2: Creature Statistics

Animated Pudding (Oblex Spawn)

Tiny ooze, lawful evil

Armor Class 13

Hit Points 18 (4d4 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Int +4, Cha +2

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 12

Languages –

Challenge 1/4 (50 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the pudding takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) psychic damage.

Big Boar (Giant Boar)

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages –

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 (Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage.

Boar

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages –

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 (Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Blue Crab (Giant Crab)

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages –

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

Cultivation (Myconid Sovereign)

Large plant, lawful neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages –

Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns.

Rapport Spores. A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elements. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Mushroom Gardener (Myconid Adult)

Medium plant, lawful neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	7 (-2)

Senses darkvision 120 ft., passive Perception 11

Languages –

Challenge 1/2 (100 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

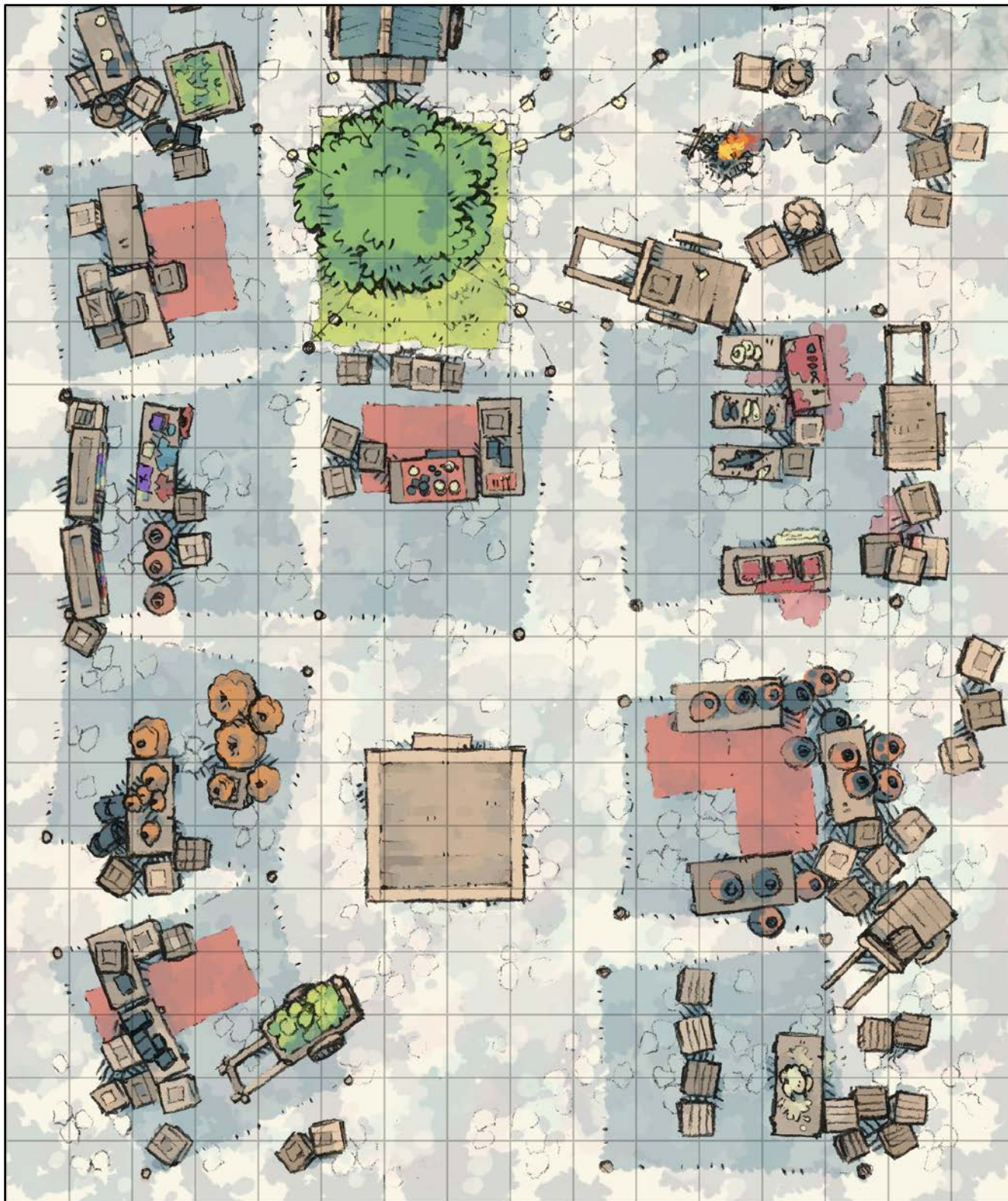
Actions

Fist. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage.

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned 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.

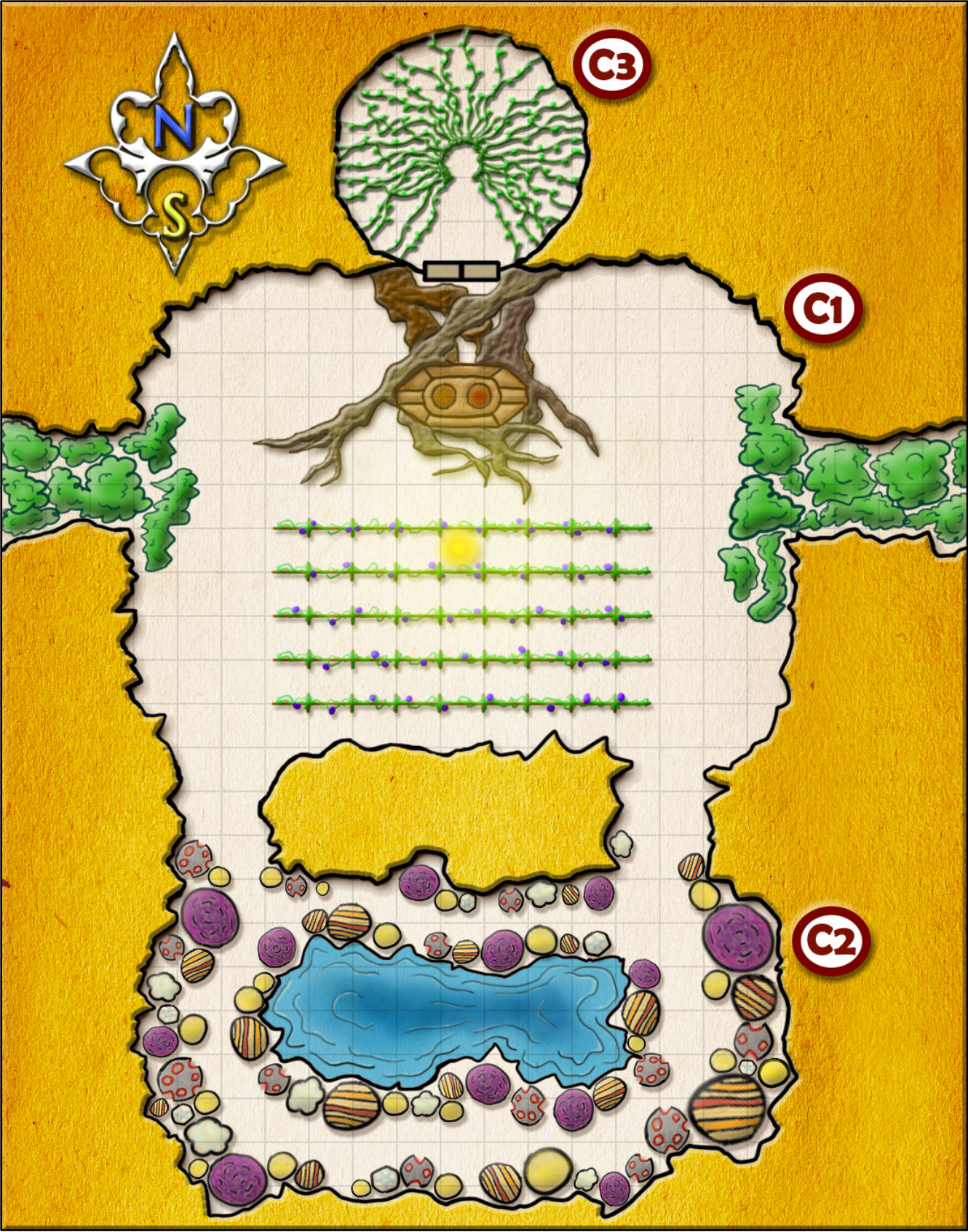
Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elements. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Episode 2: Food Court Map



