



Where Can She Be?



A master criminal has been making her way across the Moonsea, stealing priceless treasures at every stop. It's up to you to trace her steps, find her allies, and stop her before she can claim her final prize.

A Two to Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

Credits

Lead Designer: Robbie Pleasant

Designer: Robbie Pleasant

Editing: Xavier Rodriguez, Jasmine Lawrence

D&D Adventurers League Guildmaster: Chris Lindsay

Illustrator: Maria Leung

D&D Adventurers League Wizards Team: Adam Lee,
Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan
Patrick, Amy Lynn Dzura, Travis Woodall, Claire
Hoffman, Greg Marks, Ma'at Crook, LaTia Bryant

Playtesters: Andrew O'Neill, Jen Vaughn, Jenni Quan,
Vicki Hwang, Xavier Rodriguez, Mark Altvater, Teresa
Altvater, Tom McVey, Nicholas Nelson, Jason Wells,
Alexander Rose, Patrick De La Serna, Dan Watkinson,
Ken Godbersen, Nick Hanover, Matt Carter, Matt
Burtness, Jim Demonakos, Jacob Hockley

Special thanks for name puns: Maria Leung,
Jasmine Lawrence, Jason Katayanagi

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2019 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Adventure Primer

"Well she sneaks around Toril from Hulburg down to Mulmaster.

She's a sticky-fingered filcher from Hillsfar to Zhentil Keep.

She'll take you for a ride on a dinosaur through Chult now.

Tell me: where in Faerun is Carmille Santiago?"

- Roc Capella, a capella bardic troupe

This adventure is designed for **three to seven 5-10-level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

Background

The legendary thief, **CARMILLE SANTIAGO**, has been on a world tour. She traveled from city to city across the Moonsea, identifying valuable treasures and pulling off cunning heists to steal them.

Carmille is not motivated by greed, but rather, the thrill of the chase. As such, she intentionally left hints with her henchmen that could lead people to the location of her next planned heist.

In response to her crime wave, the **MOONSEA CRIMES DIVISION (MCD)** has launched a special investigation. **CHIEF MCRIEF** of the MCD (commonly referred to as "The Chief") tried following Carmille's tracks herself, but Carmille is a slippery one. So the Chief put out the call for well-traveled adventurers who can pursue Carmille Santiago, wherever in Faerun she may be.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking **an additional hour** to play.

This adventure has players following clues across the Moonsea, which will lead them to locations they've visited before. As the locations are modular and can be customized based on the party, it is **strongly recommended** that you ask

your players what adventures they've played with these characters before. This will help you choose locations and clues to use best suited for their history.

- **Call to Action: The Warrant.** The players are hired by Chief McRief to pursue Carmille Santiago.
- **Part 1: Somebody Gave the Slip.** The players follow clues to trace Carmille's steps across the Moonsea. This is **Story Objective A**.
- **Part 2: The Chase.** The players join up with the Kenku a capella group, Roc Capella, to stop Carmille's next heist. As she tries to make her getaway, the players chase her across the roofs and through the streets of Mulmaster to capture her. This is **Story Objective B**.
- **Bonus Objective 1: The Great Detective.** The players assist another detective on his own pursuit of a famed thief. This is found in **Appendix 1**.
- **Bonus Objective 2: Paup Quizzem's Greatest Game Show.** One of Carmille's minions is a powerful illusionist. The players must beat his game show to get his clue. This is found in **Appendix 2**.

Adventure Hooks

The adventure begins in Ylraphon, where one of Carmille Santiago's more recent crimes took place. The Moonsea Crimes Division has put out a call for well-traveled adventurers ready to bring the elusive thief to justice.

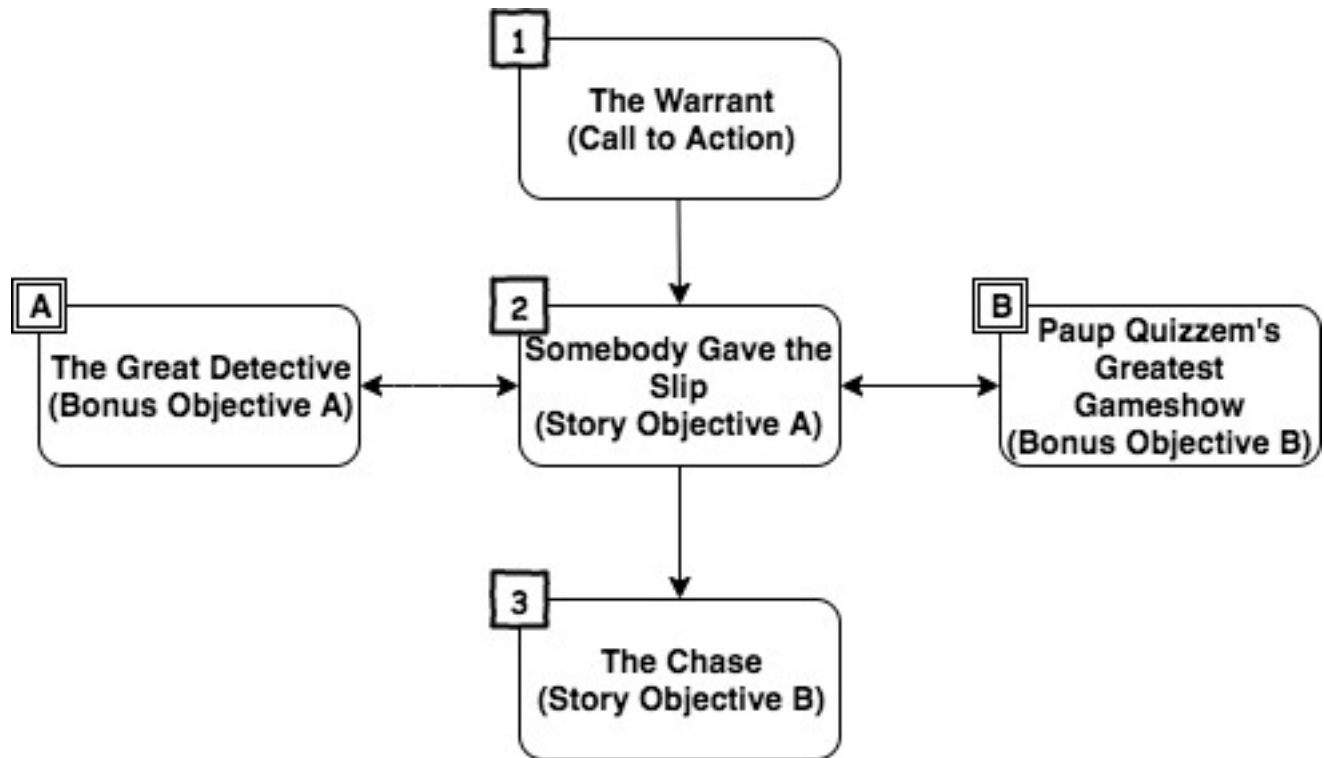
Adventure Hook 1. The players saw a flyer on the job board at a local tavern calling for well-traveled adventurers. It tells them to report to the local guard station for paid work.

Adventure Hook 2. Players on the wrong side of the law may be given a chance to pay their debt to society by assisting the MCD.

Adventure Hook 3. Worshippers of Selune have heard that the temple in Ylraphon has been robbed and would like to help catch the perpetrator.

