



Clever

A Tale of Crime & Misplaced Optimism



A strange new crime family has been growing and tightening its grips on local businesses. Any who refuse their offers are found dead shortly after, torn apart by claws and teeth. Who is behind this wave of organized crime? A Two-Hour Adventure for Tier 2 Characters. Optimized for APL 7.

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Adventure Primer

"I truly believe that no creature is inherently evil. Even the most fearsome of beasts can become a force for good when they see the world is worth fighting for."

- Aldwyn Amberfield, naïve druid

Background

Slightly over a year ago, an optimistic druid by the name of **ALDWYN AMBERFIELD** tested a theory. He believed that, as intelligence and consciousness are required to make the choice between good and evil, any creature has the capacity for good once granted sentience.

To test this belief, he traveled to Chult and cast *awaken* on a Tyrannosaurus Rex. The dinosaur, going by the name **TYREX**, accompanied Aldwyn on his journeys for the following thirty days. In that time, Aldwyn tried to show Tyrex the beauty of the world, and preached the values of a life dedicated to good.

The spell's charm effect ended shortly after the two arrived in the Moonsea, at which point Tyrex promptly killed and ate Aldwyn.

Alone in an unfamiliar land, Tyrex could only rely on his strength and his above-average intelligence to survive. The city of **HULBURG**, undergoing reconstruction, proved to be a suitable place to set up base. From his new home inside an abandoned building, Tyrex began gathering minions.

Tyrex gathered Dragonborn, Kobolds, and even the occasional Yuan-Ti and Lizardfolk under his command. He created an organized crime family he named the **TYRANT LIZARD GANG**, and set up a smuggling operation between Hulburg and Chult.

With the reconstruction of Hulburg's merchant sector, the city's economy has started to return. With wealth flowing into and through new businesses, the Tyrant Lizards began moving in on smaller shops to begin growing their reach and wealth.

Episodes

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

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Rumors And Murder (Call to Action).** The characters arrive in Hulburg and begin investigating either the death of a local botanist, the rumors of a crime family, or the missing druid.
- **Episode 2: Gangs of Hulburg.** The characters protect a merchant from the Tyrant Lizard Gang. Following instructions one of the gang members held, they intercept a delivery of dinosaurs in an old wizard's tower outside of town.
- **Episode 3: The Tyrant Lizard King.** The characters infiltrate the Tyrant Lizard Gang's headquarters and face off against Tyrex.

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Protect the Haberdashery.** Delay infiltrating the gang's headquarters to protect Harkle, the gnome haberdasher who refused the Tyrant Lizard Gang's offer. This bonus objective is found in **Appendix 9**.
- **Bonus Objective B: Explore the Hideout.** Search the Tyrant Lizard Gang's hideout for members, illicit goods, and incriminating evidence. This bonus objective is found in **Appendix 10**.

Episode Sequence

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

How Will You Play?

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

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order. However, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

“Protect the Haberdashery” can take place after first encountering the Tyrant Lizard Gang, or after intercepting their delivery of raptors from Chult. Either decision will impact certain aspects of Episode 3.

“Explore the Hideout” can take place between Episode 2 and 3, when the characters arrive at the Tyrant Lizard Gang’s Hideout. Episode 3 starts when they arrive in Tyrex’s office, so this bonus objective can be achieved by exploring the hideout on the way to it.

Evil Never Sleeps!

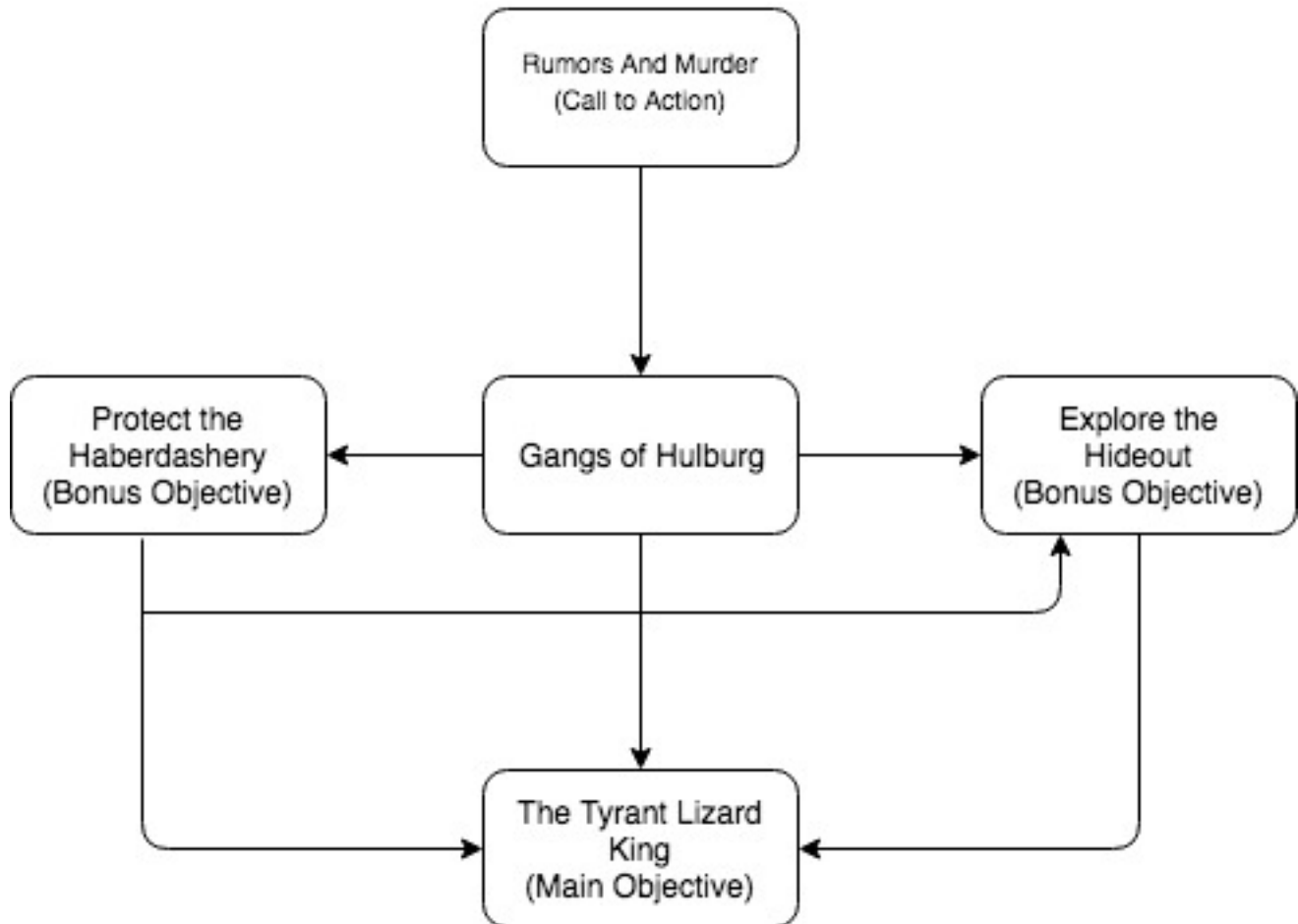
Throughout the adventure, Tyrex is lurking in the Tyrant Lizard Gang’s base. His gang, however, continues their operations. In the evening they pick a merchant to threaten or coerce into paying them for protection. At night a Kobold **Assassin** sneaks into the shop of Harkle, who declined their offer previously, and unleashes a pack of **Velociraptors** from his *portable hole* to murder the haberdasher.