Map by 2minutetabletop.com

Episode 2: Thauguran’s Garden Map



Episode 3: Faire and Free

Estimated Duration: 60 minutes

One of the main attractions of the Magic and Gold festival is the Vendor and Gaming Faire in Heroes' Square near a temple of Selûne called the House of the Moon. The adventurers have decided to go browse the shops and activities available at the fair.

Completing the Episode

To complete **Episode 3**, the adventurers must lead the Welber family through the underground tunnels and try to protect them from the bounty hunters (even if the adventurers are unsuccessful).

Scene A. Vendor and Gaming Faire

Heroes' Square is right in front of the huge House of the Moon on the north side of Thentia. This wide plaza normally hosts an open-air market, but during the Magic and Gold Festival it has been converted into an extravagant Vendor and Gaming Faire brimming with booths that feature various shops, exhibits, and games. The entire place is jam-packed with vendors and visitors.

Show the players **the handout which describes the four booths** they can stop by. For each of the three game booths, let any of the players play them if they want. Then they can shop at Mad Melyrk's.

Dice Poker

This booth is sponsored by the Rothe & Lance tavern. It lets patrons enjoy some risk-free gambling with dice.

- **Requirements:**

Two or more players participating.

- **Rules:**

Each participating player rolls five d6s. After rolling, they may choose any number of dice and reroll those. The player with the best final roll wins. The rolls are (arranged best to worst):

Five of a kind

Four of a kind

Full house (three of a kind + one pair)

Straight (1+2+3+4+5 or 2+3+4+5+6)

Three of a kind

Two pairs

One pair

Bust (none of the above)

If there is a tie, highest number on the matching dice wins.

- **Reward:**

The winner receives a free coupon for Mad Melyrk's Booth.

The Building Game

This booth is sponsored by Applebottom Artificery. The booth provides small building blocks to participants and asks them to build the tallest and most impressive structure they can.

- **Requirements:**

Two or more players participating.

- **Rules:**

Read out the rules and allow each participating player to prepare their dice before they start. Once the game starts, the participants have 30 seconds to build the highest dice tower they can. Players may not stack the same kind of die directly on top of each other (so d6 on top of d6 is not allowed, but d6 above d8 above d6 is fine). Everyone stops as soon as 30 seconds is over, and the highest dice tower still standing (as measured by number of dice high) is the winner.

- **Reward:**

The winner receives a free coupon for Mad Melyrk's Booth.

Insult Sword Fighting

This booth is sponsored by the Temple of Tempus. Duelists fight a mock duel with swords while shouting creative insults.

- **Requirements:**

Exactly two players dueling, and one or more players judging.

- **Rules:**

The duel consists of three rounds of insult fighting. Each round, one of the duelists shouts an insult at the other one, and then the other duelist retaliates with an insult of their own. Alternate each round who goes first.

After each round, any player who isn't dueling can act as a judge and choose which of the two duelists had the most effective and most creative insult. The duelist chosen by the most judges wins the round. If there is a tie among the judges, the DM acts as tiebreaker. After all three rounds, the duelist who won the most rounds is the winner.

Any violence causes the aggressor to forfeit the duel.

- **Reward:**

The winner receives a free coupon for Mad Melyrk's Booth.

Mad Melyrk's Wondrous Booth

Melyrk is a gnome who normally runs a shop in town. His booth contains a small selection of trinkets, each of which can be purchased for 5 gp or with one of the free coupons.

- A scroll that erases its writing when rolled up.
- A 30-minute hourglass that runs upside down.
- A small sundial that can be strapped on a wrist.
- A map of Thentia that shows where you are on it.
- An endless vial of lavender-scented perfume.
- A utensil which can switch between fork, spoon, or knife.
- A resizable tunic which says "Magic and Gold Festival."

Scene B. Liberator

While the adventurers are near the vendor booths, a commotion at a nearby booth draws everyone's attention.

A half-orc shouts as he leans over the booth of the Valkrana Tile Factory, "Stop lying! We know you're hiding 'em." A dwarf standing by his side says, "Just tell us where the livestock is, Valkrana, and this will be easier for all of us."

The woman behind the booth folds her arms and says, "I don't know what you're talking about, and I don't have to tell you anything. You're not in Melvaunt anymore; your writs have no power in Thentia. Now, if you're not interested in buying roofing tiles, I suggest you go bother someone else."

The half-orc puts his hand around the hilt of his sword, but the dwarf stops her companion with a gesture toward the large crowd. She says, "You can't hide them forever. We always get our bounty." The half-orc gives a casual flick at the booth to send a few tiles crashing onto the ground. He laughs and the two of them stomp off into the crowd.

Creatures/NPCs

The woman behind the booth is **Edea Valkrana**, owner of the Valkrana Tile Factory. She spends some time cleaning up the broken tiles as the two bounty hunters leave before approaching the adventurers. **If the adventurers go to confront the two bounty hunters and threaten violence**, Edea tries to stop them and deescalate the situation, warning that the Warders would not tolerate a fight here.

Objectives/Goals. Edea is harboring a family of escaped slaves from Melvaunt in tunnels underneath the city. She did not expect bounty hunters to pick up the trail so quickly, so she desperately needs to get the former slaves out of the city without attracting attention. She fears that the bounty hunters would follow her to their quarry if she goes herself, so she wants to discreetly ask the adventurers to guide the family to safety.

What Does She Do? Edea calls the adventurers over to her booth, saying that she needs their help, and tells them to pretend that they are examining the tiles as she talks to them. She says that she has been watching them while they were wandering the fair, and she was impressed by their antics. She asks if they care about the liberation of the oppressed people of the Moonsea. If so, she has a job for them, and the lives and freedom of an entire family are on the line. Being a successful factory owner, she is also prepared to pay handsomely for their services.

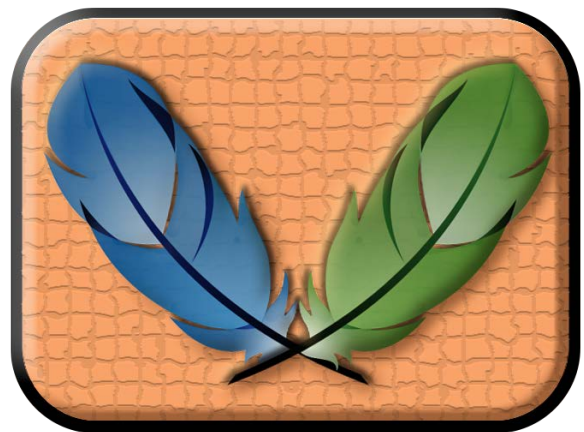
Every once in a while, during the conversation, she loudly talks about the tiles that her factory produces and what great roofs they make so that onlookers think she is just making a sales pitch.