Adventure Flowchart

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



Call to Action: The Warrant

Estimated Duration: 15 minutes

The players find themselves hired by **Chief McRief** and the **Moonsea Crimes Division** to hunt down **Carmille Santiago**. In her heist, she stole a mystical gem called Selune's Eye from Ylraphon's Temple of Selune, and the Chief wants to head out before the trail gets cold.

Setting Information

After following the **Adventure Hook**, the adventurers go to the Ylraphon guard station. The station is moderately well-furnished, with a handful of guards on duty and two prisoners locked in a nearby cell. The guards are on high alert after Carmille's theft of Selune's Eye.

Call to Action

Chief McRief recruits the characters to pursue Carmille Santiago

Guard Station

The adventurers go to the guard station, as per the instructions in the Adventure Hook. **Chief McRief**, a Turami human woman of short stature but imposing presence, meets them as they enter.

As you enter the station, a human woman in an official-looking uniform greets you. She talks quickly and with unwavering purpose as she beckons you in.

"So, you're the adventurers who answered my call? Welcome! I'm Chief McRief of the Moonsea Crimes Division."

She flashes a badge at you, barely taking a moment to pause before continuing.

"If you're here, it's because you're adventurers who know their way around the Moonsea. That being the case, then we need your help tracking down elusive thief Carmille Santiago!"

What's the Mission, Chief?

At this point, the players can introduce themselves and talk about the places they've visited. You can award inspiration for good descriptions or recollections of past adventures. Chief McRief conveys the following information:

- Carmille Santiago is a criminal mastermind that's been evading capture for far too long.
- Recently, she's begun traveling across the Moonsea, stealing valuable treasures.
- A tenday ago, the temple of Selune received a note from Carmille, stating "Don't blink, or I'll steal your eye right from your head." Shortly after that, they discovered a holy treasure called Selune's Eye (originally donated to the temple by a tavern from Waterdeep) was stolen.
- The MCD was quickly on the scene, and managed to arrest two of Carmille's henchmen: **Jay Walker** and **Patty Theft**.
- Carmille Santiago has a habit of leaving her henchmen with clues to the location of her next planned heist. The MCD needs adventurers who know about the many cities along the Moonsea to follow the clues and track her down.
- The adventurers' mission is to follow the clues from Jay and Patty to Carmille's next heist. If they're too late to stop it, they need to track down her henchmen and get clues to the next location. The trail is already several days old, so they may have to catch up to her.
- The MCD has *teleportation circles* connected to the guard station of each city and a wizard named **Taks C. Kabb** on retainer to use them. Teleportation isn't cheap, so they are not to head out until they've found at least two clues that point them in the right direction.
- The Chief stresses the need to bring Carmille and her associates in alive. If she or any of her henchmen is killed, the

cost of *raise dead* will be deducted from their pay. (This doesn't necessarily have to decrease the gold each player earns at the end of the adventure, but you can consider reducing it by 10 for each revival, depending on your group.)

When the players are done talking to the Chief, she takes them to meet Jay Walker and Patty Theft.

Creature Information

Jay and Patty are both human noncombatants. Jay is a street-wise smuggler who knows his way around the city. Patty is a confident gal about town with sticky fingers and an eye for shiny things. They both helped Carmille's heist of Selune's Eye.

What Do They Want? They've both worked out a deal with the MCD. They'll be let free in exchange for information leading to the arrest of Carmille Santiago, so they're happy to share the clues they have. (If the players want to interrogate them, you can work out the deal then.)

What Do They Know? Each of them has one clue for the location of Carmille Santiago's next

heist. See **Part 1: Somebody Gave the Slip** for information on providing clues and their associated locations.

Off You Go!

Once the players have used the clues to figure out where Carmille was headed, the Chief brings them to the MCD's hired wizard, who casts *teleportation circle*.

As the wizard prepares to send you to your first destination, the Chief hands each of you a small bronze badge and a scroll stamped with the insignia of the Moonsea Crimes Division.

"These badges will let each city's guard or watch know that you're working under the authority of the MCD," Chief McRief explains. "The scroll is a warrant for the arrest of Carmille Santiago. Remember, you need at least two clues before you can go to the next location. Good luck!"

With that, the world around you glows, and you're sent hurtling off across the Moonsea, following the first breadcrumb in Carmille's trail.

Part 1: Somebody Gave the Slip

Estimated Duration: 45 minutes

In this part, the players will follow Carmille Santiago's trail from city to city. This part of the adventure is modular and can be customized for each party with different destinations, henchmen, and clues. As the DM, **you choose where to go** based on locations the adventurers have visited before.

The adventurers should follow the trail through at least two locations before arriving at Mulmaster, where Carmille's next heist will occur in **Part 2: The Chase**.

The potential locations are:

- Phlan (Season 1 and CCC adventures)
- Mulmaster (Season 2 and CCC adventures – this will **always** be the last location, leading to **Part 2: The Chase**)
- Hillsfar (Season 3 and CCC adventures)
- Hulburg (CCC location)
- Melvaunt (CCC location)

If there are any other locations your players are attached to, you are welcome to create your own clues and heists for any cities not included (excluding Barovia, for obvious reasons). You can use henchmen from cities not used as you see fit, or use the **Bonus Objectives** encounters.

Story Objective

Follow the clues leading to Carmille's next heist. This is **Story Objective A**.

Follow the Clues

Each location has the following information, as shown in **Appendix 6-10**:

- **The City:** Where everything takes place.
- **The Clues:** What clues lead the adventurers to this city. You will want to look at the clues for each destination in advance, so that they can be given to the players to guide them.
- **The Heist:** What got stolen. Each heist took place within a few days of the last,

hinting that Carmille also has a means of teleporting.

- **The Scene of the Crime:** Where the heist took place and what players can find there.
- **The Henchmen:** Who helped Carmille pull off the heist and what it will take to make them talk. Each city has three henchmen, but players only need to find two. Any of the henchmen can be replaced with Paup Quizzem for **Bonus Objective 2: Paup Quizzem's Greatest Game Show**.

Investigating

Adventurers can track down Carmille's henchmen in a number of ways, including (but not limited to):

- **Search** the scene of the crime for clues. A DC 15 Intelligence (Investigation) or Wisdom (Perception), or Wisdom (Survival) check will provide a clue.
- **Ask around** at local taverns and locations of ill repute. Adventurers can identify suspicious-looking folk with a DC 15 Wisdom (Insight) check and pry information from them with a DC 17 Charisma (Persuasion) check. Provide advantage on this check if they offer a bribe or alcohol.
- **Background features** that provide contacts within a city (such as Criminal Contact or Safe Haven) can be used to connect the adventurers with people who know where to find the henchmen.
- **Story awards** that provide contacts, favors, or any other form of goodwill for organizations or individuals in the city can have their contacts point them towards the henchmen. Any story award that fits this can be used, regardless of the season or adventure it's found in.
- **Divination** magic such as *commune* can be used to guide the adventurers to one of the henchmen.

- **Find Them Lurking** near the scene of the crime.
- **Convince One Henchman** after finding them to sell out their partner, either through Persuasion (at advantage if they offer a bribe) or Intimidation (DC 17 for either check).

With the exception of searching the scene of the crime, each of these options can be used once per character.

For instance, if a character with the Criminal Contact background feature calls upon their contacts in Phlan, then their informants in Hillsfar will come up empty, but another character's Criminal Contacts may be able to assist. Similarly, after the first casting of *commune* or a similar spell, the caster will not receive any more helpful answers. This is to allow everyone to contribute to the investigation without repeating a single method each time.

Get the Hint. Once the adventurers find the henchman, they must find out how to get the clue to Carmille's location out of them. Not all will respond to threats or violence (keep in mind that they're under orders to not kill anyone). Allow for clever thinking and roleplaying.