Additionally, the enforcers travel to the ancient wizard’s tower on the outskirts of town, where trained dinosaurs are teleported in from Chult. They then deliver the dinosaurs to Tyrex, adding to his Jurassic kingdom with every delivery.

If the players wait to pursue the Bonus Objective to protect Harkle before pursuing the gang, they will miss the delivery and the dinosaurs will be brought to Tyrex. If they double back to save him after stopping the delivery, Tyrex will have grown suspicious by the time they arrive, and the base will be on high alert.

Episode Flowchart

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



Episode 1: Rumors And Murder (Call to Action)

Estimated Duration: 20 minutes

Scene A. Welcome to Hulburg

Hulburg has been rebuilding quite well in the past few months, in no small part thanks to the accomplishments of adventurers within the city. A Merchant District has recently opened, and businesses are starting to grow throughout it.

The party could have several reasons to visit. For some it may just be a trip to town to gather supplies or investigating rumors of a crime wave. Members of certain factions, however, have been sent on a mission.

Druids or Emerald Enclave members are looking for information on Aldwyn Amberfield, a druid and member of the Enclave who was last seen in Hulburg a little over a year ago. Any information they can find as to the cause of his disappearance would at least bring relief to his family.

Order of the Gauntlet members are investigating rumors of a growing crime syndicate. If it is true, they are to do what they can to help bring it down.

Zhentarim members are investigating a rival organization that's been putting the screws on several merchants that currently pay the Black Network its dues (or did until recently).

Whatever the cause, the adventurers quickly notice that a nearby apothecary has become the scene of a crime. A guard is stationed outside as a body draped in bloodied cloth is removed from the shop.

Area Information

This area features:

Dimensions & Terrain. The streets are 40 feet wide – enough for two carriages to pass by comfortably, with cobblestone roads leading by several shops. Among the buildings are The Sleepy Gryphon Inn, Harkle's Haberdashery, Tom's Smithy, and the General Store.

Lighting. The players should arrive around mid-noon, and the weather is clear. The sun is close to setting, but it still hangs in the sky.

Creatures/NPCs

There is one guard, **Doran**, in front of the apothecary. He's simply keeping watch, and is a little bored, so he doesn't mind engaging the players in conversation. Sneaking past him is also moderately easy, and requires a DC 12 Stealth check. The other guards moving the body can't stay to talk, and are gone by the time the players arrive.

Objectives/Goals. Doran is in a bit of a rut and is tired of just standing in front of buildings all the time. He wanted to be an adventurer, but then he had a daughter and had to get a steady job as a guard. His only goal is to finish his shift without any trouble then go home and see his family. So while he doesn't mind talking to the players, he won't be happy if they try to break in to the crime scene.

What Does He Know? Jovis, who ran the apothecary, was killed last night. Whatever did it was vicious and tore him apart (the official cause of death is "wolf"), but there are no signs of anything entering or exiting the room. Witnesses said he was last seen talking to two gruff-looking Dragonborn, so they're on the lookout for anyone matching that description. (If any of the party members are Dragonborn, the witnesses specified different colored ones.)

Call to Action

- The objective is to discover who or what is behind the murder and bring them to justice.
- Druids & Emerald Enclave members have the additional objective of learning what happened to Aldwyn.
- Zhentarim and Order of the Gauntlet members have the additional objective of investigating the new crime syndicate.

"I've been here before!"

There is a chance that characters in this adventure have previously visited Hulburg and may have some connections. If that is the case, they can call on their contacts to learn some (but not all) of the following rumors:

- "There's been a new gang stirring up trouble around the Merchant District. They say they've been threatening businesses to pay them for 'protection.'"
- "I hear Jovis was recently approached by the gang, but he turned down their offer."
- "Rumor has it the gang is made up mostly of Dragonborn, but I've seen some Kobolds lurking about, and there are whispers of Yuan-Ti in Hulburg too. Even Lizardfolk, if you'd believe it."
- "No one has ever seen their boss's face."
- "Other merchants have been approached recently. They might be able to tell you something."
- "There's been a strange increase in demand for meat. The local butchers can barely keep up."
- "Aldwyn? Haven't seen him in ages. He and Jovis got along."

Episode 2: Gangs of Hulburg (Story Objective A)

Estimated Duration: 80 minutes

Setting Description

The Merchant District is normally busy and bustling, thanks to Hulburg's restoration and slowly growing economy. With the murder, however, the streets are somewhat emptier, although the local businesses continue to run.

Scene A. Beginning the Investigation

The players can begin their investigation either by sneaking into the apothecary through the window or speaking with the other merchants. The proprietors of The Sleepy Gryphon Inn, Harkle's Haberdashery, Tom's Smithy, and the General Store each have information to provide.

Area Information

This area features:

Dimensions & Terrain. The apothecary is a 20x30 room, with a moderately sized garden in the back. The room itself is a mess, with broken bottles and bloodstains covering the floor. Beneath the mess are multiple large claw marks; a DC 15 Wisdom (Survival) or Intelligence (Investigation) check manages to follow a set of tracks around the room until they disappear on the floor underneath the window.

Lighting. The midday light comes in from the windows, making it moderately well lit.

Objectives

Investigate and find clues leading to the Tyrant Lizard's base.

Creatures/NPCs

There are four NPCs the players can speak to in their respective stores:

- **Dothar Armstrong**, the dwarven chef of The Sleepy Gryphon Inn
- **Harkle**, a gnome haberdasher with a hat nearly as tall as he is
- **Tom**, the blacksmith
- **Serenity**, the proprietor of the General Store

Objectives/Goals.

- Dothar dreams of making the finest dwarven pastries and doesn't want the Tyrant Lizard Gang poking its nose around his business.
- Harkle fears for his life after rejecting the Tyrant Lizards and wants the adventurers to stop them. This can lead to the Bonus Objective "Protect the Haberdashery."
- Tom doesn't care and was fine accepting the Tyrant Lizards' offer of "protection."
- Serenity has full faith that the Zhentarim will honor their arrangement and protect her shop.

What Do They Know?

Each one knows that Jovis was approached by the new gang and rejected their offer. Two days later he was found dead. Harkle has already said no and fears he's next. Tom accepted and agreed to pay their dues. Serenity already pays the Zhentarim and rejected the offer too, but she's unafraid. Dothar hasn't been approached yet. None of them have seen Aldwyn in over a year, although he and Jovis were friends.

Playing the Pillars

COMBAT

There is no combat in this scene.

EXPLORATION

Searching the area uncovers a few clues:

- The window is unlocked
- The scratches on the floor disappear near the window
- The bloodstains reveal that Jovis was killed rather brutally
- Anyone searching the garden will find plants not native to Hulburg. A DC 20 Intelligence (Nature) check reveals them as being from Chult.

SOCIAL

Each of the local shopkeepers is more than happy to tell the party what they know (except Tom, he just doesn't care). See each listing under Creatures/NPCs to see what each one knows and wants.

Scene B. Meet the Gang

When the party has finished interviewing as many of the merchants as they'd like, they see one of them approached by the Tyrant Lizard Gang in the alley – two Dragonborn and a Lizardfolk; use the **Gladiator** stat block with the following changes for Dragonborn and Lizardfolk from **Appendix 3**.

The Tyrant Lizard Gang members are attempting to persuade the merchant to start paying them for protection. If they approach Dothar, this is his first time seeing them. If they approach Harkle or Serenity, they ask the merchant reconsider their refusal, just in case some accident befalls them like what happened to Jovis.