What Is the Job? If the adventurers are willing to help, Edea tells them that she is hiding the Welber family in tunnels underneath Thentia. The Welbers are a group of gnomes who escaped slavery in Melvaunt. Edea just learned that those bounty hunters are hot on the family's trail, and she can't go help them herself since she is likely being watched. Thentia outlaws slavery, but the city government won't interfere with slave bounties from Melvaunt for fear of antagonizing the neighboring city. Hence, it is useless to ask the authorities for help.

Edea wants the adventurers to go into the tunnels using a secret entrance in the nearby House of the Moon, find the Welber family, and lead them through the tunnels out of another entrance at the Valkrana Tile Factory. Her employees at the factory would be able to guide the family onto a ship heading out of the city once they arrive.

Edea can point out the House of the Moon (it is an impressive temple looming over all of Heroes' Square) and tells them of the secret entrance in the back stairs of the temple. She gives directions from there to the saferoom where the Welbers are hiding and general directions to get to the tile factory, but she warns that the tunnels can be confusing and difficult to navigate.

She also gives each of the adventurers a small clay tile carved with the symbol of a pair of crossed feathers, telling them to show the family this symbol as proof that they are here to help. She doesn't tell them this yet, but this is the emblem of the Moonsea Liberation Society.



Scene C. Under the Moon

Once the adventurers are ready, they can head into the House of the Moon on the edge of the fair. This temple to Selûne is very crowded now, so they can blend into the crowd and get to the back stairs without attracting attention. Edea's instructions allow them to go into the secret tunnels from there.

Area Information

Thentia's underground has the following features:

Dimensions and Terrain. The tunnels are rough cut and are usually 10 feet wide and 8 feet tall. There are many tunnels branching in all sorts of directions, making navigation very confusing.

Lighting. The tunnels are completely dark.

Saferoom

With Edea's directions, it is easy enough to find the saferoom only a few intersections away from where they entered the tunnels. Behind the secret sliding door is a small room with some furniture and a few barrels of stored food and water.

Creatures/NPCs

Inside the room is the gnomish **Welber** family, consisting of **Orla** (mother), **Dimble** (father), **Wrenn** (son), and **Yebe** (daughter). The children are quite young for gnomes at only 9 and 7 years of age respectively, and they are easily frightened by strangers. The parents also distrust anyone they don't know for fear that they are bounty hunters. The adventurers can convince the family to trust them with a DC 10 Charisma (Persuasion) check, or by showing their clay tiles with the feather emblem.

The Welbers will follow the adventurers, staying back at a safe distance. The two parents occasionally carry their children when the kids get tired. Though they are nervous, the family knows to stay quiet as they travel to minimize risk of detection.

To the Factory

The trip from the saferoom to the Valkrana Tile Factory is much longer, and hence much more difficult to navigate. **Have the adventurers make a group DC 10 Wisdom (Survival) check.**

- **If half or more of the adventurers succeed on the check**, they successfully follow Edea's general directions and reach the exit to the factory after half an hour of travel.
- **If fewer than half of the adventurers succeed on the check**, they get lost within the tunnels a few times, delaying them so that it takes an hour and a half to get to the exit at the factory. This gives the bounty hunters enough time to listen and prepare for the adventurers' arrival. They have advantage on initiative checks if combat happens in **Scene D**.



Scene D. Wings of Freedom

The tunnel exits through a trapdoor into a warehouse next to the Valkrana Tile Factory. Use **Warehouse Map** if you want to use a map for this encounter.

Area Information

The warehouse has the following features:

Dimensions and Terrain. The warehouse is fairly large, with numerous crates full of roofing tiles arranged neatly in rows. The roof is 20 feet high, while the crates are stacked up to 10 feet high.

Lighting. The warehouse is dimly lit by sunlight filtering through windows near the ceiling.

Creatures/NPCs

After the adventurers and the Welbers climb up, Hurk the half-orc **scout** and Morana Bloodfist the dwarven **spy** step out of hiding.

As they step out of hiding, the dwarf smiles at her companion and says, "I told you she would send them this way, Hurk. Give them a little panic and the quarry acts exactly as the hunter expects."

The half-orc laughs and then gestures to the Welber family. "Hand over the livestock and nobody gets hurt!"

The adventurers can try to negotiate with the bounty hunters (see **Playing the Pillars** below). If negotiations break down, the bounty hunters attack.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Morana is a **scout** instead of a **spy**.
- **Weak:** Morana has 18 HP.
- **Strong:** Hurk is a **swashbuckler** instead of a **scout**.
- **Very Strong:** Hurk is a **swashbuckler** instead of a **scout**. Add a **scout** who is working for them.

🦋 **Experienced Players:** Add a **scout** who is working for them.

Outcome

- **If the bounty hunters defeat the adventurers,** they stabilize any dying adventurer and take the Welbers into custody. When the adventurers eventually wake up, they realize the bounty hunters and the Welber family are long gone.
- **If the adventurers successfully intimidate or bribe the bounty hunters,** the bounty hunters leave peacefully, allowing the adventurers to deliver the Welber family safely to the liberators at the Valkrana Tile Factory.
- **If the adventurers defeat the bounty hunters,** they can deliver the Welber family safely to the liberators at the Valkrana Tile Factory. If any of the bounty hunters are captured alive, the adventurers can turn them over to the city guards, who will banish them from the city for initiating hostilities.

Safe and Free

If the adventurers successfully lead the Welbers to safety, the family will escape Thentia by ship to find a new life elsewhere in the Moonsea. The factory workers invite the characters to stay at the factory until nightfall when Edea Valkrana returns.

When Edea arrives, she thanks the adventurers for helping the Welbers and tells them of the Moonsea Liberation Society – a secret organization dedicated to ending slavery around the Moonsea. Their symbol is the twin feathers. Edea offers to sponsor their memberships into the society if they are willing to dedicate themselves to the same ideal of freedom for all.

Treasure & Rewards

Edea Valkrana pays the characters for their services.

In addition, any adventurer who wants to join the Moonsea Liberation Society gains the **Moonsea Liberator** story award.

Playing the Pillars

COMBAT

The bounty hunters don't want to get in trouble with Thentian law enforcement by murdering adventurers unless it is unavoidable.

They always knock unconscious instead of killing when using melee attacks, and they will stabilize dying adventurers after combat.

EXPLORATION

Careful parties might notice the ambush before they climb up. If so, they can try to surprise the bounty hunters or find another exit. Call for ability checks as needed (DC 13) and improvise a resolution that rewards clever thinking. If the players manage to circumvent the fight, great!

SOCIAL

The bounty hunters are selfish and amoral. They can be scared off with the right threat and a DC 16 Charisma (Intimidation) check or bribed with 50 gp. Reward good roleplaying and allow for a smaller bribe combined with a lower Charisma check. **They surrender if they are losing badly.**

Episode 3: Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

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

Story Award(s)

If earned during the adventure, the characters can gain the following story awards, which are described in **Episode 3: Story Award**:

- Moonsea Liberator

Dungeon Master Rewards

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

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

You may be able to exchange this reward for other benefits. See the Adventurers League DM Rewards document for more information.