Figure it Out. The clues should lead the players to the next city. If they're having difficulty figuring it out, a DC 15 Intelligence (History) check will let them piece it together. Failing at that, they can spend an hour studying maps and history books, to the Chief's chagrin.

Next Stop: Mulmaster. Once the players have visited at least two cities (or more, depending on how much time you have available), the clues should lead them to **Mulmaster**. Then, proceed to **Part 2: The Chase**.



Part 2: The Chase

Estimated Duration: 60 minutes

The party's pursuit of Carmille Santiago leads them to Mulmaster. There, they must team up with an all-kenku bardic troupe, **Roc Capella**, to intercept Carmille's next heist. This culminates in a chase across the rooftops and through the streets of Mulmaster.

Mulmaster Guard Station

When the adventurers arrive at the guard station, they find their visit came at just the right time. Carmille has not yet pulled her Mulmaster heist, but they fear she'll strike tonight.

Area Information

The guard station is like any other, although perhaps a bit worse for wear after Mulmaster's recent slew of troubles. Three guards of various races and genders stand at the ready, although the prison cells are currently empty.

Story Objective

Team up with Roc Capella to get backstage and stop Carmille Santiago. This is **Story Objective B**.

Wait, is Mulmaster Still Standing?

Mulmaster has gone through a fair bit of destruction throughout the many seasons of Adventurers League. The condition the city is in will vary based on what adventures the characters have played through.

If the characters have not played any adventures set after Mulmaster's first destruction in **DDEP2 – Mulmaster Undone** or in **DDEP00-1 – The Red War**, the city is still standing.

If the characters have played in adventures set after **Mulmaster Undone** but have not played in **The Red War**, the city is damaged after the attacks from the Elemental Cults, but there is rebuilding underway.

If the characters have played in **The Red War** or any associated adventures, the city is in worse shape than ever before, but there is still an attempt to rebuild. The Theater of the Stars is, remarkably, still standing, as are enough buildings for a dramatic rooftop chase.

Creature Information

The guards have been alerted to the investigation and are prepared to help the party before Carmille makes her move.

What Do They Know? This morning, they discovered a note from Carmille Santiago: "I could steal the stars from the sky, but tonight I'll steal the show instead." They believe this refers to the Theater of the Stars, where the kenku bardic troupe, **Roc Capella**, will be performing that night.

What Do They Want? Their main goal is to stop Carmille Santiago's heist, preferably before it happens, but in the act is acceptable too. They can't cancel the show or cause alarm (the nobility of the city would not stand for it), so the adventurers need to find a way to get in backstage. The best way to do that is by joining up with Roc Capella, if they can find a way in.

Theater of the Stars

The adventurers head to the Theater of the Stars, where they meet up with Roc Capella.

You arrive at the Theater of the Stars, Mulmaster's famed amphitheater. The building has no roof, allowing the audience to watch the show under the stars in the night sky.

Parked behind the theater are a few large wagons, emblazoned with the logo of Roc Capella. Five kenku clad in colorful striped vests are chattering in lyrical speech while several humanoids move equipment about. One of them, a stout Halfling man, sees you and approaches.

"You there!" he calls out. "Are you auditioning for the opening act, or are you the extra stage crew we asked for?"

The Halfling is **Mr. Kite**, the manager of Roc Capella. He's busy setting up for the show, but is in a bit of a tight spot. Both the planned opening act and half the stage crew cancelled at the last minute because (and he quotes) "Mulmaster is a death trap of a city."

Creature Information

The adventurers are introduced to the rest of Roc Capella and the stage crew. The musicians are all kenku bards who perform a capella by mimicking the sound of instruments. They speak entirely in song, but their assistant Michelle can convey the meaning to anyone confused by their lyrics.

The band includes:

- **Maurice** (he speaks of the pompitous of love)
- **Slim** (he's shady, but genuine)
- **Alexander** (there's a million things he hasn't done)
- **Eggman** (he's a little coo-coo-kachew)
- **Kilroy** (he's very grateful)

The band's crew consists of:

- **Mr. Kite**, the manager; he'll put on the show tonight.
- **JoJo**, in charge of the equipment. He makes sure everything will get back to where it once belonged.
- **Roxanne**, in charge of lighting.
- **Michelle**, the translator for the band when people have trouble understanding them.
- **Lola**, in charge of refreshments (she brought a cherry-flavored bubbling drink).

What Do They Want? The band wants an opening act, while the crew wants some extra hands to assist with setting up. If the players volunteer to perform, first they must first prove that they can jam with the band.

Anyone attempting to perform in the opening act must succeed on a DC 16 Charisma (Performance) check to sing as Roc Capella provides musical backup. Give advantage on the roll if the players actually sing a capella. Decrease the DC by 5 if they're any good. Characters that succeed are given the *Story Award Do It A Capella* and are allowed to wander backstage before the show.

Characters that do not succeed or do not attempt to perform with the band can work as stage crew. They're allowed backstage to move

boxes and equipment for the crew, under the watchful eye of Mr. Kite.

Backstage

The players are allowed backstage to set up for the show. If they're performing, they're allowed free rein to explore as they rehearse. If they're part of the crew, they spend a few hours setting up the stage and equipment before Mr. Kite allows them their "legally mandated 30-minute break."

Area Information

The area has the following features.

Dimensions & Terrain. The backstage of the theater features 15-foot wide hallways leading around the outskirts of the round amphitheater and to the 50-foot wide stage. Behind the curtains are five levels of scaffolding, catwalks, and platforms used for behind-the-scenes set work.

Lighting. The show begins at sunset, so there's still natural light coming in through the windows. At night, several lanterns are set up to provide bright light backstage.

Investigating

While searching backstage, the players can find the following clues by rolling Wisdom (Perception) or Intelligence (Investigation) checks:

- DC 10: A framed painting of Volothamp Geddarm, donated and signed by Volo himself. This is not a potential target of Carmille's heist, although they might think it is.
- DC 12: A collection of signed first-edition plays and songs from some of Faerun's greatest bards is displayed in a glass case. This includes works by Storm Silverhand, Deekin Scalesinger, and Elanil Ellassidil. This is a potential target of Carmille's heist.
- DC 14: A silver idol of Milil, the deity of song, poetry, eloquence, creativity, and inspiration. This is a potential target of Carmille's heist.

- DC 16: One of the props kept on display is a brilliant golden crown, provided by a wealthy donor. Players investigating it get a suspicion that it is actually made of gold. This is a potential target of Carmille's heist.
- DC 18: Searching the scaffolding or floorboards can uncover magical markings hidden behind them. A DC 19 Intelligence (Arcana) check determines that this is a modified *glyph of warding* that is set to cast a *darkness* or *silence* spell (instead of the harmful spells normally created by the glyphs) when a certain condition is met. The players can disarm this, but there are more glyphs hidden about than they have time to find. Casting *detect magic* can instantly locate one of these glyphs.

The players are free to keep watch over any of these items. No matter which they think is the most likely target, they're wrong. If they guard all of the items, have everyone roll a Wisdom (Perception) check when Carmille's heist begins. Whoever rolls the lowest has the item stolen out from under their nose.

It's Time to Play the Music

As the sun starts to set, the show begins. If the adventurers are performing as the opening act, they go on stage first. Have the players roll Charisma (Performance) checks to determine how well the audience receives them; a roll of 10-19 gets applause, a roll of 20 or above has the audience throwing roses, and a roll of 9 or below has the audience throwing tomatoes.