When they see the players, the Dragonborn sneer, telling them to back off and stay out of their business. If the players refuse, they try to move them by force.

Area Information

This area features:

Dimensions & Terrain. The alleyway is 10 feet wide, but it stretches 40 feet long to a dead end wall. Occasional piles of rubble create spots of difficult terrain.

Lighting. The sun has started to set behind the buildings, creating dim lighting conditions.

Creatures/NPCs

Aside from the merchant, there are the three Tyrant Lizard Gang members.

Objectives/Goals. The gang members are enforcers. They find merchants not yet paying the gang for protection and “convince” them why it’s necessary. It’s a job and a passion for them, and they’re all very loyal.

What Do They Know? If a gang member is left alive and interrogated, they will divulge what little they know. Aside from the name of the Tyrant Lizard Gang and their job, they have to pick up and deliver a package to the base not long after sunset. The handoff for the delivery is set in an old wizard’s tower outside of town. None of them know anything about their boss, as no one has seen his face.

If none of them are left alive, the players will find a note telling them the time and place of the delivery. Either way, this leads to Scene C.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the Lizardfolk and one Dragonborn **Gladiator**
- **Weak:** Remove the Lizardfolk **Gladiator**
- **Strong:** Add one Dragonborn **Gladiator**
- **Very Strong:** Add two Lizardfolk **Gladiators**.

Playing the Pillars

COMBAT

The alley is narrow, so the two Dragonborn start off with their breath weapons before attempting to gang up on the toughest-looking foe. The Lizardfolk just attacks whoever’s closest.

EXPLORATION

There’s not much to explore in the alleyway, aside from a rather large waste bin. There’s nothing of value in it.

SOCIAL

The gang members aren’t in a mood to talk, aside from telling the party off, although they might let slip the gang’s name. If one is left alive, he can be convinced to tell the party what he knows.

Scene C. Special Delivery

The instructions from the Tyrant Lizard thugs leads the party to an old wizard's tower a good distance away from Hulburg. There's an empty carriage outside, which will be important on the way out. The sun has just about finished setting by the time they arrive.

The tower is run-down and devoid of any valuables. At the top floor, a permanent *teleportation circle* remains on the floor. Shortly after the players arrive, a Yuan-Ti **Mage** and Kobold **Druid** teleport in via the circle, along with several large crates. If combat starts, the **Mage** attacks the party while the **Druid** opens the crates, releasing four **Deinonychus** and an **Allosaurus** to attack the party.

When the enemies are defeated, the players will find a cipher (see **Player Handout 1**). To decipher it, they must increase and decrease each consecutive number by 1, then turn the numbers into letters (1=A, 2=B, etc.). If done properly, they'll get the password: "Gold Bloom." Speaking this within the empty carriage causes it to animate and take them to the Tyrant Lizard Gang's base and Episode 3 or the "Explore the Base" Bonus Objective.

The **Mage** and **Druid** have the changes to their stat blocks for Yuan-Ti and Kobolds as found in **Appendix 3**.

Area Information

This area features:

Dimensions & Terrain. The tower's top floor is circular with a 30-foot radius. Some floorboards are rotten and may collapse under too much weight, as marked by X's on the map.

Lighting. The sun has set by this point, although there are four torches with *continual flame* cast on them in the room, making most of the area dimly lit.

Treasure & Rewards

The Yuan-Ti Mage has the *Tyrant Lizard Transporter's Spellbook*. See **Player Handout 2** for the spells it contains.

Creatures/NPCs

The Yuan-Ti and Kobold are both members of the Tyrant Lizard Gang.

Objectives/Goals. They help smuggle dinosaurs between the base and Chult. They're here to make the drop-off and go, so they aren't expecting combat.

What Do They Know? The Yuan-Ti has the cipher containing the password for the carriage. As with the previous members, neither knows the boss's true identity; no one ever sees him.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the **Allosaurus**
- **Weak:** Replace the **Deinonychus** with **Velociraptors**
- **Strong:** Add a second **Allosaurus** or an **Ankylosaurus**
- **Very Strong:** Add a second **Allosaurus** or **Ankylosaurus** and a Dragonborn **Mage**.

Playing the Pillars

COMBAT

The **Druid** is not particularly strong, and focuses on healing the dinosaurs and **Mage** (replace *longstrider* with *cure wounds* in its spells prepared). The **Mage** tries to end the fight quickly with his most powerful spells. The dinosaurs are well trained, and attempt to pounce their foes down before swarming on them.

EXPLORATION

Exploring the room will reveal several weak floorboards, as well as the *teleportation circle* on the floor (which anyone knowing the spell can learn as per the rules). There are a few empty vials and tattered old scrolls about, but nothing of value. Players should notice the abandoned carriage out front.

SOCIAL

The Tyrant Lizard Gang members are expecting to hand off the packages, so they can be fooled if the party consists of Dragonborn, Lizardfolk, Yuan-Ti, and/or Kobolds. It requires a DC 17 Charisma (Persuasion or Deception) check to convince them to hand over the packages and the cipher with the password for the carriage.

Episode 3: The Tyrant Lizard King (Story Objective B)

Estimated Duration: 20 minutes

Scene A. Meet the Boss

Once the players speak the password inside the carriage, it animates and takes them to the Tyrant Lizard Gang's base. If they're pursuing Bonus Objective B, they will begin this episode after their exploration leads them to Tyrex's chamber; otherwise, they will find it without difficulty.

When the characters enter the chamber, Tyrex is sitting in a large chair, its back facing them. He slowly turns so they can see his true identity: an awakened **Tyrannosaurus Rex** with the following adjustments:

- Tyrex has an Intelligence of 10 (+0)
- Speaks and reads Common and Draconic

If asked, he's happy to go on a lengthy explanation of his backstory (see the **Adventure Primer**) leading up to the creation of his criminal empire. While smuggling dinosaurs, assassinations with a *portable hole* full of raptors, and the protection racket create the organization's profits, his eventual goal is to create his own kingdom of dinosaurs in the Moonsea.

Of course, now that the players know that, he'll have to kill them.

With a roar, Tyrex summons two **Allosaurus** and four **Velociraptors** from attached rooms. Another wave of four Velociraptors enter each round until three waves have entered. If flying characters are present, replace the Velociraptors with **Pteranodons**.

Prerequisites

Decipher the password and take the carriage to the Tyrant Lizard Gang's base.

Area Information

This area features:

Dimensions & Terrain. The room is 50x50 feet, with a ceiling that rises just above Tyrex's head. This allows him to target flying foes with his bite attack.

Lighting. A fireplace in the back of the room fills the area with light.

Objectives

Defeat Tyrex. Doing so will cripple the Tyrant Lizard Gang. Anyone looking for information on Aldwyn will also want to find his journal.

Treasure & Rewards

After defeating Tyrex, the players are free to search his room. They'll find meticulously kept records of the Tyrant Lizard Gang's activities and ill-gotten profits, as well as Aldwyn's journal (**Player Handout 3**). On the table are a *potion of greater healing* and a folded up *portable hole*, which the Tyrant Lizard Gang used for smuggling dinosaurs throughout the city.

- **Magic Items.** Portable Hole, Potion of Greater Healing.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Tyrex fights alone
- **Weak:** Remove both **Allosaurus**
- **Strong:** Include both the **Velociraptors** and **Pteranodons**
- **Very Strong:** Add an **Ankylosaurus**

Playing the Pillars

COMBAT

Tyrex is intelligent, and will target the healers first. He commands the raptors to swarm any casters, while the Allosaurus focus on the heavier fighters. Watch out for area effect spells.