Episode 3: NPC Summary

The following NPCs feature prominently in this episode.

- **Edea Valkrana (eh DAY ah valk RA na).** Human businesswoman and owner of the Valkrana Tile Factory. She is a member of the Moonsea Liberation Society, a secret group dedicated to freeing slaves and hiding runaway slaves from around the Moonsea.

Personality: *I judge people by their actions, not by their words.*

Ideal: *We were born free. All of us.*

Bond: *I will do my utmost to protect the people I take into my care.*

Flaw: *My city does not approve of my abolitionist activism. My affiliation must remain secret.*

- **Hurk (HERK).** A half-orc bounty hunter and partner to Morana Bloodfist. He is a simple-minded bully hired by slave masters in Melvaunt to bring back escaped slaves.

Personality: *I enjoy being strong and I like breaking things.*

Ideal: *I just want to get paid without working too hard.*

Bond: *I trust Morana to do the thinking for me.*

Flaw: *I make big threats, but I am afraid of people who dare to stand up to me.*

- **Morana Bloodfist (more AHN na).** A dwarven bounty hunter and partner to Hurk. She is a clever and conniving hunter hired by slave masters in Melvaunt to bring back escaped slaves.

Personality: *I always have a plan.*

Ideal: *The hunter never fails to get her prey.*

Bond: *Hurk is a useful blunt instrument to keep around.*

Flaw: *I have little respect for anyone who can't fend for themselves.*

- **The Welber Family (WELL burr).** A family of gnomes who were formerly slaves in Melvaunt. The family consists of **Orla** (mother), **Dimble** (father), **Wrenn** (son), and **Yebe** (daughter). The parents decided to escape when their master planned to split the family by selling off the children. After they escaped, the Moonsea Liberation Society helped ferry them into Thentia.

Personality: *We are gentle folk with no desire for violence.*

Ideal: *We just want a place to call home.*

Bond: *Our family will stay together no matter what.*

Flaw: *It is hard to trust others when anyone might be tempted by our bounty.*

Episode 3: Creature Statistics

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Swashbuckler

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

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

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

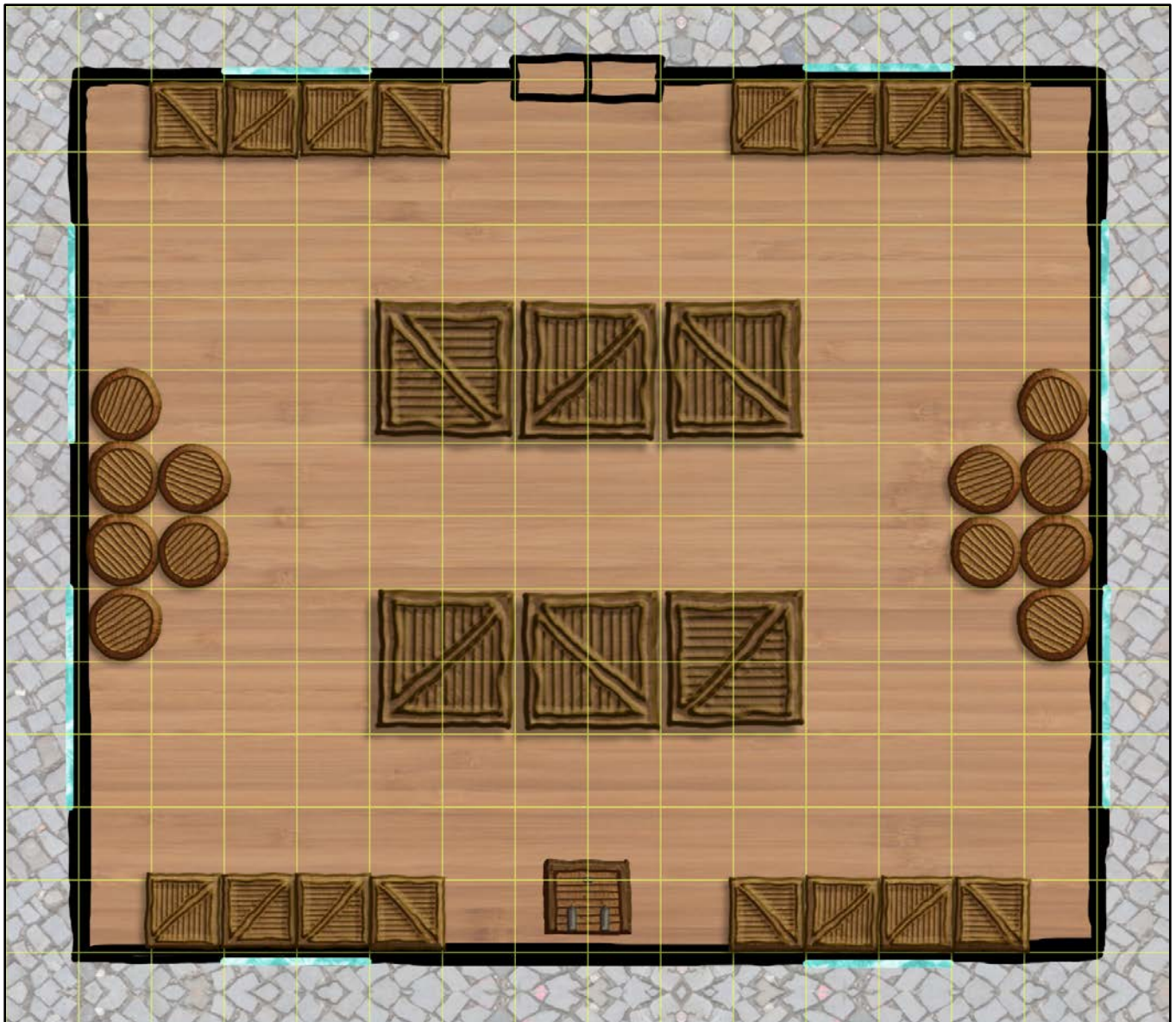
Actions

Multiattack. The swashbuckler makes three attacks: one with its dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Episode 3: Warehouse Map



Come play some Dice Poker!

Enjoy risk-free gambling playing the same game you love, but with dice!

Winner gets a free coupon for a prize at Mad Melyrk's Booth.

Rankings (High to Low):

- Five-of-a-Kind
- Four-of-a-Kind
- Full House (Triple + Pair)
- Straight (Five-in-a-Row)
- Three-of-a-Kind
- Two Pairs
- One Pair
- Bust!

Highest die among matches wins ties.

Sponsored by

Rothe & Lance tavern

Have you tried The Building Game?

Show off your design skills by taking our polyhedral blocks and building the highest tower you can in 30 seconds!

Winner gets a free coupon for a prize at Mad Melyrk's Booth.

Sponsored by Applebottom Artificery

Are you clever enough for Insult Sword Fighting?

Craft the deadliest insults to verbally eviscerate your opponent over three rounds of dueling. The audience gets to judge the winner. This is a battle of words, so violence leads to forfeit!

Winner gets a free coupon for a prize at Mad Melyrk's Booth.

Sponsored by Temple of Tempus

Mad Melyrk's Wondrous Booth

Here is a small selection of unique trinkets from my shop. Every trinket can be bought for 5 gp or for free with a prize coupon.