Anyone searching the crowd does not see Carmille Santiago (who is currently disguised as a portly middle-aged man thanks to her *hat of disguise*).

When the opening act is done, Roc Capella takes the stage.

The five bards step on stage to begin, and even their vocal warm-ups sound like an orchestra tuning up. Eggman calls out "One! Two! Three! Yeah!" and the kenku begin to sing. Well, it's singing, but it sounds just like a complete instrumental performance. Slim provides vocal percussions, Kilroy and Eggman mimic string and wind instruments and Maurice and Alexander sing in several different voices.

The performance is a perfect mimicry of a full band. Not just a minstrel troupe of five performers, but any number of instruments and singers – it's hard to tell how many voices and notes are coming from a single kenku at once.

As Roc Capella finishes their first set to wild applause, the sun sets over the horizon. Then everything goes black and silent.

The Heist

Over the past few days, Carmille and her henchmen disguised themselves as carpenters working on fixing and reinforcing the theater. During that time, they set up modified glyphs, designed to trigger several *darkness* and *silence* spells once the sun sets on the concert.

Once the spells go off, multiple globes of magical darkness and zones of silence pop up around the theater. Guards and guests alike get mixed about in the confusion, running through areas where they can't see or hear.

Give the players one round to react and try to protect any items they're guarding or identify the source of the spells. Then read or paraphrase the following:

You look up above the balcony, to the roof of the theater. Silhouetted in the rising moon is a figure clad in a billowing red cloak, a wide-brimmed hat covering half her face. In her hands she holds the stolen treasure.

Carmille Santiago smiles as she takes one step back. She gracefully jumps from the roof of the theater, and the chase is on.

In Pursuit

The players chase after Carmille Santiago, followed by Roc Capella, who provide suitably dramatic musical accompaniment. The chase will take place over five rounds, each with a different obstacle to help them get closer or farther to Carmille. Keep track of the total number of successes and failures.

Roc Capella can also provide Bardic Inspiration (d8) to one player per obstacle if needed. It is recommended you grant it to the player least likely to succeed on the skill check.

If players attempt to use extra movement, such as through Step of the Wind or teleportation magic, they can get closer to Carmille but she manages to outmaneuver them at the last moment. Grant them advantage on the next skill check to compensate.

Carmille “somehow” manages to succeed on any saving throws against spells that would slow her down or halt her movement (keep in mind that, as a half-elf, she cannot be put to sleep via magic). Magic can, however, be used to assist the players. Creativity should be rewarded.

Obstacle 1: Rooftop Runaway

Carmille is running across the rooftops of the buildings to escape pursuit. The adventurers need to get on to the roofs to keep up.

Skill Check: A DC 13 Strength (Athletics) check will let them climb up to the nearest roof. A DC 13 Dexterity (Acrobatics) check will let them leap up via parkour.

Failure: Anyone who does not make the check has to pursue from the ground, where they have difficulty keeping up and keeping an eye on her.

Obstacle 2: Lost in the Crowd

As the players start to catch up with Carmille on the roofs, she turns to face them at the edge of a building. She smiles, pulls the brim of her hat down over one eye, and leaps back off the roof. The adventurers look down and see a lively night market filled with people, but no sign of Carmille.

Skill Check: A DC 14 Wisdom (Perception) check identifies what looks like a merchant moving particularly fast through the crowd. It's Carmille, using her *hat of disguise* to avoid

recognition. They can push through the crowd to chase after her.

Failure: They do not notice Carmille until her transformation ends right as she turns a corner.

Obstacle 3: He's the Impostor!

Rounding the corner, the players see two identical elf men pointing at each other in surprise. Each one insists that the other is some strange woman who grabbed him, spun them in a circle, and then suddenly looked just like him. They both shout for the adventurers to attack the other.

Skill Check: A DC 15 Wisdom (Insight) check reveals that the one on the right is genuinely unnerved, while the one on the left is only pretending. Once they figure out which one is Carmille, she quickly drops the disguise and runs.

Failure: The party attacks the wrong person, who screams for help as Carmille drops the disguise (and some caltrops) and escapes. Attempting to attack both at once will result in Carmille pushing the elf civilian in their path and escaping.

Obstacle 4: The Gauntlet

The players chase Carmille through a long alleyway, filled with obstacles. She nimbly jumps up, over, and around them, pushing more obstacles into their path as she does.

Skill Check: A DC 16 Dexterity (Acrobatics) check avoids all the obstacles. Failing at that, a DC 16 Dexterity saving throw will prevent them from falling into the mud.

Failure: They fall into the mud. The only damage they take is to their pride, but Carmille gets further ahead.

Obstacle 5: The Home Stretch

Carmille climbs a rope ladder onto a particularly long rooftop, and then tosses the ladder aside. Overhead, two **griffons** fly closer from the opposite end of the city.

Skill Check: A DC 17 Strength (Athletics) check lets adventurers climb the roof after Carmille.

Failure: The adventurers have to scramble to set up a makeshift stairway of boxes to climb onto the roof.

Ending the Chase

Once the pursuit has ended, compare the total number of successes to the number of failures. If the players succeeded more than they failed, they've kept up with Carmille Santiago and managed to reach her before she could get to her getaway griffon and they have one extra round before the **griffons** and **abjurer** arrive. If they failed more than they succeeded, one griffon has landed, while another flies next to the building. The mage riding the second griffon uses his magic to provide Carmille cover to escape.

Roc Capella continues to provide dramatic fight scene music, but do not give any more Bardic Inspiration.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Carmille does not want to kill anyone, but she has no issue with hurting them until they can't stop her from escaping. The others are less considerate.

Exploration. The sides of the rooftop give a beautiful view of the city (less so if it was ruined in recent wars), while the moonlit night makes for a dramatic last stand.

Social. Carmille doesn't mind bantering while trying to escape. She compliments the adventurers on their skill and persistence, admitting that she cares more about the heist and the chase than any stolen goods.

Area Information

The area has the following features.

Dimensions & Terrain. The flat area of the rooftop is 15 feet wide and 50 feet long.

Lighting. The full moon and lit streetlamps provide dim light. Otherwise, there is only the lighting characters bring.

Creature Information

Carmille Santiago is a half-elf **master thief** with the following adjustments:

- She has maximum HP (130)
- **Darkvision:** Carmille can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light.
- **Fey Ancestry:** Carmille has advantage on saving throws against being charmed, and magic can't put her to sleep.

An **abjurer**, two **griffons**, and two **master thief** henchmen attempt to help Carmille escape. (You

can use unused henchmen for their names.)

Carmille also had Paup Quizzem cast *foresight* on her in advance.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Carmille has 85 HP, remove one griffon and master thief, and replace the abjurer with a **mage**. Remove *foresight*.
- **Weak:** Carmille has 85 HP and replace the abjurer with a **mage**. Remove *foresight*.
- **Strong:** Replace Carmille's stats with those of an **assassin**.
- **Very Strong:** Replace Carmille's stats with those of an **assassin** and the abjurer with an **archmage**.

Wrapping Up

If the players capture Carmille Santiago alive, the Chief catches up with them to congratulate them on a job well done. If they killed Carmille or the abjurer, she reminds them that the revival is coming out of their pay as the bodies are taken away.

"You did it!" Chief McRief proclaims. "Thanks to you, we've brought the notorious thief to justice! The Moonsea Crimes Division thanks you for your hard work. Now: take her away, boys!"