EXPLORATION

Small side-passageways lead to well-furnished chambers where the dinosaurs Tyrex commands are held.

SOCIAL

Tyrex can and will go on lengthy monologues about his story and plans. He's quite proud of all he's done, after all, and sees no reason not to be polite to his guests before killing them.

Wrap-Up: Concluding the Adventure

After Tyrex's defeat, the Tyrant Lizard Gang eventually falls apart without a leader. The party can return Aldwyn's journal to the Emerald Enclave or his family, providing them with closure. Any merchants who were threatened by the gang can breathe easy, and the city watch is glad to know that the murderers have been brought to justice.

There is a chance that some surviving members of the Tyrant Lizard Gang will attempt to rebuild under new leadership, especially if any higher-ranking members (such as Salence) survived. For now, though, Hulburg's merchant district can continue to grow in peace.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive one advancement checkpoint and 1 treasure checkpoint for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Gather Information and track down the gang
- **Story Objective B:** Defeat Tyrex

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Protect the Haberdasher
- **Bonus Objective B:** Explore the Hideout

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

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

Portable Hole. The Tyrant Lizard Gang used this portable hole to smuggle dinosaurs throughout the city. Its edges are frayed from being chewed on, and the occasional tooth or feather can still be found inside it. This item can be found in **Appendix 14**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

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

- **Tyrex (TIE-reks).** The leader of the Tyrant Lizard Gang. Calm. Polite. Calculating. And ready to bite someone's face off. He's built a criminal empire, and that makes him quite pleased.

Personality: *"I'm always in control, and everyone should know it."*

Ideal: *"I shall create my own kingdom of dinosaurs."*

Bond: *"I can and will survive any obstacle thrown at me. I am the strongest. I survive."*

Flaw: *"I often go on lengthy monologues about my life and plans, yes..."*

- **Harkle (HARK-il).** A gnome haberdasher, Harkle loves making unique and peculiar hats with his own little enchantments and contraptions. He loves his job and his customers, but doesn't take kindly to threats.

Personality: *"Hello, friends! How can I help you today? (Oh gods of every pantheon I'm going to die, please help me.)"*

Ideal: *"Every task is a new chance for innovation."*

Bond: *"I love my job! But I also like being alive."*

Flaw: *"I can make rash decisions without thinking about the consequences."*

- **Salence (SAL-ince).** The second-in-command of the Tyrant Lizard Gang, Salence is a Half-Red Dragon and one of the few individuals to know Tyrex's true identity. He is fiercely loyal, although even that has its limits. He respects Tyrex's strength, but believes his own is almost a match.

Personality: *"The strong rule. It is the duty of the weak to either serve them or become strong enough to rule instead."*

Ideal: *"I will serve until it is my time to lead."*

Bond: *"I am true to my word... until the one I gave it to is no longer worthy of it."*

Flaw: *"If my loyalty doesn't get me killed, my ambitions just might. This causes a bit of cognitive dissonance."*

- **Location: Hulburg's Merchant District.** Hulburg has been through a lot, but it's recovering. The Merchant District is a sign that its growth is progressing well, and provides hope for new business and a growing economy.

Personality: *The road is long, but there's a bright future for Hulburg.*

Ideal: *Growth and commerce!*

Bond: *Our renovation and reconstruction will make Hulburg a grand city once more.*

Flaw: *There's a seedy underbelly to this city that's ripe for crime.*

- **Location: Tyrant Lizard Gang's Base.** Located past the outskirts of Hulburg, the Tyrant Lizard Gang's base of operations is a large converted warehouse. For many it serves as a hideout and home.

Personality: *We are an organization. Everyone has their place.*

Ideal: *Expansion through any means.*

Bond: *Loyalty to the Tyrant Lizards and the boss.*

Flaw: *The kobold guards aren't always the best security.*

Appendix 2: Creature Statistics

Allosaurus

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages -

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Ankylosaurus

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages --

Challenge 3 (700 XP)

Actions

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage and the target must make a DC 15 Constitution

saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Deinonychus

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 12

Languages -

Challenge 1 (100 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Druid

Medium humanoid (any race), any alignment

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

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

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 6 (1d8+2) bludgeoning damage with *shillelagh* or if wielded with two hands.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8+4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

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

Half-Red Dragon Veteran

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 5 (1,800 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5-6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Pteranodon

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	10 (+0)	2 (-4)	5 (-3)

Skills Perception +1

Senses passive Perception 11

Languages -

Challenge 1/4 (50 XP)

Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Tyrannosaurus Rex

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 35 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 7) bludgeoning damage.

Velociraptor

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

Appendix 3: Stat Block Adjustments

The Tyrant Lizard Gang consists of a variety of scaled races, which have abilities and traits beyond normal humanoids. When the adventure specifies the race of a humanoid combatant, you can apply the following changes to their stat block:

Dragonborn

- **Breath Weapon:** The Dragonborn can use an action to exhale destructive energy. This can be a 5 by 30 ft. line of Acid, Lightning, or Fire, or a 14 ft. cone of Fire, Poison, or Cold (your choice). Each creature in the area must make a DC 15 saving throw (Dexterity for Acid, Fire, or Lightning, and Constitution for Poison or Cold). A creature takes 3d6 damage on a failed save, or half as much damage on a successful one.
- **Damage Resistance:** The Dragonborn has Resistance to the same damage type as its breath weapon.
- **Languages:** The Dragonborn speaks Common and Draconic.

Yuan-Ti Pureblood

- **Darkvision:** The Yuan-Ti has darkvision out to a range of 60 feet.
- **Innate Spellcasting:** The Yuan-Ti's spellcasting ability is Charisma (spell save DC 13). They can innately cast the following spells, requiring no material components: *animal friendship* (snakes only), *poison spray*, *suggestion* (3/day)
- **Magic Resistance:** The Yuan-Ti has advantage on saving throws against spells and other magical effects.
- **Poison Immunity:** The Yuan-Ti is immune to poison damage and the poisoned condition.
- **Languages:** The Yuan-Ti speaks Abyssal, Common, and Draconic.

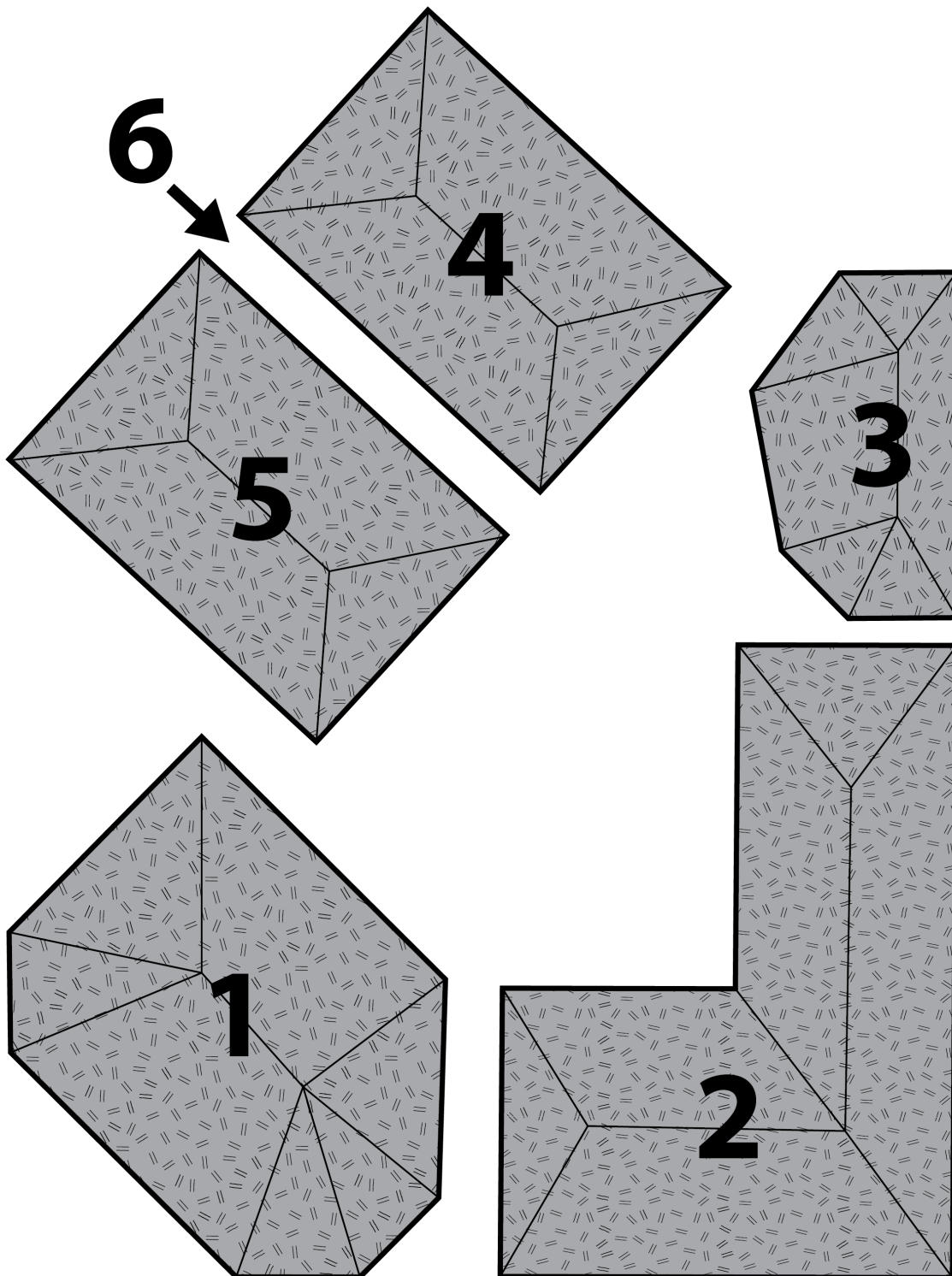
Kobold

- **Size:** The Kobold is a Small sized creature.
- **Darkvision:** The Kobold has darkvision out to a range of 60 feet.
- **Grovel, Cower, and Beg:** The Kobold can, as an action, cower pathetically to distract nearby foes. Until the end of its next turn, the Kobold's allies gain advantage on attack rolls against enemies within 10 feet of it that can see it.
- **Pack Tactics:** The Kobold has advantage on attack rolls against a creature if it has an ally within 5 feet of the creature and the ally isn't incapacitated.
- **Sunlight Sensitivity:** The Kobold has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when it, the target of its attack, or whatever it is trying to perceive are in direct sunlight.
- **Languages:** The Kobold speaks Common and Draconic.

Lizardfolk

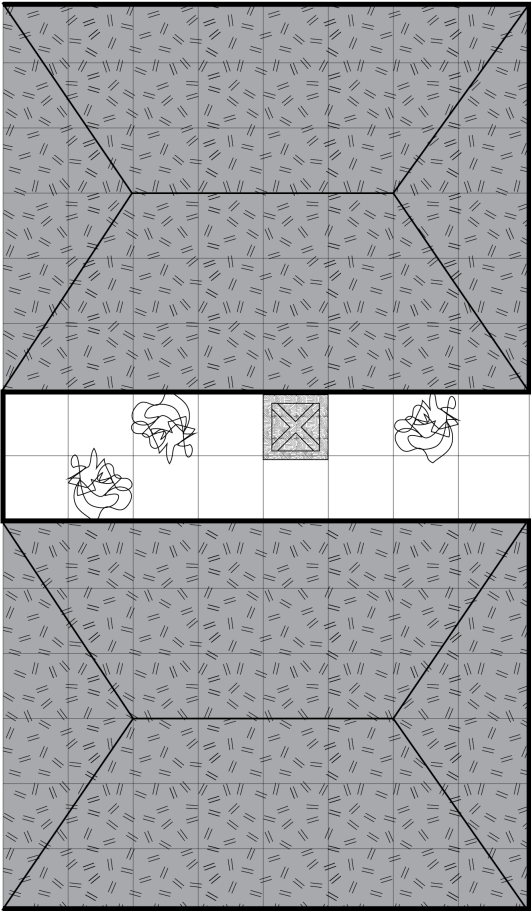
- **Bite:** The Lizardfolk gains a bite as an unarmed strike, dealing 1d6 piercing damage + its Strength modifier instead of the damage normal for an unarmed strike.
- **Hold Breath:** The Lizardfolk can hold its breath for up to 15 minutes at a time.
- **Hungry Jaws:** The Lizardfolk can, as a bonus action, make a special attack with its Bite. If the attack hits, it deals its normal damage and the Lizardfolk gains temporary hit points equal to its Constitution modifier (minimum 1).
- **Languages:** The Lizardfolk speaks Common and Draconic.

Appendix 4: Merchant District Map

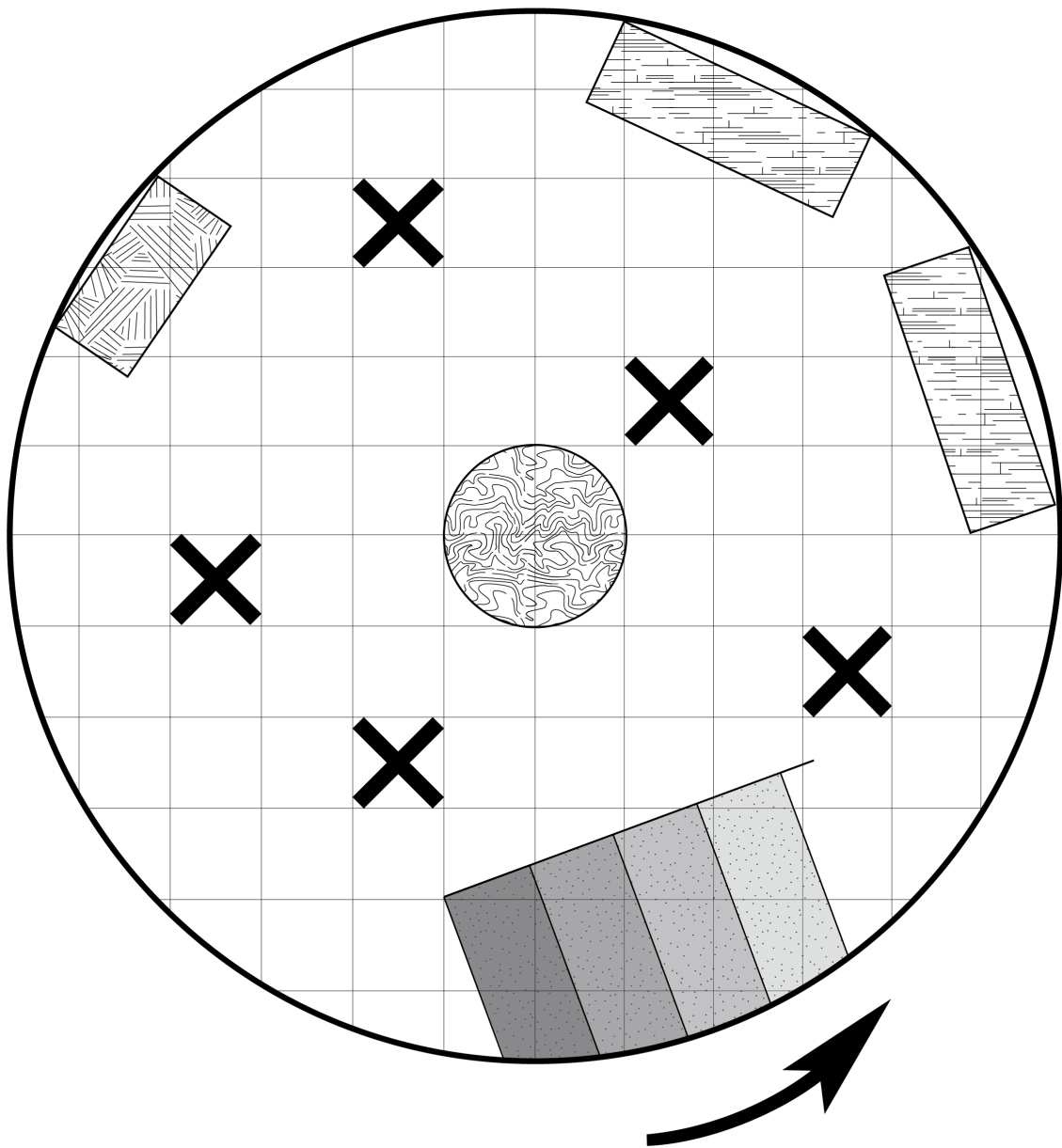


1: General Store. 2: Sleepy Gryphon Inn. 3: Apothecary. 4: Tom's Smithy. 5: Harkle's Haberdashery. 6: Alleyway

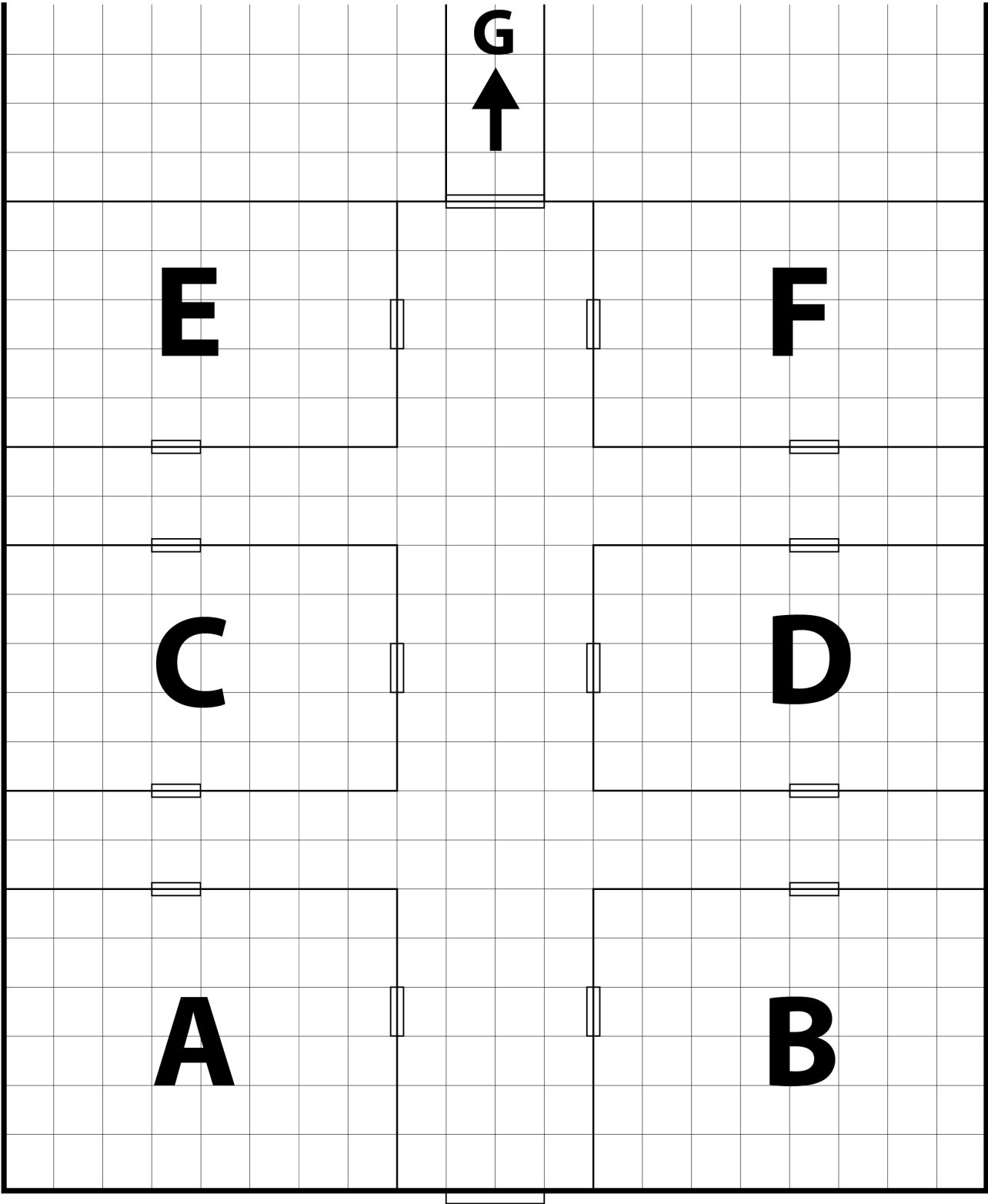
Appendix 5: Back Alley Map



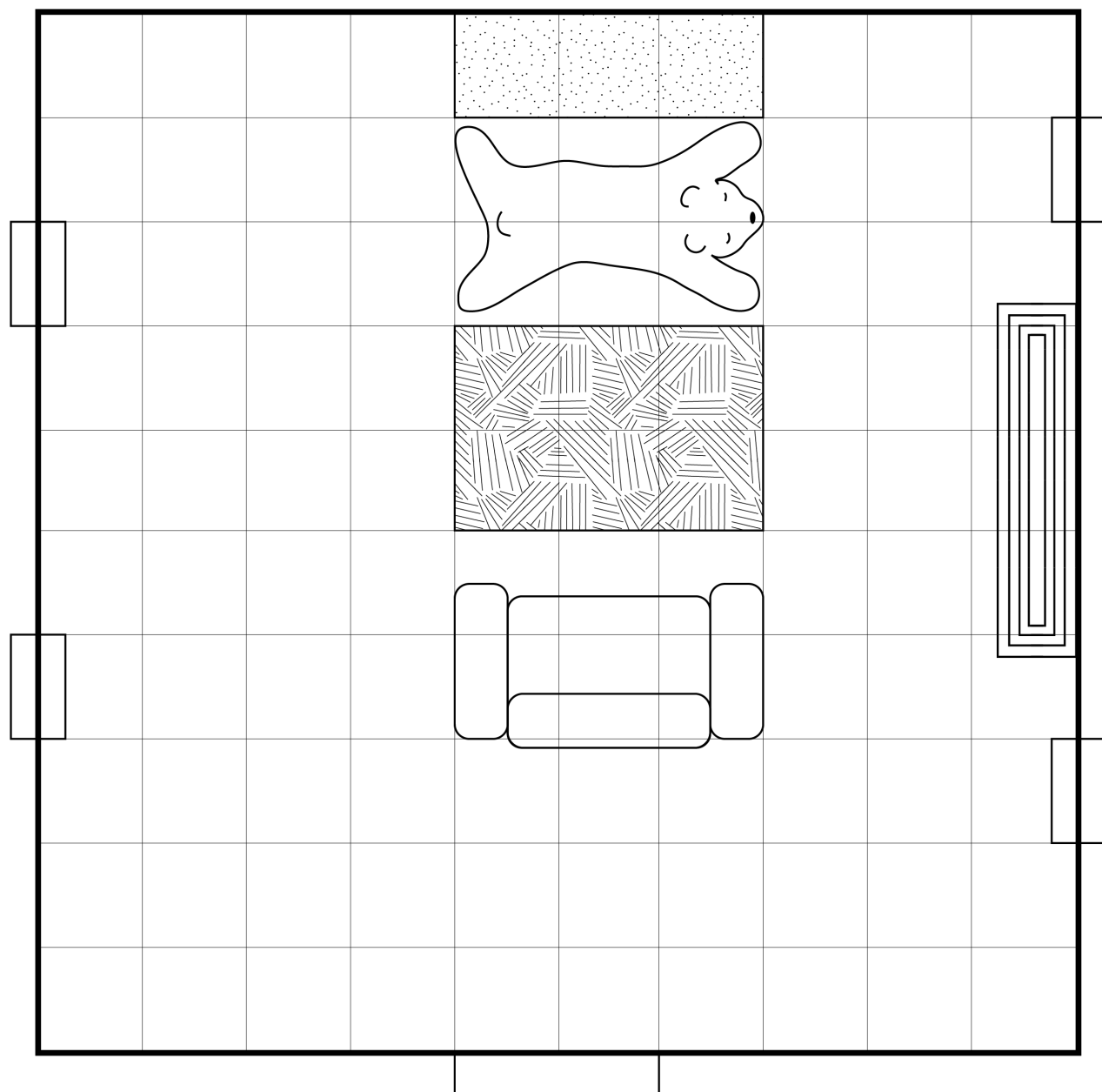
Appendix 6: Abandoned Wizard's Tower Map



Appendix 7: Tyrant Lizard Gang's Base Map



Appendix 8: Tyrex's Chamber Map



Appendix 9: Protect the Haberdasher (Bonus Objective A.)

When the adventurers meet Harkle the haberdasher, he's more than a little nervous. Two days ago, he turned down the Tyrant Lizard Gang's offer of "protection," just a day after Jovis did the same. With Jovis dead, he's certain he's next.

If the adventurers decide to help Harkle, whether as a trap for the gang or out of the goodness of their hearts, they'll find his fears are not unfounded. That night, a Kobold **Assassin** sneaks in to his shop and unfurls a *portable hole*, releasing six **Velociraptors** and directing them to attack Harkle.

While the Assassin will join in the battle against the players, he is crafty and will retreat if he realizes the odds are significantly against him. If the adventurers defeat him and take the *portable hole*, it is the same item that would otherwise be in Tyrex's chamber at the end of the adventure.

However, staying to protect Harkle will impact future events. If the players did not fight the Tyrant Lizard Gang in Episode 2, Scene B, they can still learn the gang's name and hear about the delivery from the Assassin. By the time they arrive at the Abandoned Wizard's Tower, the gang will have completed the delivery, and the party will instead fight the three **Gladiators**, the **Mage**, and the **Druid** from the encounters in Episode 2 as they return from the drop-

off. Additionally, the dinosaurs they delivered will join Tyrex in battle in Episode 3.

If the players return to Hulburg to protect Harkle after the battle in the Abandoned Wizard's Tower, the missing delivery and the possible disappearance of the Assassin will tip Tyrex and the Tyrant Lizard Gang off that something is awry. The base will be on alert in Bonus Objective B and Episode 3, providing Disadvantage to anyone trying to sneak through the base and moving Salence, the **Half-Red Dragon Veteran**, from his post in front of Tyrex's chamber in Bonus Objective B to Tyrex's side during the fight in Episode 3.

Treasure & Rewards

As thanks for saving his life, Harkle provides each character with a fancy hat of their choice. These hats are trinkets with no monetary value or mechanical effects, but they are very snazzy.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **Assassin** flees immediately after releasing the **Velociraptors**
- **Weak:** Remove two **Velociraptors**
- **Strong:** Add two **Velociraptors**
- **Very Strong:** Add a Yuan-Ti **Assassin**.

Appendix 10: Explore the Hideout (Bonus Objective B.)

After the players arrive at the Tyrant Lizard Gang's base, they may want to explore. It is easy to sneak from one room to the next, although three groups of two guards patrol the hallways, requiring the players to sneak by or fight. Each guard is a Kobold with the stat block of a **Gladiator**, using a dagger (2d4+4 damage) instead of a spear.

Each time the party moves to a new room, they must succeed on a DC 15 group Dexterity (Stealth) check or the guards will notice them and attack. This check is at Disadvantage if anyone has sounded the alarm. If combat begins, the first Kobold will call out an intruder alert, causing another group set of guards to arrive in two rounds, followed by the third group one round later.

There are six rooms in the base, plus the entrance to Tyrex's chamber. Hallways divide each room as shown in Appendix 8. The rooms are as follows:

A. Break Room

This is where the guards and gang members relax when not on duty. There are five Kobold **Gladiators** relaxing before their next guard duty shift in there at the moment, although they are currently distracted by an odd game involving dice and miniatures, so they will not notice the party unless approached.

B. Armory

The walls of this room are covered with a variety of non-magical weapons and armor. However, they are carelessly stacked and arranged, so anyone attempting to take anything from the wall must make a DC 16 Dexterity (Sleight of Hand) check or knock down several swords and a suit of armor, alerting the guards to their presence.

C. Dinosaur Room

This is where the Tyrant Lizard Gang trains their dinosaurs. It's empty at night, save for a Yuan-Ti **Druid** and an **Ankylosaurus**, both of which are asleep after a day's training.

D. Bath House

This room contains several small pools of water, designed for different levels of cleanliness depending on the species. This includes dank swamp water for the Lizardfolk and what is probably blood for the Yuan-Ti. In the very back is a massive bubble bath, reserved for Tyrex himself. A yellow rubber ducky floats in Tyrex's bath (see **Treasure & Rewards**).

E. Sleeping Quarters

The bunks in this room are filled with sleeping members of the Tyrant Lizard Gang – two Dragonborn **Gladiators**, one Lizardfolk **Assassin** and one Yuan-Ti **Mage**. Their weapons and armor are beside their bunks. Anyone searching this room (see **Treasure & Rewards**) must succeed on a DC 16 Dexterity (Stealth) check to avoid waking anyone up.

F. Kitchen

Several low-ranking Kobolds run the kitchen. They are non-combatants, but may still sound the alarm if not convinced to stay quiet. A DC 15 Charisma (Intimidation, Persuasion, or Deception) check will convince them to remain silent.

G. Tyrex's Chamber

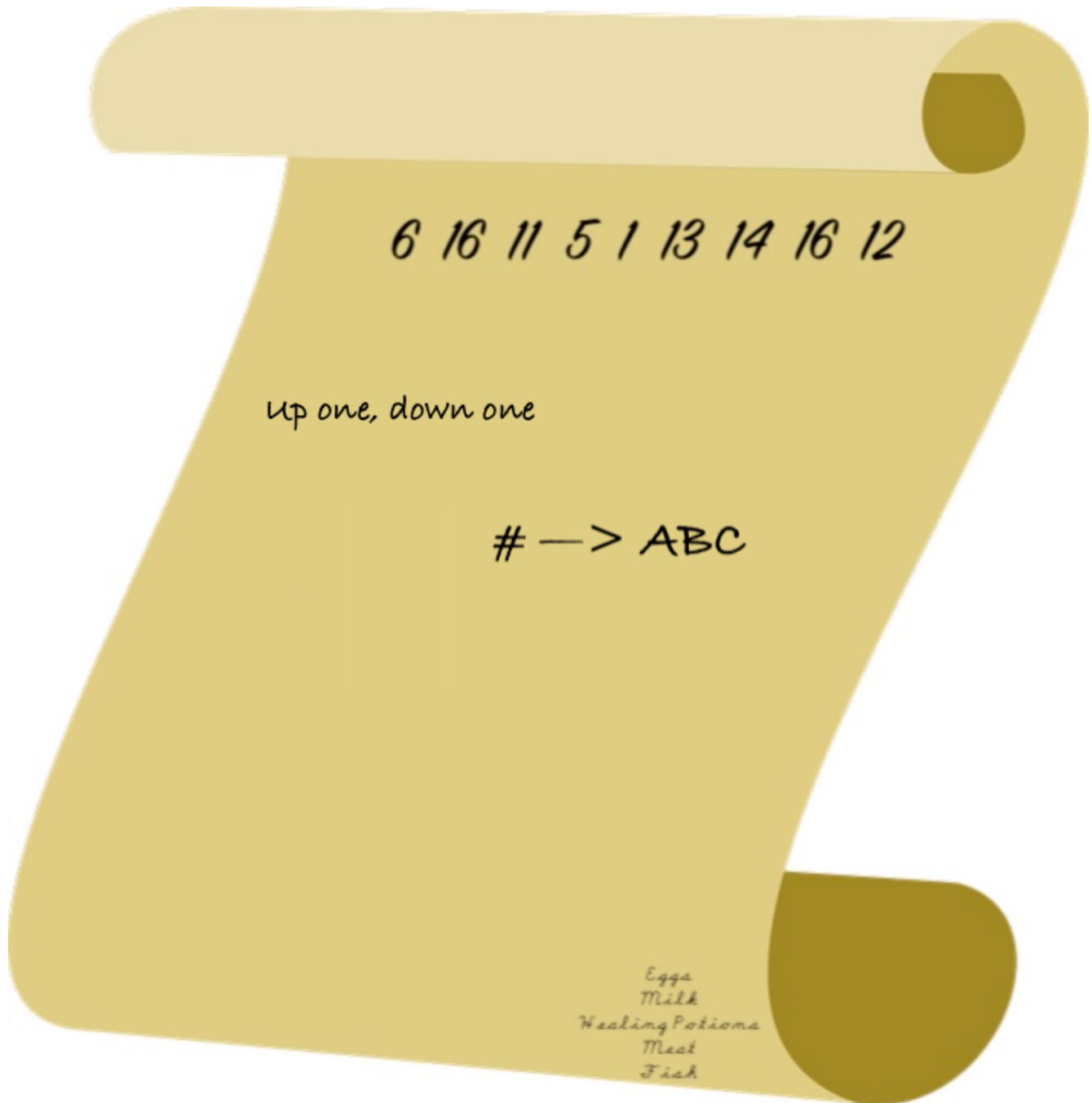
Salence, a **Half-Red Dragon Veteran** and Tyrex's second-in-command, guards the entrance to Tyrex's chamber. He holds the keys to the door and will not move from his post unless he sees the party. While he can be convinced to step aside with the promise of taking over the Tyrant Lizard Gang and a DC 25 Charisma (Persuasion) check, anything less will cause him and any nearby guards (who will arrive one round after he sounds the alarm) to attack the party.

Treasure & Rewards

Tyrex's rubber ducky is a trinket with no value, but a player may take it. Doing so makes them the automatic target of Tyrex's ire and attacks during the final battle; he's awfully fond of it.

A drawer in the sleeping quarters contains a *potion of greater healing*.

Appendix 11: Cipher (Player Handout 1)



Appendix 12: Tyrant Lizard Transporter's Spellbook (Player Handout 2)

This spellbook is bound in thick leather, and has several notes jotted down in Draconic along the margins, mostly regarding delivery schedules and who owes whom money. It contains the following spells:

1st Level: *alarm, disguise self, illusory script, Tenser's floating disk, unseen servant*

2nd Level: *arcane lock, enlarge/reduce, levitate, rope rick*

3rd Level: *fly, gaseous form, nondetection, sending*

4th Level: *fabricate, Leomund's secret chest*

5th Level: *telekinesis*

Appendix 13: Aldwyn's Journal (Player Handout 3)

Day 0

Does evil as we know it exist in nature? I do not think so. To be evil means one must know the distinction between right and wrong, then knowingly choose wrong. I truly believe that no creature is inherently evil. Even the most fearsome of beasts can become a force for good when they see the world is worth fighting for.

To prove this, I have traveled to Chult, where they say horrible dinosaurs roam the land. I intend to find and awaken one, then teach them about what it means to be good and righteous. If I am right, I'll have proven that goodness can be found even in the heart of the wildest of carnivores.

Day 1

*Not long into my journey into Chult, I encountered a Tyrannosaurus Rex. He was moments away from eating me whole when I cast *awaken*, after which we quickly became friends. I've named him Tyrex. Now our adventure begins, and I am certain that Tyrex will be an ally of justice by the time the spell's charm ends.*

Day 3

Tyrex has an amazing skill to command other dinosaurs. This ability is not magical in nature – he tells me that, because he is stronger, they obey him. Imagine the good we could do with this!

Day 15

Tyrex and I helped a village of Tabaxi rebuild after a mudslide ruined their homes. They were so thankful they offered us all the fruit we could eat! They offered

us gold as well, but doing good is its own reward. I told Tyrex as much, and he seemed to agree.

Day 21

Tyrex saved my life today! A zombie triceratops attacked us in the jungle and he fought it off to protect me. Our bonds of friendship grow ever stronger!

Day 25

We've defeated the monster that was terrorizing the Tabaxi village! Apparently a powerful mage summoned demons for a dungeon of sorts deeper in the jungle, and a lesser one came through the portal then set itself up in the cave near the village. But Tyrex and I managed to vanquish its evil!

The Chultan sunset is truly beautiful, especially after a hard day of doing good. I told Tyrex of all the beauty in the world outside of Chult, and all the wonderful people who inhabit it. We return to Port Nyanzaru soon, after which we'll sail back to the Moonsea for a new adventure together.

Day 29

*Today is the last full day of *awaken*'s charm effect. Tomorrow it will wear off – I'm actually glad. I don't like having a creature under magical influences. After all that Tyrex and I have been through together, I have no doubt that our bonds of friendship are strong and true. Once the charm wears off, I'll have proven that no creature, no matter how dangerous, is incapable of doing good. I'm sure many more adventures await Tyrex and me together.*

Appendix 14: Magic Item

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

Portable Hole

Tier 3, 16 treasure checkpoints

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

You can use an action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

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

The Tyrant Lizard Gang used this *portable hole* to smuggle dinosaurs throughout the city. Its edges are frayed from being chewed on, and the occasional tooth or feather can still be found inside it.

Appendix 15: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

New to the Annual Storyline?

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

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. 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