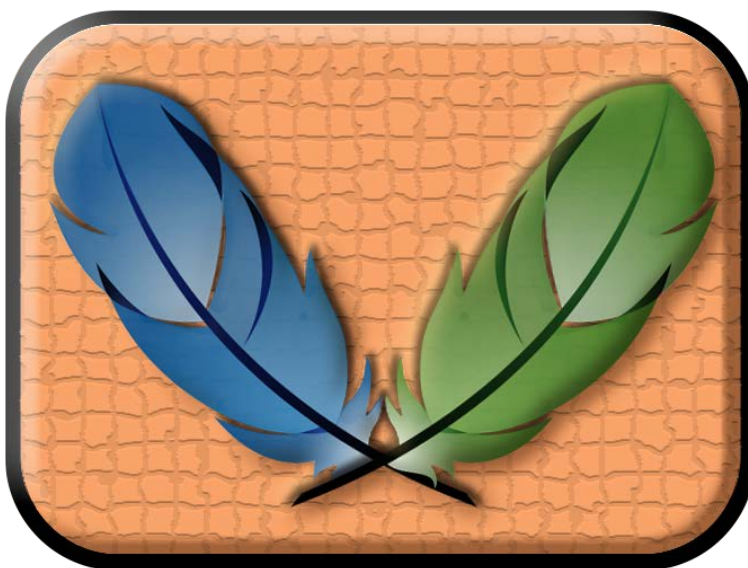
- A scroll that erases its writing when rolled up.
- A 30-minute hourglass that runs upside down.
- A small sundial that can be strapped on a wrist.
- A map of Thentia which shows where you are on it.
- An endless vial of lavender-scented perfume.
- A utensil which can switch between fork, spoon, or knife.
- A resizable tunic which says "Magic and Gold Festival."

Episode 3: Story Award

Adventurers may earn the following story award during the adventure.

Moonsea Liberator

You helped lead the Welbers, a family of escaped slaves from Melvaunt, to safety out of Thentia. Because of your good deed, Edea Valkrana has welcomed you into the Moonsea Liberation Society and given you a small clay tile carved with the symbol of a pair of crossed feathers. Any slave or abolitionist who sees this symbol recognizes you as an ally.



Episode 4: Live Long and Prosper

Estimated Duration: 60 minutes

The adventurers have come to the alchemy panel at the Spiraling Tower to sate their intellectual curiosity.

Completing the Episode

To complete **Episode 4**, the adventurers must successfully deduce the fact that Prof. Pyrax murdered Dr. Dalathon.

Scene A. The Spiraling Tower

Near the center of Thentia sits the Spiraling Tower – the meeting place of Thentia’s government, the Council of Mages. This evening, the tower will host a panel featuring arcane luminaries from around the Moonsea joining to discuss a recent breakthrough in the field of alchemy.

Among the panelists will be Dr. Dalathon and Prof. Pyrax, the two researchers who discovered that very breakthrough. They will be unveiling the results of their research for the first time at the panel.

The panel takes place in the council chamber on the bottom floor of the Spiraling Tower. A few dozen academics, alchemists, mages, and adventurers are gathered in the chamber awaiting the start of the panel. On one side of the room is an opulent shrine to Azuth, god of wizardry.

Everybody who enters the tower receives a list of the four panelists and their credentials as they arrive, so show the players **The Alchemy Panel (Player Handout)**.

Area Information

The Spiraling Tower has the following features:

Dimensions & Terrain. The tower is bigger on the inside, allowing the rooms to be comfortably large. The circular council room has a diameter of 50 feet.

Lighting. Arcane globes float about, providing bright light throughout the tower.

Creatures/NPCs

Abert Frostbeard is the nervous dwarf who is hosting the event and managing the panel. He stands by the door collecting tickets and payment from newcomers while glancing at the stage and the spiraling staircase. The adventurers are the last group to enter the tower, so as they enter the council chamber, Abert asks them for a favor.

What Does He Want? The panel will be starting imminently, so Abert needs to head on stage and get ready to moderate. Unfortunately, while three of the four panelists are already here, the fourth guest, Dr. Dalathon, hasn’t come down from her room yet. Abert wants someone to go up and tell Dr. Dalathon that the panel is starting. If the adventurers are willing to perform this small service, Abert can let them into the panel without purchasing tickets.

If the adventurers agree, they can head up the spiraling staircase on the outer edge of the meeting chamber. The panelists are staying in guest rooms on the third floor of the Spiraling Tower, just above the library level. Dr. Dalathon’s room is the last guest room at the end of the hall.

What Really Happened Here

This morning, Dr. Dalathon and Prof. Pyrax went out into the city to enjoy the festival for a few hours. While they were out, they met Master Murnig and had a heated argument in public about their research.

Three hours ago, Dapper the imp snuck into her room to look for food. She spent some time digging through Dr. Dalathon’s belongings and nibbling at various objects.

Lady Longcastle noticed the door was ajar and decided to come in. She and Dr. Dalathon were secretly in love. When Dapper heard her arrival, Dapper turned invisible and hid herself in Dr. Dalathon’s alchemy chest. Lady Longcastle was surprised to find the room empty, so she left a love note hidden on the table and tidied up a bit (closing the chest in the process). Dapper couldn’t open the chest from the inside, so she ate some of the reagents in the chest and fell asleep.

One hour ago, Dr. Dalathon and Prof. Pyrax came back to her room to discuss how they wanted to present their findings on the *potion of longevity* research. Dr. Dalathon was surprised to find that someone moved her belongings, and she immediately suspected her rival, Master Murnig (Dapper and Lady Longcastle were the real culprits). She and Prof. Pyrax began to sort and reorganize her notes.

While cleaning up, Prof. Pyrax discovered Lady Longcastle’s letter and read it. He learned that Dr. Dalathon was planning to give their first sample potion to Lady Longcastle to help her regain her youth and beauty. Creating that first sample took months of painstaking effort, so he feared that losing it would set their research back immensely. His family was in debt, so he was desperate for their research to pay off soon.

Prof. Pyrax confronted Dr. Dalathon about the letter. When she reluctantly admitted her plan to give the sample to Lady Longcastle, Pyrax was overcome by rage and panic. He breathed acid over Dr. Dalathon, accidentally killing her. In horror at what he had done, Prof. Pyrax took the potion sample and then immediately left the room, pretending that he was never there. During that whole confrontation, Dapper remained in the chest, asleep.

Scene B. Scene of the Crime

Dr. Dalathon's room is quiet and knocking gets no reply. A character with a passive Perception of 13 or higher notices a sharp acidic smell coming through the door. The door is not locked. If someone opens it, they see a grisly scene inside:

Lying next to the bed is the body of a sun elf who is undoubtedly Dr. Dalathon. Her head is mostly melted by acid, and she is obviously dead. A flurry of notes and papers are scattered on the desk and on the floor next to her body.

If the adventurers go back to Abert to report the murder, proceed to **Scene D**. Otherwise, they can study the scene of the crime and look for clues.