As the MCD agents lock Carmille Santiago in manacles, the raven-haired thief looks back at you and, surprisingly, smiles.

"That was a good chase," she calls out as she's escorted away. "Once I escape, we'll have to do this again sometime."

Carmille Santiago winks as she's pulled out of sight. You get the feeling this isn't the last you've seen of her, but for now, you can celebrate a job well done.

Treasure

In addition to their promised pay (possibly minus any revival expenses), the Chief gives the adventurers Carmille's *hat of disguise* (**Appendix 11**).

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 Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 11**:

- *Hat of Disguise*
- *Clockwork Amulet*

Story Award:

Do It A Capella: You have performed with the traveling a capella kenku bard troupe, Roc Capella. Should you encounter them again, you will be welcome to join in their performance and are treated as part of the band.

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 also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Carmille Santiago (Car-MIL San-tee-AH-go). An elusive phantom thief of great renown.

- **What They Want:** She's motivated in part by her desire to steal rare and valuable treasures, but she's primarily in it for the thrill of the heist and the chase.
- **It's A Fair Cop:** Carmille won't try to kill unless her life depends on it. Getting arrested is no more than a temporary inconvenience, and she respects adventurers that can bring her to justice.

Chief McRief (Mik-REEF). The head of the Moonsea Crimes Division. Goal-oriented, talks fast, has a tendency to call her employees "gumshoe."

- **What They Want:** To bring Carmille Santiago to justice.
- **In the Name of the Law:** The Chief cares about both what the law says is right and what she knows real justice is. She knows adventurers can get the job done, but makes sure they do it following the MCD's rules.

Paup Quizzem (POP Quiz-em). A mage hired by Carmille Santiago. Loves game shows.

- **What They Want:** To put on a good show for himself and his contestants.
- **It's Not About Winning or Losing:** He just loves the entertainment that his game shows bring him... and maybe other people too.

Inspector Zenivert (Zen-E-vair). A detective on the trail of the infamous criminal Arson Wolf.

- **What They Want:** To finally catch Arson Wolf.
- **Curse You:** He's had absolutely zero luck catching Arson Wolf.

Arson Wolf (AR-son). A gentleman thief with no connection to Carmille Santiago. Has been greatly enjoying the cat-and-mouse game with Inspector Zenivert.

- **What They Want:** To travel, steal valuables, and pull off stunning feats of thievery and cleverness.
- **The Challenge:** Arson doesn't particularly need the money, but he does enjoy pulling off a successful heist. Anything he steals can often be found the next day being sold to a local jeweler or gifted to a lovely lady.

Roc Capella (ROK CA-pell-a). A traveling troupe of kenku bards.

- **What They Want:** To sing, sing, SING!
- **It's a Long Way to the Top if You Want to Rock And Roll:** The members of the band (Maurice, Alexander, Slim, Eggman, and Kilroy) only speak in the lyrics of songs they've heard. They could mimic other things, they just choose not to.

Creature Statistics

Abjurer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting The abjurer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mending*, *message*, *ray of frost*

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

2nd level (3 slots): *arcane lock**, *invisibility*

3rd level (3 slots): *counterspell**, *dispel magic**, *fireball*

4th level (3 slots): *banishment**, *stoneskin**

5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *flesh to stone*, *globe of invulnerability**

7th level (1 slot): *symbol**, *teleport*

*Abjuration spell of 1st level or higher

Arcane Ward The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Actions

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

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 11

Languages any four languages

Challenge 12 (8,400 XP)

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

Spellcasting The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

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

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *screying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

* The archmage casts these spells on itself before combat.

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.

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 take only 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.

Drow Gunslinger

Medium humanoid (elf), any alignment

Armor Class 18 (Studded Leather, shield)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +4, Wis +3

Skills Perception +3, Stealth +8

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Undercommon

Challenge 4 (1,100 XP)

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

Gunslinger. Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the drow's ranged attack rolls with a pistol. In addition, the drow ignores half cover and three-quarters cover when making ranged attacks with a pistol.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Poisonous Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 11 (2d10) poison damage.

Stat Block Modifications

This creature has the following modifications:

- **Languages** Replace Undercommon with Common.

Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

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.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (Studded Leather)

Hit Points 83 (13d8+26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) Thieves' cant
Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/Turn). The thief deals an extra 14 (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 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Stat Block Modifications

This creature has the following modifications:

- **Hit Points** 130
- **Darkvision:** The thief can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light.
- **Fey Ancestry:** The thief has advantage on saving throws against being charmed, and magic can't put her to sleep.

Oni

Large giant, lawful evil

Armor Class 16 (Chain mail)

Hit Points 110 (13d10+39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: *darkness, invisibility*

1/day each: *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, range 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and the glaive reverts to its normal size.

Appendix #1 The Great Detective (Bonus Objective A)

Estimated Duration: 60 minutes

The adventurers' investigation crosses paths with that of another detective. The detective agrees to assist them in return for their help on his search for a renowned gentleman thief.

Another Investigation

This can be placed at any point during the investigation; when the players find a henchman, the detective will have already beaten them to it.

You head towards where you were told you could find Carmille's henchman, only to find someone has beaten you to the punch. A tall man in a long brown coat is interrogating the henchman, rather aggressively at that.

"I know you're connected!" the tall man shouts. "Tell me everything you know about Arson Wolf!"

"I don't know anything!" the henchman insists. "I was working for Carmille Santiago, not Arson!"

The man is **Inspector Zenivert**, a detective who's been tracking the gentleman thief **Arson Wolf**. His investigation has correctly led him to this city, but the wrong crime, as he began following the clues to Carmille's heist and henchmen by mistake. Once the characters explain the situation, Inspector Zenivert agrees to talk.

Local Tavern

The adventurers and Inspector Zenivert head to the nearest tavern to talk business. Zenivert explains that he's been on the trail of Arson Wolf, but the thief appears to take pleasure in toying with him throughout the chase. If the

adventurers are willing to help his case, he'll assist in their investigation.

As he stands up to shake hands in agreement, Zenivert trips and falls onto the table. Somehow, at some point, someone used Zenivert's own manacles to lock him to his chair. The adventurers also discover that half of their magic items have disappeared.

The tavern worker who delivered the party's drinks reveals himself to be Arson Wolf (use the stats of an **assassin**). Sitting at a nearby table are his partners: Fujine, a lady **master thief**, and Gi'jen, a male **drow gunslinger**.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. If combat breaks out, Arson and his allies will aim to incapacitate the party and escape first, only trying to kill them if it's clearly necessary.

Exploration. The tavern is empty, aside from the party and Arson's group. A large cask behind the counter is filled with Dwarven Firewater.

Social. Arson is a gentleman, and will try to engage in friendly conversation before combat breaks out. If the adventurers amuse him, he returns their items and makes his getaway as they break Zenivert's manacles (DC 13 Thieves Tools check to unlock them or Athletics to break them).

If the party can capture Arson Wolf and his companions, Zenivert helps with the investigation; give the players advantage on any skill checks used to help find Carmille's next destination in this city. If Arson escapes, Zenivert shouts "Curse you!" and chases after him. Either way, he gives the party his lucky pocket watch in thanks.

Treasure

Zenivert's lucky pocket watch is, in fact, a *clockwork amulet* (**Appendix 11**).

Appendix 2: Paup Quizzem's Greatest Game Show (Bonus Objective B)

Estimated Duration: 60 minutes

At any point during the adventure, the players can be directed to the henchman **Paup Quizzem** and his magical workshop. This can substitute any of the other henchmen in a given city. When the players enter Paup's workshop, they trigger a powerful illusion that places them in a most peculiar quiz show.