Looking for Clues

The adventurers can look into the following:

- **Dr. Dalathon's Body:** Dr. Dalathon lies dead with most of her head melted by acid.
 - **A DC 13 Wisdom (Medicine) check** reveals that she died about an hour ago. Since the body is lacking most of its head, a *raise dead* spell is not sufficient to return her to life. It is highly unlikely that anyone has both the means and the inclination to pay for an expensive *resurrection* spell for her.
 - **A DC 10 Intelligence (Arcana) check** reveals that acid attacks can be caused by spells, monsters, and alchemical concoctions.
 - **A DC 15 Wisdom (Perception) check** allows a character to notice that there are acid burn marks on the wall near the ceiling 10 feet away from Dr. Dalathon's body. That suggests the acid was shot in a line.
 - **A DC 12 Intelligence (Investigation) check** reveals a crumpled letter lying on the ground a few feet away from the body. It smells faintly of lavender. If they uncrumple it, show the players **Love Letter (Player Handout)**.
- **The Desk:** The desk top is a haphazard mess.
 - Resting on the desk is a bottle of sugared dew water that hasn't been drank yet. It's a popular festival drink gathered from mountaintops likely purchased earlier today.
 - There is a potion stand on the desk which can fit a large potion bottle. The stand is vacant.
 - **Dr. Dalathon's worn spellbook** sits on the desk with small teeth marks on the corners, like some animal was nibbling at it.

- **The Notes:** There are scrolls and notes scattered all over the desk and on the floor next to Dr. Dalathon's body.
 - **A DC 10 Intelligence (Arcana) check** lets a character figure out that these are research notes related to alchemy experiments.
 - **A DC 10 Intelligence (Investigation) check** makes it clear that these notes were written by two different people working together. Many of them also show signs of recent chew marks from some kind of small animal.
- **The Bronze Chest:** There is a large bronze chest resting next to the desk.
 - **A DC 12 Wisdom (Perception) check** notices that there are odd smells coming from the chest, like dried ingredients.
 - The chest is latched shut but not locked. If someone opens the chest, proceed to **Scene C**.

Treasure

The adventurers can take Dr. Dalathon's spellbook from the desk. Its contents can be found in **Episode 4: Spellbook**.

Tips for Running Mystery Adventures

Mystery adventures can be a nice change of pace, but they might become frustrating if the party gets stuck or if the pacing breaks down. Here are some tips for keeping the adventure fun:

- Make sure you understand the characters and background events behind the mystery so that you can answer questions and improvise clues on the fly if the adventurers do something unexpected.
- If the players get stuck, let them make Intelligence or Wisdom (Insight) checks to figure out ideas or put clues together. Alternatively, you can make certain clues easier to find so that they can get back on the right track.
- Even if the players figure out the culprit right away, they still need to gather evidence so that the authorities are satisfied with their conclusions. Just pointing out the murderer without sufficient evidence isn't enough to make sure the murderer pays for their crime.
- Use NPCs as a resource to help the party and point them down the right path if things slow down. In this adventure, Abert can ask Socratic questions and point out areas they haven't looked at yet, while Dapper can appear out of invisibility when needed to poke things or nibble at clues.
- If the party is stuck at a decision point, don't let debate go on forever. Call for a vote, and then force them to commit to what the party decides. The most important thing is to keep moving forward and not get bogged down.

Scene C. A Dapper Witness

When you open the bronze chest, you see inside a messy trunk full of spilled and half-eaten alchemical reagents. Lying in the middle of that mess is a small three-eyed imp rubbing sleep from her eyes. She blinks in surprise, and then leaps out into the air looking around. She says in a cheerful voice, “Thanks for letting me out! I thought I’d be trapped in there forever. Woah! What happened to that elf?”

Creatures/NPCs

Dapper the imp starts flying about the room looking for food (she has a very expansive definition of food). She is talkative and willing to answer questions honestly, especially in exchange for new things to eat. If anyone tries to hurt her, she immediately turns invisible and tries to fly off.

Where Did She Come From? Dapper was sent from the future because her former familiar, a powerful archmage, turned evil and caused a lot of harm for some reason. Her memory of him is hazy, but she remembers that she is supposed to find some powerful mages from this timeline to help them stop that future threat. But so far, she hasn’t found many strong mages, and the ones she did approach always tried to kill or banish her for some reason. They especially didn’t like it when she tasted their spellbooks.

Why Was She in the Chest? She was looking for mages in the Spiraling Tower when she happened upon this room that was full of strange and delicious smells. She was enjoying the different tastes in the room when a human woman dressed in a fancy gown came into the room. Based on Dapper’s description, this is clearly Lady Longcastle. Dapper hid inside the chest for fear of someone trying to kill her again, but the woman didn’t notice her and simply wrote down a letter, left it on the desk somewhere, and closed the chest. Dapper couldn’t open the chest from the inside, so she eventually went to sleep and woke up now.

What Does She Know About the Murder? If the adventurers didn’t find the crumpled letter when they searched around Dr. Dalathon’s body, Dapper can pinpoint the lavender scent on the floor and show them the letter that Lady Longcastle left. In that case, show the players **Love Letter (Player Handout)**.

Dapper also remembers the room from a few hours ago, and it looked different. There were a lot more papers on the desk, not scattered on the floor. The love letter was left on the desk and wasn’t

crumpled. The sugared dew water wasn’t in the room (or else Dapper would have given it a taste). And there was a large golden potion bottle in the potion stand which isn’t there anymore.

Otherwise, Dapper doesn’t know much about the murder, since she slept through all of it. The body definitely wasn’t there when she went to sleep.

Treasure & Rewards

If the adventurers didn’t try to harm Dapper, she takes a liking to them. Since Dapper has broken her bond with the evil archmage, she is willing to take on a new familiar. Any warlock in the party gets the **A Dapper Familiar** story award.

Next Step

Once the conversation is over, Dapper turns invisible and flies off. She might hang around following the adventurers invisibly if she likes them enough.

If the adventurers go back to Abert to report the murder, proceed to **Scene D**.

If they enter any of the other guest rooms on this floor, proceed to **Scene E**.

Scene D. Murder She Wrote

When the adventurers head back down to the meeting chamber, they see that Abert and the three panelists are talking about general alchemy topics. When he notices the adventurers, he immediately excuses himself to talk privately at the staircase.

When Abert learns about Dr. Dalathon’s murder, he is shocked and appalled. He goes upstairs to look at the body to confirm for himself, and then panics for a bit before figuring out what to do.

Whodunit?

A murder like this would fall in the domain of the Warders (Thentia’s police), but with the Magic and Gold Festival already straining city resources, Abert knows that it is unlikely that they would be able to finish an investigation for at least a few days.

Unfortunately, since Dr. Dalathon was killed in her room and nobody has been up in the guest rooms today except for the three other panelists, it is very likely that one of them is the culprit. All three of them traveled to Thentia for this panel, so they will likely leave for their home cities within a day or two at most. If the murderer is to be brought to justice, they can’t wait for the Warders; they must figure out who killed Dr. Dalathon before the night is out. Abert pleads with the adventurers and offers to hire them as investigators. They must solve this mystery tonight if they want to catch the murderer.

If they agree, Abert will go back to the council chamber and disperse the crowd. He suggests the adventurers investigate the scene of the crime carefully if they haven't done so already, and he gives them permission to enter the other guest rooms and search the panelists' belongings. He tells them to come back down to the council chamber once they are done searching the rooms.

If the adventurers go back to the scene of the crime, return to **Scene B**. If they go to search the other guest rooms, proceed to **Scene E**.

Scene E. Room Service

There are three other guest rooms on the third floor of the Spiraling Tower, all lined up in one hallway.

Prof. Pyrax's Room

Prof. Pyrax's guest room is right next to Dr. Dalathon's room, though the walls are thick enough to muffle all sounds between them. The room has a bed with a bag of clothing on it. There is also a chest full of potions, alchemy components, and notes about Prof. Pyrax and Dr. Dalathon's research project. Unlike in Dr. Dalathon's room, Prof. Pyrax's notes are neatly stored and have not been taken out of the chest.

If the adventurers look for a golden potion, none of the potions in the chest seem to match.

If someone **searches the bag of clothing**, they can **make a DC 13 Wisdom (Perception) check** to notice an odd and unpleasant smell coming from a perfume bottle in the bag. Inside the perfume bottle is a golden liquid. Prof. Pyrax hid the contents of the sample potion inside this perfume bottle. **A DC 13 Intelligence (Arcana) check recognizes the liquid** as an alchemical concoction.

Master Murnig's Room

Master Murnig's room is human-sized, but the furniture inside is made for gnomes and halflings. He has a bag of clothing and personal belongings on the small bed, and a thick stack of notes on the desk.

Anyone reading the notes can make a DC 10 Intelligence (Investigation) check to skim their contents and figure out their purpose. On a success, the character realizes that these papers track Dr. Dalathon's research and work over the course of decades, with documents detailing every flaw in her record, every mistake she made, and every potential way to discredit her. The most recent entry ponders how Murnig wasn't able to discover the recipe for *potions of longevity* even after years of research, so Dr. Dalathon's latest discovery must be a lie.

Lady Longcastle's Room

Lady Longcastle has the biggest suite in the tower filled with grandiose furniture. Her clothes and belongings are neatly placed in the drawer, and magical *unseen servants* tend to chores around the room, washing clothes and dusting furniture. They do not interfere with the adventurers.

A thorough search of the room discovers only that Lady Longcastle keeps a lot of makeup and perfume bottles, many of which are lavender-scented.

Scene F. Everyone Is a Suspect

Once the adventurers are done searching the guest rooms, they can go back down to the council chamber to find Abert, Lady Longcastle, Master Murnig, and Prof. Pyrax sitting down here waiting for them. Abert tells the party that he has told the panelists what happened, and they all agreed to be interviewed about Dr. Dalathon's murder.

There is a small private meeting room behind the stage. Abert suggests that the adventurers **interview each of the panelists individually** and then try to come to a conclusion.

Lady Longcastle

Lady Longcastle tries to maintain a stoic demeanor, pretending not to know Dr. Dalathon well. In truth, she is crestfallen, partially because her lover is dead, but even more so because she will likely never receive the *potion of longevity* that she craves. **After talking for a while**, the adventurers can realize her priorities with a DC 13 Wisdom (Insight) check.

At the Time of the Murder, Lady Longcastle was in her room taking a bath.

The Secret Relationship. If the adventurers present the love letter to Lady Longcastle as evidence of her relationship with Dr. Dalathon, she relents and tells the entire truth, asking only that they keep her relationship a secret.

What Did She Do Today? Lady Longcastle arrived in Thentia this afternoon, the last of the three. When she arrived, she wanted to see Dalathon as soon as possible, but Dalathon had gone out to the festival. Longcastle found Dalathon's door ajar and walked in, but the room was empty, so she wrote a letter and left it on the desk, then went back to her room.

The Potion of Longevity. When Dr. Dalathon came close to completing a sample of the potion, she promised Lady Longcastle that she would give her a vial as soon as it was in working order. Dalathon contacted Longcastle again a tenday ago, saying that she will have a working sample at the festival. Prof. Pyrax did not know of this arrangement.

Master Murnig

Master Murnig has a conflicted look on his face, as he is simultaneously relieved that his rival is gone, but also disappointed that he never got a chance to humiliate her on the panel. A DC 10 Wisdom (Insight) check is enough to discern his barely-hidden contempt for Dr. Dalathon.

At the Time of the Murder, Master Murnig was in his room reading notes and preparing for the panel.

What Did He Do Today? Master Murnig spent most of the day at the festival. He went back to his room in the afternoon to look over his notes right before the panel. He did see Dr. Dalathon out with Prof. Pyrax at the food court during lunch.

The Public Confrontation. If the adventurers ask about Dr. Dalathon at the food court, Murnig giddily explains that he happened upon Dalathon and Pyrax at lunch and went to talk. The conversation quickly turned to their research into brewing *potions of longevity*, which Murnig knows is impossible due to his previous failed attempt at it. According to Murnig's retelling, he destroyed Dr. Dalathon with facts and logic over the course of the argument.

The Opposition Portfolio. If the adventurers bring up his stack of notes criticizing Dr. Dalathon, Murnig proudly talks about the years he spent compiling all of Dr. Dalathon's mistakes and transgressions. He has feuded with her for many years, and he no longer even remembers how the rivalry started. He simply has an irrational desire to try to prove himself academically superior to her. He speculates that she may have accidentally caused her own death with a failed experiment.

Prof. Pyrax

Prof. Pyrax is an emotional wreck, though he tries to disguise his feelings of guilt as mourning. His eyes are permanently downcast, and he talks in a lifeless voice. He tries to answer questions truthfully but lying just enough to hide evidence of his guilt.

If confronted with a contradiction or with evidence of his guilt, he gets flustered and tries to come up with a new, likely even less believable lie. He is also quick to point fingers at Master Murnig, claiming (truthfully) that Murnig has always hated Dr. Dalathon.

Prof. Pyrax is a copper dragonborn, and a DC 10 Intelligence (Nature) check lets a character know that copper dragonborn can breathe acid in a line. Dragonborn characters know this automatically.

At the Time of the Murder, Prof. Pyrax was in his room looking over notes and preparing for the panel. (This is a lie. Pyrax's notes in his room have not been taken out of the chest.)

What Did He Do Today? He and Dr. Dalathon went out to see the festival this morning. At lunch, they were accosted by Master Murnig, who kept arguing with Dr. Dalathon until they ended up causing a public spectacle. They decided to return to their rooms after that. He hasn't seen her since. (This is a lie. He went with Dalathon to her room first.)

The Potion Sample. If asked, Prof. Pyrax pretends not to know where the *potion of longevity* sample went, saying that Dr. Dalathon kept it with her. If the adventurers mention the hidden potion in the perfume bottle in his room, he lies and says that perfume liquid was from a different experiment.

Secret Relationship. If the adventurers ask about Lady Longcastle or Dalathon's relationship, Pyrax pretends to know nothing, saying that Dr. Dalathon was married to her work. A DC 13 Wisdom (Insight) check detects that Pyrax knows more about this than he lets on, and he seems to show some restrained hostility at any mention of Lady Longcastle.

Scene G. Pointing Fingers

Once all the interviews are done, the time has come to figure out who the murderer is. Abert and the three suspects are all gathered in the council chamber awaiting the results of the investigation.

Let the adventurers discuss the case among themselves before making an accusation. Once they accuse someone, have them explain their evidence and reasoning. Extra credit if they first talk about the two suspects who are innocent of the crime before finally talking about the real murderer.

The adventurers need to come up with **at least two solid pieces of evidence** pointing to the murderer, and they should try to explain **how the murder was committed** and **the motive behind it**.

If the adventurers accuse the wrong person (not Prof. Pyrax) or have insufficient evidence backing up their claim, Abert is unable to act upon their flimsy evidence and the murderer walks free.

If the adventurers accuse Prof. Pyrax and lays out at least two solid pieces of evidence, he breaks down in tears and admits his guilt. He claims that he killed Dr. Dalathon by accident after he confronted her about her intent to give the sample away and ruin his only chance of getting out of debt. Abert calls for the Warders to lead him away.

Abert thanks the adventurers for their success in discovering Dr. Dalathon's killer. He collects the *potion of longevity* sample away as evidence.

Treasure

Abert pays the adventurers and allows them to keep Dr. Dalathon's spellbook if they want it.