The Game Begins

As you open the door, a bright light floods your eyes. The next thing you know, you're standing on an illuminated stage behind a podium. Before you is an audience filled with familiar faces. Friends, family, fellow adventurers, and oddly generic people appear in the audience, all cheering wildly. A light shines down on the stage, and a brightly dressed man appears.

"Ladies, gentlemen, and everyone else!" the man declares. "Welcome, one and all, to Paup Quizzem's Greatest Gameshow! If our brave contestants can clear our challenges, they'll win the grand prize: the clue to Carmille Santiago's location!"

The man is Paup Quizzem, an **archmage** working for Carmille Santiago. The stage and everyone in the audience are illusions, including people based off of the adventurers' memories. Paup is aware of the adventurers and their quest, and is willing to give them his clue if they can complete his game show. The show has three challenges; each player can choose what challenge to take, but the majority of the players must succeed to win.

If and only if they lose the game show, Paup will quickly surrender to a threat of violence.

Name That Hero

Rules: Paup Quizzem provides a description of a hero, villain, or other noteworthy character from *Dungeons & Dragons* history. The player must identify that character. (Using out-of-character knowledge is acceptable.) A player must get three out of five correct to succeed.

See **Appendix 3** for the questions. You do not need to use them all. Answering in the form of a question is encouraged but not required.

Adventurers Arguing

This game is done in the style of "Family Feud." The player is given questions from a poll answered by over 200 Adventurers League players. If the answer they give is in the top five, they earn points equal to the number of players who provided that answer.

After three correct answers, a player can choose to move to another question. After three wrong answers, they're out and another player rotates in to try the next question, pass to the next player, or continue. The team must score at least 300 points to succeed.

See **Appendix 4a and 4b** for the questions and answers. You do not need to use them all. Close or similar answers still count.

Dungeon Run

The Dungeon Run is a physical challenge for players who would rather roll dice. The players must face a number of obstacles requiring skill checks to succeed. If they fail a skill check or save, they can spend inspiration to succeed once.

If one player fails, the next one has advantage on any skill checks up to the point where they failed, as they're forewarned of the obstacles.

See **Appendix 5** for the challenges.

Appendix 3: Name That Hero

Q: This famous wizard, known as the Sage of Shadowdale, is also the last prince of Athalantar and a chosen of Mystra.

A: Elminster Aumar

Q: This drow ranger is a renegade from his kind and can typically be seen with his magical panther companion.

A: Drizzt Do'Urden

Q: This Waterdavian noble was once known as "The Wolf" or "The Merciless," but is now commonly known as "The Moneylender."

A: Mirt

Q: This former adventurer now spends his days running his tavern in Waterdeep, best known for its entryway into the Undermountain.

A: Durnan

Q: This infamous lich loves making deadly tombs, best known for those of horror and annihilation.

A: Acererak

Q: This draconic warrior is an Oathbreaker paladin who loyally serves Tiamat.

A: Arkhan the Cruel

Q: This well-traveled adventurer and storyteller is perhaps best known for his many books on the Realms, most recently his *Guide to Monsters*.

A: Volothamp "Volo" Geddarm

Q: This wizard does not come from Faerun, but is a planar traveler from Greyhawk known for his *Tome of Foes*.

A: Mordenkainen

Q: This hero is the beloved ranger of Baldur's Gate, and is never seen without his loyal companion, a miniature giant space hamster.

A: Minsc

Q: This wizard lurks at the bottom of the Undermountain, and is nicknamed "The Mad Mage."

A: Halaster Blackcloak

Q: This roguish drow is the leader of the Bregan D'aerthe band of mercenaries.

A: Jarlaxle

Q: This elf mage has created many popular spells, including his *acid arrow* and *minute meteors*.

A: Melf

Q: This wizard is best known for spells specializing in hands.

A: Bigby

Q: This dwarf warrior was the eighth, tenth, and thirteenth king of Mithral Hall.

A: Bruenor Battlehammer

Q: This wizard is High Lady of the League of Silver Marches, ruler of Silverymoon, and one of the Seven Sisters.

A: Alustriel Silverhand

Q: This orc warlord assembled a great horde, became a chosen of Gruumsh, and assembled a proper orcish nation.

A: Obould Many-Arrows

Q: This evil mage is one of the founders of the Zhentarim, and learned the hard way why wizards do not make more than one *clone* at a time.

A: Manshoon

Q: This vampire lord rules over the land of Barovia, located in the Demiplane of Dread. (Don't ask how I know this.)

A: Strahd Von Zarovich

Q: She is the previous Lady Mage of Waterdeep, now its Open Lord.

A: Laeral Silverhand

Q: This frost giant is a member of Force Grey, AKA The Gray Hands, and is nicknamed "The Grim."

A: Harshnag

Appendix 4a: Adventurers Arguing (1)

Name something you always take on an adventure.

1. Rope (57)
2. Healing potions (25)
3. Weapons (21)
4. A bag (15)
5. A 10-foot pole (11)

What's the most useful spell for getting out of an awkward social situation?

1. *Fireball* (48)
2. *Dimension door* (24)
3. *Invisibility* (21)
4. *Misty step* (21)
5. *Charm person* (16)

Name something you're most likely to find in a rogue's backpack.

1. Lockpicks/Thieves Tools (90)
2. My stuff (54)
3. Stolen goods (14)
4. Daggers (9)
5. Ball Bearings (7)

Name something you're likely to find in a dragon's hoard.

1. Gold (129)
2. Gems/Jewelry/Art (24)
3. Magic items (19)
4. Dead adventurers (11)
5. A dragon (7)

What's the last thing you want to find behind a dungeon door?

1. A wall (22)
2. Oozes (21)
3. A Beholder (20)
4. A Mimic (14)
5. A trap (12)

Which party member do you always want first in the marching order?

1. Barbarian (58)
2. Rogue (45)
3. Paladin (30)
4. Fighter (18)
5. Anyone but me (6)

What's your favorite school of magic?

1. Evocation (64)
2. Abjuration (24)
3. Illusion (23)
4. Divination (22)
5. Necromancy (21)

What's the best location for a villain's evil lair?

1. Volcano (36)
2. Castle/Tower (28)
3. Demiplane/Pocket Dimension (16)
4. On/under a mountain (15)
5. Cave (13)

Name a monster you'd like to fight the most.

1. Dragon (47)
2. Beholder (16)
3. Tarrasque (13)
4. Lich (8)
5. Flumph (7)

Name a monster you'd like to fight the least.

1. Tarrasque (29)
2. Beholder (26)
3. Ooze (18)
4. Mind Flayer/Illithid (17)
5. Dragon (13)

Name something you'll want to bring when fighting a lich.

1. A cleric (33)
2. A paladin (29)
3. Its phylactery (11)
4. *Holy avenger* (10)
5. Counterspells (10)

Name a famous adventurer you'd like to travel with.

1. Volothamp Geddarm (22)
2. Drizzt Do'Urden (20)
3. Elminster (18)
4. Minsc & Boo (17)
5. Mordenkainen (15)

Appendix 4b: Adventurers Arguing (2)

Name a spell you'll want to counterspell every time it's cast.

1. *Counterspell* (45)
2. *Fireball* (24)
3. *Disintegrate* (18)
4. *Power word kill* (13)
5. *Feeblemind* (11)

What's the most annoying trap to encounter in a dungeon?

1. Pit Trap (58)
2. Explosive Runes/Glyph of Warding (17)
3. Poison (10)
4. Gravity traps (7)
5. Mimics (6)

Monsters whom the bard will seduce every time.

1. Succubus/Incubus (41)
2. Dragon (38)
3. Everything (22)
4. Hags (10)
5. Orcs (9)

Monsters who will seduce the bard every time.

1. Succubus/Incubus (93)
2. Dragon (18)
3. Vampire (11)
4. All of them (9)
5. Siren (4)

Things you're likely to find in a dragon's stomach.

1. Other adventurers (91)
2. Bones (8)
3. Me (7)
4. Goats/Sheep (6)
5. Armor (3)

Things you can't go dungeon diving without.

1. Rope (50)
2. Light/Torches (42)
3. A 10-foot pole (29)
4. Friends (11)
5. Healing Potions (9)

Which beholder eye ray do you want to get hit with the least?

1. Disintegration (113)
2. Death (22)
3. Petrification (15)
4. Paralysis (10)
5. Antimagic (9)

If you could fight one legendary hero, who would it be?

1. Drizzt Do'Urden (44)
2. Elminster (14)
3. Minsc (12)
4. Jarlaxle (6)
5. Mordenkainen (6)

If you could fight one legendary villain, who would it be?

1. Acererak (27)
2. Strahd Von Zarovich (25)
3. Vecna (16)
4. Szass Tam (12)
5. Halaster Blackcloak (10)

Name your favorite class.

1. Wizard (42)
2. Paladin (26)
3. Bard (21)
4. Rogue (21)
5. Warlock (18)

Appendix 5: Dungeon Run

Hero in the Hole: To enter the Dungeon Run, the adventurer must fit through an oddly shaped hole in the wall. They must succeed on a DC 10 Dexterity save to adjust their body to match the cutout and fit through.

Corridor: The adventurer runs down a trapped hallway. A DC 17 Wisdom (Perception) check identifies the off-colored panels in the hallway. Otherwise they must succeed on a DC 12 Dexterity save to avoid falling into a pit trap and failing the challenge.

Climb The Wall: The corridor ends at a rock wall, with a small hole at the top. A DC 13 Strength (Athletics) check will let them climb the wall and fit through the hole. Allow players two tries before time runs out and they fail the challenge.

Avoid the Spikes: The next hallway wall has spikes shooting out of the ground at timed intervals. A character can move through the

spikes with a DC 15 Dexterity (Acrobatics) check. They can gain advantage on this check by learning the timing with a DC 16 Wisdom (Perception) check.

Dodge the Guards: Three skeleton guards patrol the hallway. A character can sneak past them with a DC 13 Dexterity (Stealth) check. The character loses if the skeletons spot them.

Assemble the Idol: A golden idol at the end of the dungeon is broken into three parts. First the player must succeed on a DC 12 Intelligence (Investigation) check to see how the three parts fit together, then a DC 16 Dexterity (Sleight of Hand) check to assemble them.

Once the golden idol is assembled, the task is cleared.

Appendix 6: Phlan

The City: Phlan was founded in 367 DR as a trading outpost, which grew over time into a large town. Recently it had to deal with the threat of the Cult of the Dragon, which resulted in the city being conquered by the green dragon Vorgansharax, the Maimed Virulence. The city was saved when adventurers defeated the dragon, after which a tiefling named Calypso was elected regent.

Notable locations include: The Laughing Goblin, Sokol Keep, the Quivering Forest, and Mantor's Library.

The Clues:

- "The city she's going to had a dragon problem recently, but the poison should be mostly gone by now."
- "She said she's not a fan of the city's new regent, but it was a fair election."
- "She said she might go for a hike through the Quivering Forest."
- "She was thinking about sightseeing at Sokol Keep."
- "She mentioned the name of the city, but I honestly thought she was talking about some kind of caramel dessert."

The Heist: The Hammer of Tyr, stolen from Phlan's temple of Tyr. Carmille left a note in advance saying: "After I take what I came for, perhaps everything will look like a nail."

The Scene of the Crime: The hammer was placed on a display pedestal, but was protected with several wards and is locked away safely at night. Searching the scene of the crime, the players can find a gambling chip, small-sized footprints that occasionally seem to double up, and a wall that has been vandalized with paint.

The Henchmen:

- **Hyrisk Loriturn**, a human male with a gambling problem. He can be found in the Laughing Goblin, looking for someone to play a game of cards or dice (He has +3 to any rolls to gamble or cheat). He'll offer up the clue to Carmille's location if he loses.
- **Norm Alman**, a seemingly tall man in long robes who can be found skulking around Podol Plaza. He is, in fact, two halflings in disguise, with one standing on the other's shoulders. A DC 17 Wisdom (Insight) check can tip the players off. The halflings (Norm and Alman) will give the clue to Carmille's location in exchange for keeping their secret.
- **Vann DeLism**, a human woman and self-proclaimed "outlaw artist." She can be found behind any governmental building or noble's home, tagging it with an anti-authority message. She'll give the clue to Carmille's location to anyone who compliments her artwork enthusiastically.

Appendix 7: Hillsfar

The City: Hillsfar, located on the southern coast of the Moonsea, is a city-state with a dark history. Until recently, Hillsfar was ruled by First Lord Torin Nomerthal. The Great Law of Humanity forced all non-humans out of the city, while the military force of the Red Plumes upheld the First Lord's rule with an iron fist. Torin Nomerthal was slain by a group of adventurers in a faction-backed attack, so the new First Lord, Vuhm Yestral, is working to repair Hillsfar's reputation and undo the wrongs of its past.

Notable locations include: the Hillsfar arena, the Tower of the First Lord, and the city market.

The Clues:

- "She said it's a good thing they had a regime change, otherwise a half-elf like her wouldn't be allowed in."
- "She wasn't too fond of their military force, but she did respect their style - those red uniforms were very fashionable."
- "She said she was going to take a shortcut there through a waydown in the Underdark."
- "The place she left for is a lot calmer now that there's no more demon lords spreading madness there."
- "She was thinking of taking a detour to Cormanthor to visit the ruins of Myth Drannor afterwards."

The Heist: The First Lord's ceremonial golden armor, stolen right out from his cabinet. She left a note in advance claiming, "I could steal the shirt off your back, but what I'm after is a fair bit shinier."

The Scene of the Crime: The First Lord's chamber is kept tidy and spotless. The lock on the cabinet is unlocked and the magical wards protecting it were all circumvented. Searching the scene reveals a strand of silver drow hair, a marking in Thieves Cant that marks the crime as "approved by the Rogue's Guild," and a set of footprints that grow inexplicably large for just two steps.

The Henchmen:

- **Asalt N'Batery**, a male drow. He's been arrested for an unrelated crime and is locked in the local jail. He's willing to talk in exchange for a bottle of good wine, which the players will have to sneak in to get to him (roll against the guard's Perception of +3) or bribe the guard at least 5 gp.
- **Connor Mann**, known as "Con" to his friends, a member of Hillsfar's Rogue's Guild. Players who have previously interacted with the Rogue's Guild (such as in *DDEX3-12 Hillsfar Reclaimed*) can persuade him to offer the clue to Carmille's next destination out of respect with a DC 13 Charisma (Persuasion) check. Otherwise, he'll provide it in return for the promise of an unspecified favor or a 100 gp bribe. He knows Carmille let the clue slip so he could give it away.
- **Lars Oni**, who is, in fact, an **oni** disguised as a red-haired human male. He can be found lurking behind the city, and promises the adventurers information if they just follow him a little bit deeper into the woods. Once the city is out of sight, he transforms and attacks. He'll surrender the clue to Carmille's next destination in exchange for his life. (Note that killing him does not have a revival penalty, since he's an oni and therefore won't be revived, but players typically can't get a clue from a dead man.)

Appendix 8: Hulburg

The City: Hulburg is a harbor city located between Keldon Head and Eastland. After its founding by the Hulmaster clan in 940 DR, it's been destroyed and rebuilt so many times that the city is built over the ruins of its previous incarnations. The city's main income comes from mining and the docks, although recently it's rebuilt enough that new merchants have begun setting up shop. Of course, several gangs and organizations (such as the Scarlet Fangs, Clan Stoneringer, and the Tyrant Lizard Gang) have grown with and within the city.

Notable locations include: Tent City, the Harbor District, the Hulmaster manor, and the new Merchant District.

The Clues:

- "I think the city she's going to is always rebuilding... or was it burning? Maybe rising... I can never remember." (*CCC-HULB1* series)
- "She has an ally in the Scarlet Fangs who can sneak her into the city." (*CCC-HULB1-1 Hulburg Rebuilding*)
- "She said one of her contacts is a former Tyrant Lizard, whatever that means." (*CCC-NBDD01-01 Clever*)
- "Apparently she's tangled with the Hulmaster clan before, so she likes stealing from the city named after them."
- "I tried sailing to that city once. Some jerk set up a fake lighthouse that nearly caused us to sink." (*CCC-KUMORI-01-01 Wreckers*)

The Heist: Lord Eorl Hulmaster's lucky gem-studded brooch was stolen off his nightstand overnight. Carmille left a note in advance, saying: "I'll broach your defenses and take something you hold close." Lord Hulmaster thought she simply misspelled "breach."

The Scene of the Crime: The lord's manor is in better condition than most of the town, although it's still modest compared to the noble dwellings in bigger cities. The bedroom of the wooden manor features a large velvet bed and well-carved wooden dressers and nightstands. Investigating the scene of the crime reveals two small sets of footprints (kobold and gnome) and a recently spilled beer stain.

The Henchmen:

- **Stitches Fersnitches**, a kobold male who was formerly a member of the Tyrant Lizard Gang (from *CCC-NBDD01-01 Clever*). He can be found in the back alleys of the city. Stitches refuses to tell the adventurers anything about Carmille or his fellow henchmen, because it's his job to cut anyone who talks. If, however, he gets cut, then by his logic he has one free chance to snitch, since he's already paid for it.
- **Dui** (pronounced "Dewey"), a human male carriage driver with a drinking problem. He can be found in the Sleepy Gryphon Inn, and will give the clue to anyone who can beat him in a drinking contest. Each character competing must make Constitution saving throws, starting the DC at 11 and increasing by 2 with each drink. Dui has +3 to his Constitution saves.
- **Shaupe Lifter**, a female gnome kleptomaniac. When the adventurers find her, she's getting chased out of Serenity's general store for stealing. She can be convinced to provide the clue to Carmille's next destination in exchange for someone buying the goods she was trying to steal (10 gp).

Appendix 9: Melvaunt

The City: Melvaunt, the City of a Thousand Forges, is a city on the northern coast of the Moonsea, adjacent to Thar. The city is primarily known for two things: its smithing and its mercantile services. In fact, the Council of Lords that rules over the city is composed entirely of merchants, all of whom purchased their seats. Melvaunt typically trades goods with Mulmaster and Hillsfar, and its primary export is worked metal goods such as weapons and armor.

Notable locations include Asberyth (the meeting chamber for the Council of Lords), a lighthouse called The Finger of the Gods, the Center Market, and Blackalbuck's Swap Shop.

The Clues:

- "She heard great things about the smiths there, I guess the city is known for its swords."
- "With all the merchants ruling the council, it's no wonder she'd want to steal something from there."
- "The city she's going to is known for its merchants and marketplaces. She said she loves shopping around before stealing what she wants from the Center Market."
- "She said she's never stolen from Mechanus before, but with a planar portal appearing near the city, she might visit there." (**CCC-CORE** series)
- "The city she's going to has a lot of forges. A thousand forges, from the sound of it."

The Heist: Carmille stole the Lord Chancellor's adamantine gavel from Asberyth. The note she left in advance of the heist reads "Bang and shout all you want, I'll still steal your authority."

The Scene of the Crime: Asberyth is a large meeting chamber, with over 30 seats set up for the council and a large podium up front for the Lord Chancellor. It's kept exceptionally clean, and unfortunately, it was recently tidied up before anyone realized the adamantine gavel was stolen. As such, the only clue the adventurers can find while searching the scene is an unusually water-damaged floor near the door outside.

The Henchmen:

- **Misty Meanor**, a water genasi from a merchant family who prefers taking things than trading for them. It was her connections that allowed Carmille to enter the city undetected. She'll give the clue to Carmille's next destination in exchange for the adventurers telling her about their journeys.
- **"Smug" Ellen**, a merchant who's very proud of the quality of her products and isn't afraid to boast about it. Her shop is used as a front for money laundering and smuggling stolen goods. If the players figure this out - by investigating her wares with a DC 16 Intelligence (Investigation) check or by sneaking into her back room to find the contraband there with a DC 17 Dexterity (Stealth) check - she'll offer the clue to Carmille's next destination in return for their silence.
- **Grizz Eldvet**, an aging human male who joined Carmille's heist as his "one last job before retirement." He's dealt with enough adventurers that threats don't phase him, but he will give the clue to Carmille's next heist to anyone who shows proper respect for his long history of thieving.

Appendix 10: Mulmaster

The City: Mulmaster, the City of Danger, is a city west of the Earthspur and Galena Mountains. A governing council called the Blades rules the city, which is in turn commanded by High Blade Selfaril Uoumdolphin. All arcane magic is restricted in the city, with exceptions made for members of the Cloaks. The city has also suffered greatly from a number of conflicts, starting with attacks from four elemental-worshipping cults, which in turn opened the doors for the Thayans to swoop in.

Notable locations include: the Theater of the Stars, the Tower of Arcane Might, the Tower of the Blades, and the Thayvian Embassy.

The Clues:

- “She said it’s hard to hire a good wizard there, since all the mages work for the city.”
- “Apparently the city had a lot of trouble with cults recently.”
- “She said her red outfit always gets her weird looks there, even though she’s clearly not a Thayan.”
- “She’s hoping to do some reading at the Tower of Arcane Might”
- “She said she’s good friends with a Zor and Zora who can help sneak her in.”

The Heist: This is her final destination. Go to **Part 2: The Chase**.

Appendix 11: Character Rewards (Magic Item)

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

Hat of Disguise

Wondrous Item, Uncommon (requires attunement)

While wearing this hat, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the hat is removed.

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

This *hat of disguise*, in its normal appearance, looks like a large red hat with a long brim that seems to be constantly flowing in a breeze. It's activated by pulling the brim down to cover at least one eye and smirking confidently.

Clockwork Amulet

Wondrous Item, Common

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.

When you make an attack roll while wearing the amulet, you can forego rolling a d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

This item is found in *Xanathar's Guide to Everything*.

Appendix 12: Character Rewards (Story Award)

Story Award

The characters may earn the following:

Do It A Capella: You have performed with the traveling a capella kenku bard troupe, Roc Capella. Should you encounter them again, you will be welcome to join in their performance and are treated as part of the band.

Appendix 13: Dungeon Master Tips

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

New to D&D Adventurers League?

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

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 Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of

ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League 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

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