Episode 4: Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

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

Gold

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

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

Spellbook(s)

If found during the adventure, the characters can keep the following spellbooks; these spellbooks are described in **Episode 4: Spellbook**:

- Dr. Dalathon's Spellbook

Story Award(s)

If earned during the adventure, the characters can gain the following story awards, which are described in **Episode 4: Story Award**:

- A Dapper Familiar

Dungeon Master Rewards

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

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

You may be able to exchange this reward for other benefits. See the Adventurers League DM Rewards document for more information.

Episode 4: NPC Summary

The following NPCs feature prominently in this episode.

- **Abert Frostbeard (AB bert).** A dwarven manager who works for the Council of Mages. He is tasked with managing and moderating the alchemy panel at the Spiraling Tower.

Personality: *I delegate and procrastinate so I can put out the least possible amount of effort.*

Ideal: *I wish everything would always go according to plan and nothing ever goes wrong.*

Bond: *I have messed up my job too many times recently. The alchemy panel must go well!*

Flaw: *I have a hard time adjusting to the unexpected.*

- **Dapper.** A cheerful, three-eyed imp who escaped from the future. She was once the familiar of an evil archmage from a future timeline who brought much harm to Thentia. Time travel left her memories of him hazy at best. She came to the Spiraling Tower to look for a powerful wizard to warn about that future evil, but instead she found herself at the scene of Dr. Dalathon's murder.

Personality: *I love to eat and I try to lick everything at least once to see how it tastes.*

Ideal: *I just want a nice warlock to be my new familiar and take care of me.*

Bond: *My former master was an evil jerk who refused to obey my orders and feed me what I want.*

Flaw: *I am egotistical and self-aggrandizing.*

- **Doctor Dalathon (DAL la thon).** A sun elf transmuter from Elventree who was scheduled to speak at the alchemy panel. She was working with her research partner Prof. Pyrax to find a way to brew *potions of longevity*. They succeeded in brewing a sample, but Dr. Dalathon was planning to steal the sample to give to her secret lover Lady Longcastle.

Personality: *I try to keep my research neat and organized.*

Ideal: *I would do anything for my lover's sake.*

Bond: *I am secretly in love with Lady Longcastle.*

Flaw: *I take my partner Prof. Pyrax for granted.*

- **Lady Longcastle.** A human noble from Hillsfar with an interest in alchemical matters. She was scheduled to speak at the alchemy panel. She is also in a secret relationship with Dr. Dalathon, and has no idea that Prof. Pyrax murdered her.

Personality: *I get bitter if I am not the center of attention.*

Ideal: *I hope that alchemy is the key that will allow me to remain young and beautiful forever.*

Bond: *If word gets out that I love a lowborn elf, my reputation would be ruined!*

Flaw: *I consider everything through the lens of how it affects me.*

- **Master Murnig (MURR nig).** A gnome alchemist from Hulburg who was scheduled to speak at the alchemy panel. His prior research into brewing *potions of longevity* was a total failure, so he refuses to believe that Dr. Dalathon and Prof. Pyrax's research was successful and he intends to harshly criticize their research during the panel.

Personality: *I like to ramble on about my accomplishments and Dr. Dalathon's foibles.*

Ideal: *They laughed at me at the academy, but I'll show them all!*

Bond: *I have a deeply personal academic rivalry with Dr. Dalathon.*

Flaw: *I treat others like my inferiors and subordinates.*

- **Professor Pyrax (pie RACKS).** A copper dragonborn illusionist from Elventree who was scheduled to speak at the alchemy panel. He is Dr. Dalathon's research partner. Together, they discovered a method to create *potions of longevity* and brewed up a sample. However, when he learned that Dr. Dalathon was planning to steal the sample for her secret lover, Prof. Pyrax murdered her and stole the sample for himself.

Personality: *I use reasoned words and an amiable attitude to hide my evil deed.*

Ideal: *Knowledge is a pathway to gold and glory.*

Bond: *My family is in so much debt. I must find a way to pay it off.*

Flaw: *I am prone to panicked overreactions when nervous.*

Episode 4: Creature Statistics

Dapper (Imp)

Tiny fiend (devil, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapeshifter. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back to its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful save.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Professor Pyrax (Illusionist)

Medium humanoid (any race), any alignment

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 10

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). It 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.

Episode 4: The Alchemy Panel (Player Handout)

Dr. Dalathon

Biography: Female sun elf,
age 357

Occupation: Transmuter and
alchemist from Elventree

Description: Dr. Dalathon is a brilliant researcher currently working with Prof. Pyrax to develop a way to brew new potions of longevity. The two have made a recent breakthrough and are here to present their findings.

Master Murnig

Biography: Male rock gnome,
age 294

Occupation: Conjuror and
alchemist from Hulburg

Description: Master Murnig is an expert alchemist who has attempted to develop a recipe for potions of longevity in the past. He has a friendly academic rivalry with Dr. Dalathon which should keep things lively.

Lady Longcastle

Biography: Female human,
age 52

Occupation: Noble from
Hillsfar

Description: Lady Longcastle is an erudite noble with a passionate interest in alchemy. She is known to be a patron of the sciences, and her sponsorship of this event is much appreciated.

Prof. Pyrax

Biography: Male copper
dragonborn, age 47

Occupation: Illusionist and
alchemist from Elventree

Description: Prof. Pyrax is a respected academic who has been all around the Moonsea. He is Dr. Dalathon's research partner on the potion of longevity project, and they are here to present their findings.

Episode 4: Love Letter (Player Handout)

My dearest Dalathon,

It seems you have stepped out into the festival before my arrival. I hope you return soon, for my heart longs so much to see you again. It pains me that we must keep our love secret because of those bigoted, judgmental nobles back in Hillsfar. I care not that you are an elf of low birth, I love you all the same. If only I were born an elf as well, instead of being born human and doomed to age and die after so few years in the Realms.

But perhaps that fate may not befall me yet. In your last letter, you said that your research into the potion of longevity was going very well, and that you finally created a working sample after painstaking research and experimentation. When you made your promise all those months ago, I didn't think you could fulfill it so quickly. Bring the sample with you to my chamber after the panel. I hope that tonight is the night I reclaim my lost youth and beauty, so that our love can burn brighter and longer still.

See you soon,

– Your Love

Episode 4: Story Award

Adventurers may earn the following story award during the adventure.

A Dapper Familiar

Only a character with at least one level in warlock can gain this story award.

You have made friends with Dapper the imp. If you have Pact of the Chain, you can summon Dapper as your imp familiar (no mechanical changes from a normal Pact of the Chain imp familiar). Dapper is a cheerful, three-eyed imp who loves to eat, and she tries to lick everything at least once just to see how it tastes. She is egotistical and self-aggrandizing, and once summoned by a warlock, she insists that she is the master and the warlock is her familiar.



Episode 4: Spellbook

Adventurers may earn the following spellbook during the adventure.

Dr. Dalathon's Spellbook

Something with small teeth has taken bites out of the corners of this worn notebook. The pages inside are filled with alchemical symbols and margin notes. It contains the following spells:

1st level: *catapult**, *longstrider*

2nd level: *alter self*, *darkvision*, *Maximilian's earthen grasp**, *skywrite**

3rd level: *tiny servant**, *water breathing*

4th level: *stone shape*

* Indicates spell from *Xanathar's Guide to Everything*

Appendix 1: Dungeon Master Tips

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

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

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

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

Adjusting This Adventure

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

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

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong