DDAL-ELW02

BOROMAR BALL

An Eberron *Embers of the Last War* Adventure

The trail of a stolen letter leads the characters to an extravagant party thrown by Sharn's most powerful criminal family. At this ball, the wrong dance step means death!

A Two to Four-Hour Adventure for Tier 1 Characters.
Optimized for APL 2.

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Adventure Primer

"It's important to take time for family, for the little things, Goran. Have a drink, you're so tense! You'd think you were in trouble or something"

—Saidan Boromar, Patriarch of the Boromar Clan, moments before defenestrating a local merchant for skimming smuggling profits

Background

Three days ago, **BOROMAR CLAN** agent **YEQ THE GRIN** murdered a courier and stole an encoded message to **MERRIX D'CANNITH** from an agent of the Swords of Liberty. Before his apprehension by adventurers and subsequent incarceration, Yeq managed to pass the stolen message along to another **BOROMAR CLAN** agent.

The Boromar Clan is holding the message at a heavily guarded villa, **FAR HEARTH**, in the **MIDDLE MENTHIS PLATEAU** and it is only a matter of time before they decipher it. However, in two days, **COUNCILOR ILYRA BOROMAR** is hosting a cultural gala at this villa to celebrate her kith and kin from the Talenta Plains. This would be an ideal time to infiltrate the villa and recover the message that has caused all this trouble. First though, **WATCHMAN KAVILL** calls the party together with dire news.

Episodes

The adventure is spread over **three to five episodes** that takes approximately **two to four hours** to play. These episodes are initially introduced by a Call to Action episode.

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: What Happens in Cogsgate.*** The characters just beat a murder rap with the Sharn City Watch and the Boromar Clan knows they're involved. They need to recover the stolen message to understand what is going on. This is the **Call to Action**.
- ***Episode 2: Crashing a Party.*** The characters only know that the Boromar's are involved and that they have the message. The party must find out where the message is being kept and how they intend to retrieve it. This is **Main Objective A**.
- ***Episode 3: The Caper.*** The party executes their plan to recover the message without dying or being captured by the Boromar Clan. This is **Main Objective B**.

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement checkpoints** (but no treasure checkpoints) in the process. These bonus objectives are found in this adventure's appendices, as follows:

- ***Bonus Objective A: Daask in the Moonlight.*** While planning to recover the message, the party learns of a bombing plot orchestrated by the Daask crime syndicate that is set to occur at the ball. If Daask succeeds the message could be destroyed! This bonus objective is in **Appendix 4**.
- ***Bonus Objective B: Quid Pro Quo.*** The party must flee Middle Menthis with the Boromars hot on their tails. This bonus objective is in **Appendix 5**.

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 Objectives 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.

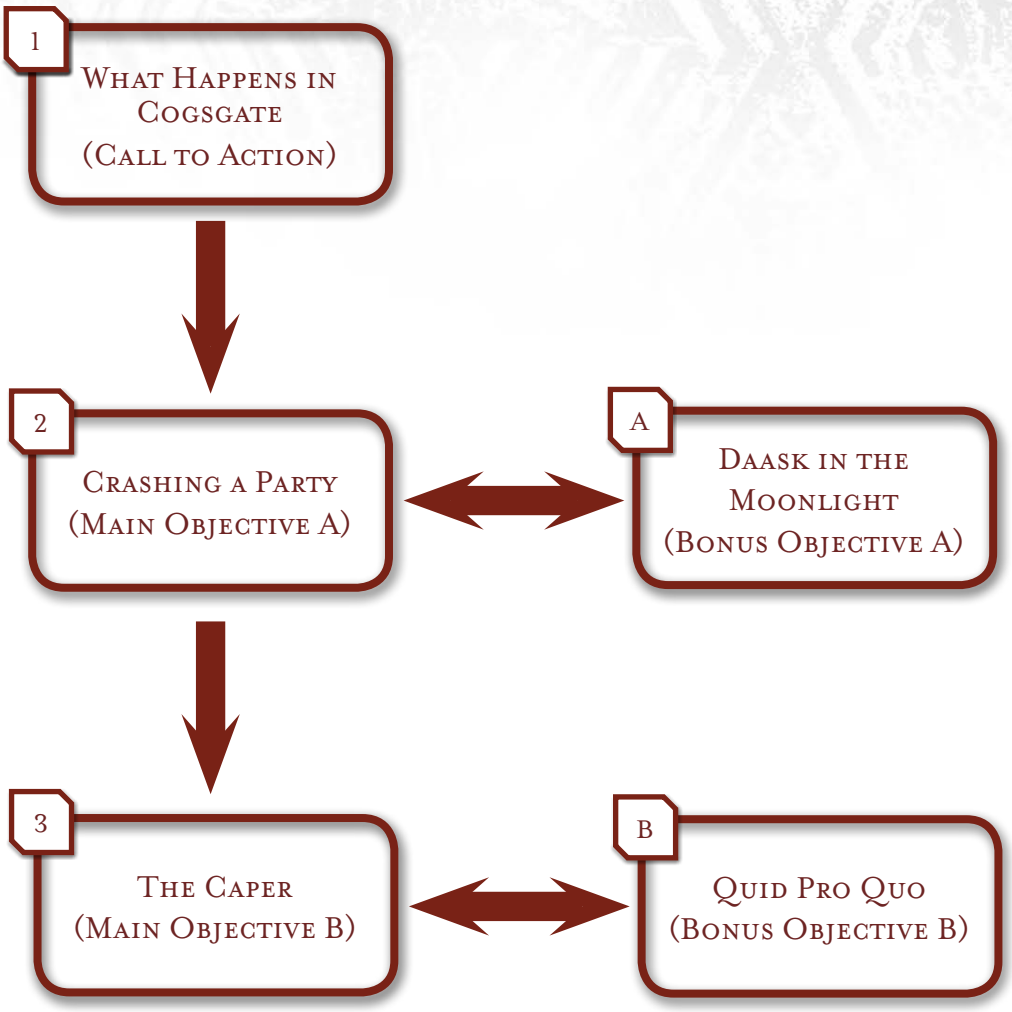
These objectives branch off episode 2 and 3, but their order is fluid. They set the scene for the final episode and may even have an impact on the events that transpire.

A Piece of Home

The Boromar villa, Far Hearth, is in a unique neighborhood known as the Little Plains, part of the Middle Menthis Plateau. It is unique for several reasons, the most obvious of which is the architecture. The towers are cave-like with broad, grass-lined roads reaching outside rather than tucked inside as in most of the city. The use of wood and bone in the traditional Talenta style also dominates most dwellings here. Lastly, the population of Little Plains is largely halfling, both urban and from the plains, along with a smattering of gnomes and kobolds that causes non-residents of a taller stature to stand out.

Adventure 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 One: What Happens in Cogsgate

Estimated Duration: 30 minutes

It has been three days since the party beat a murder rap and captured the killer, Yeq the Grin. The party is summoned to meet Watchman Kavill at a small café in the lower Central Plateau so he can inform them of Yeq's death in prison and what it portends for them.

Playing Out of Order

If your party did not play *Murder in Skyway*, there are other ways to kick this adventure off. The party could be friends with Watchman Kavill or be working with House Orien to recover the lost message.

Area Information

This area has the following features.

Dimensions & Terrain. The lower Central Plateau is residential and quiet. Heavily armed folk or boisterous folks draw a speedy response from the Sharn Watch.

Lighting. Normal illumination during the day keeps the area brightly lit. At night there is ample street lighting with many pockets of darkness.

What Might They Already Know?

It's possible the party learned quite a bit from Yeq in the previous adventure. Here's a summary of what they may already know (and what Watchman Kavill may know):

- Characters who completed **Bonus Objective B: An Exchange of Information** in *Murder in Skyway* know the letter came from a senior agent of the Church of the Silver Flame (but really it was a member of the Swords of Liberty).
- The letter is coded in a complex cypher that does not yield to magic.

Creatures/NPCs

Watchman Kavill (LG male human **guard**) is a more junior member of the City Watch with a good heart and a desire to do right. Think of the earnest young "beat cop" in a crime drama.

Objectives/Goals. Kavill is deeply concerned for the character's safety following the apparent murder of Yeq the Grin in prison. If the party is already aware of this information, he carries forward with his warning and provides what addition details he can. He does not materially assist the party moving forward outside of relaying information to his Watch Commander. Kavill is not a vigilante but does call in the Watch if he's presented with probable cause.

What Does He Know? Kavill is aware of the following information, which he readily shares:

- Yeq was poisoned in his cell last night, most likely from his evening meal.
- Kavill overheard his Watch Sergeant say it was probably the Boromars making sure Yeq didn't spill whatever he knew in prison.
- Kavill is aware of a coded letter that Yeq says he passed off to a Boromar agent. Yeq claims that something that delicate would end up being kept in a Boromar-owned villa, in Little Plains district on Middle Menthis Plateau.
- He knows a fence and occasional informant, a halfing who goes by the name Timbal Grassteeth, that is familiar with the villa.
- The informant, Timbal, can be found at a pub in Little Plains named the Zephyr in the next couple hours. Tell him Kavill sent you.
- Whatever is in that letter must be very important to the Boromars, enough to kill for. Kavill is deeply concerned the Boromar Clan will come for the characters next.

Call to Action

The objective of this adventure is to find the coded message Yeq handed off to the Boromar Clan. It provides leverage to keep Boromar assassins away and is obviously important enough to kill for.

The Boromar Clan

The largest criminal organization in Sharn, the Boromar Clan runs a massive network of smuggling, gambling, extortion, blackmail, racketeering, and graft. While all races are welcome, only halflings occupy the higher echelons of the organization. The organization is very similar to the mafia and exudes the same vibe of neighborhood "friendliness" with a veneer of menace. The organization uses whatever force is necessary to accomplish its objectives but prefers to operate out of sight and handle things discreetly.



Episode Two: Crashing a Party

Estimated Duration: 30 minutes

In this section, the party must learn about the Boromar Villa and come up with a plan to retrieve the letter. Watchman Kavill provided a contact with information about the villa, should the party not wish to speak with him, allow them to make appropriate skill checks to discern the information on their own. Here are a few bits of information should the party wish to do a little snooping before meeting with Timbal.

DC 10 (Easy)

- Intelligence (Investigation): Searching public records indicates a posh villa named Far Hearth fits the location and is held by the Boromar family.
- Charisma (Persuasion/Deception/Intimidation): Word around Little Plains is a big party is happening at the Boromar villa tomorrow.

DC 15 (Medium)

- Intelligence (Investigation): There has been an increase in security at the villa in the last day consisting of hard looking hunters from the Talenta Plains.

Objectives

In this episode the party must:

- Locate the Boromar villa
- Come up with a plan to retrieve the letter

Daask, Rivals of the Boromar

Comprised of monstrous immigrants from the lands of Droaam, Daask is a crime syndicate that specializes in extortion, violent crime, and illicit substances. Not as large or organized as the Boromar Clan, Daask has a flat hierarchy and smaller infrastructure, and can apply brute force to problems selectively with great result.

Bonus Objectives

During their investigation the party learns of a plot by members of the Daask crime syndicate to bomb the gala. This could be an informant, an overheard conversation, whatever works best for your group. This is **Bonus Objective A: Daask in the Moonlight**, located in Appendix 4.

Roleplaying Timbal

Timbal is a smart-aleck that dislikes physical violence. He's a cunning fence and decent thief who would like to get paid for as little effort as possible. He is not a member of the Boromar Clan and resents having to pay them dues for protection. This is his way of sticking it to them. His personality is a combination pawn shop owner/insufferable barista with a smidgen of charm.





Scene A. The Zephyr

If the party decides to meet with Timbal they have a couple hours to rest and run errands.

Area Information

This area has the following features.

Dimensions & Terrain. The Zephyr is a small pub, 60 feet by 80 feet, catering to working class folk, mostly urban halflings. The furnishings reflect this and can be awkward for medium size folk.

Lighting. Smokey and dimly lit by a pair of *everbright lanterns*.

Creatures/NPCs

Timbal Grasstooth (N male halfling **spy**), a fence affiliated with the Boromars, presents an opportunity for a silly conversation that yields results. He can also be a good way to give **Bonus Objective A: Daask in the Moonlight** to the party.

Objectives/Goals. Timbal has never left Sharn in all his 26 years. He is lazy, vain, and generally interested in being comfortable. He freelances as an informant for the Watch to curry favor in case he gets in trouble and get rid of rivals. He learned about some special letter at Far Hearth villa from one of the cooks and figured he'd try to sell the information. He's interested in sharing what he knows, getting paid, and then pretending the characters don't exist.

What Does He Know? Timbal says he has a contact who overheard the letter would be kept at Far Hearth. He also has low-level knowledge of the Boromar criminal enterprise and knows that there are trusted guards and arcane wards securing the villa. He relates that a cultural gala occurring tomorrow might be a good time to sneak in. He has a sketch of the grounds with guard and ward locations he's willing to part with for 50 gp, preferably in precious stones. He can be bartered down to 30 gp as a reward for clever or interesting role play. A DC successful 15 Charisma (Intimidation) check convinces him to give everything up for free, however he then informs the Boromars about the plot. If this happens, see episode 3 for details. Finally, he emphasizes that this information is time sensitive and they must act quickly, there are no guarantees it will be there after the gala.

Timbal's Information

If the party successfully obtained the information from Timbal, they know the following:

- A rough layout of the villa, **Player Handout 1**.
- There are twelve armed guards: Five halfling **guards**, two halfling **scouts** mounted on **clawfoot raptors**, and five halfling **tribal warriors** in full Talenta battle gear.
- The head of security is a halfling **veteran** named Gerry Splinter.
- The gala is a celebration of Talenta culture. There are probably forty guests, mostly wealthy businessfolk and members of the city administration. Counselor Ilyra Boromar is the host, this is her home.
- The letter is *probably* kept in a safe down in the basement accessible by a secret door or in Counselor Boromar's private office. Locations are marked on the map.
- The safe is warded you'll need a good key or a thief to open it.

Developments

After meeting with Timbal the party should have a general idea where the letter is and that it's well guarded. Make note if the party used intimidation tactics on Timbal, since it becomes relevant in episode 3. Also, if the party opted to go right to infiltrating the villa, skip scene B and move to episode 3.

Scene B. The Plan

If the party opted to steal the letter during the gala they have time to take a long rest and each character may take one preparation action. Details are listed below.

Playing the Pillars (Scene A)

Combat

If the group really enjoys mixing it up, feel free to throw in a bar fight during the meeting with Timbal Grasstooth or an attempted mugging afterwards. Perhaps some Boromar associates (two or three thugs) overhear the party talking about the job or simply don't like them. Boromars particularly dislike orcs, hobgoblins, and bugbears.

Exploration

The party may decide to infiltrate the villa right away, before the ball commences. If that's the case, the preparations are underway, so workers and staff are moving throughout the villa and security are present, though the VIPs are not.

Social

If your group particularly enjoys social interaction, the bartender at the Zephyr, an overly-friendly halfling named Mungus, interjects at odd times while the party talks and tries to push games of chance and awkward dares for money.

Area Information

This area has the following features.

Dimensions & Terrain. The villa, Far Hearth, is a two-story, solidly built building with rustic touches of the Talenta Plains: hardwood columns carved to resemble dinosaur bones and native plant life tidily landscaped to form a natural barrier to entry. A pair of halfling **scouts** mounted on **clawfoot raptors** patrols the grounds.

Lighting. At night, a 20-foot radius around the villa is brightly illuminated as is the villa's interior. The hedge wall is lit by *everbright lamps* at 40-foot intervals.

Everbright Lanterns and You

Everbright lanterns, common in the magic-rich world of Eberron, shed bright light in a 20-foot radius and dim light for another 20 feet.

Objective

Formulate a plan of action and execute it.

- Don't get caught, get the letter, don't die.

Preparing for the Job

Here are example ways the party can prepare, provided they have the right equipment. Remember, each character only gets one action:

- ***Forging a Document.*** Spend 10 gp, make a Dexterity (Deception) check, this is the Wisdom (Insight) DC to detect the forged documents. Examples include but are not limited to a shipping manifest, professional credentials, or identification.
- ***Buying Equipment.*** Anything listed in chapter 5 of the Player's Handbook.
- ***Create a Disguise.*** Spend 10 gp, make a Charisma (Deception) check, this is the Wisdom (Insight) DC to beat the disguise.
- ***Gather Information.*** See "Gathering Information."
- ***Scout the Area.*** See "Scouting the Area."
- ***Other actions as you see fit.*** If it makes sense and moves the story forward, go for it.

Gathering Information

A character taking this action makes a successful DC 10 Intelligence (Investigation) or Charisma (Persuasion) check to learn one of the following:

1d6	Information
1	The kitchen hired a bunch of temporary servers for the event and it's being catered by halfling restaurant called Feast of the Plains run by a guy named Big Mondo.
2	The event is private, invitation required
3	There's a sewer access that can get you in to the villa from a privy.
4	City Watch who patrol near the villa are on the take from the Boromars.
5	A firework show run by LeRoy's Spark n' Blast is planned for the late evening.
6	There is a bunch of rare art and curios in a viewing room upstairs.

Feast of the Plains and LeRoy's Spark n' Blast are both front outfits for the Boromar Clan and both are in Middle Menthis Plateau.

Scouting the Area

Anyone deciding to case the area must make a Wisdom (Perception) check, the result determines how much information they receive:

- **DC 8:** The front doors are open with one guard, the servant's entrance around back is locked with one guard and a guard dog. Tables, awnings, and chairs are set up in the front lawn with a central bonfire and many milling guests in fancy clothes. Visitors without a ticket or authorization are turned away.
- **DC 10:** Five warriors in tribal gear roam outside and occasionally do weapons demonstrations for guests. Neatly arraigned boxes of fireworks sit under an awning out back. One guard sits nearby, looking longingly at the boxes.
- **DC 12:** Two guards roam the interior, both floors. They pay little mind to waitstaff. One additional guard monitors the stairs in the front room.
- **DC 14:** Mounted halfling warriors stalk and hide in the landscaping... watching. A burly looking halfling with a lazy eye roams the building unsettling the guests.
- **DC 16:** A pair of urchins pester staff in the back for food and money. The guards seem to know them because they give them a hard time but don't chase them away.

Who Doesn't Love Urchins?

Bertis and Kemper (CN female and male halfling **commoners**) are siblings, age 11 and 9 respectively. They are orphans who beg and steal to survive, not out of malice. A successful DC 12 Charisma (Persuasion) check gains their favor. Any attempts to gain the siblings trust or to convince them to do something made without an offer of money is done at disadvantage. Offering the orphans 1 gp or more grants advantage to checks made to gain their favor. The urchins do not attempt to hurt any staff but would prank partygoers and do other things that kids that age might find fun or exciting.

Developments

Once preparations are done and a plan is made, proceed to episode 3. If the party did anything stupid to draw unnecessary attention to themselves the Boromars are on high alert and all Wisdom (Perception) and (Intuition) checks are made by them with advantage.

Episode Three: The Caper

Estimated Duration: 1 hour

Setting Description

The villa, Far Hearth, is a two-story, solidly built with rustic touches of hardwoods from the Talenta Plains in columns carved to resemble dinosaur bones. Tidily landscaped native plant life to forms a natural barrier to entry and intervals of cover from prying eyes.

Complications/Events. Take a moment and familiarize yourself with the rooms. Some rooms have a suggested complication or event to liven up the experience. Feel free to create your own, just be mindful of how many you use if time is a concern.

Area Information

This area has the following features.

Dimensions & Terrain. A terraced hedgerow of bushes and grasses from the Talenta Plains forms a perimeter 50 feet from the villa proper. Prickly scrub brushes and small trees dot the interior providing cover and concealment. The ground is worked stone and packed earth.

Lighting. At night a 20-foot radius around the villa is brightly illuminated as is the villa's interior. The hedge wall is lit by *everbright torches* at 40-foot intervals. This gives pockets of dim light along the perimeter and within the compound.

Activities. If the party arrives before the gala begins, decorations and equipment are being set as workers bustle about the area. In the evening, dozens of well-dressed folks, a mixture of hafling and human with a smattering of dwarves and half-elves, mill about the torchlit grounds drinking and nibbling on fancy treats. Up-tempo music pours from the villa, a mixture of wind and string instruments producing a light, merry beat.

Objectives

In this episode the party must steal the encoded letter located in area C3 and escape capture or death.

Scene A: Ground Floor

The villa is designed with halfling proportions in mind, which can be uncomfortable for larger folk. Unless otherwise specified in the description, the lintels for all doorways are 5 feet, 5 inches, and ceilings are 7 feet. Creatures taller than this might experience difficulties when running through the house at your discretion.

Creatures and NPCs.

The villa holds the following NPCs for you to use as you see fit.

- Five halfling **guards**: one in area A2, two roaming the interior of the villa's first and second floors, one outside area A13 with a **mastiff**, and one in A11. All these guards have signets allowing them to command the automatons in areas A8 and B5 and access the secret doors in A2 and A8.
- Five halfling **tribal warriors**: three are roaming area A1 and two in area A9.
- Two halfling **scouts** mounted on **clawfoot raptors** in area A1.
- One halfling **veteran**, an angry older man named Gerry Splinter, roaming around, running security.
- One halfling **noble**, Counselor Ilyra Boromar, owner of the villa. Ilyra is having drinks and conversing in area B5. She also has a command signet ring for the automatons.
- One automaton (use the **animated armor** statistics) in areas A8 and B5.

Objectives & Goals. The guards are polite and well-mannered with guests if the guests reciprocate. The guards tolerate no frippery and take their jobs seriously. Counselor Boromar wants the event to go smoothly. She does not involve herself in any illicit goings on nor does she engage in combat. Gerry Splinter wants to punch someone in the crotch and relishes a chance to mix it up. If things stay quiet, he drinks and makes rude noises at guests. The tribal warriors and scouts are in from the plains, they're having fun but would love a chance to beat someone senseless.

What do They Know? The five guards and Gerry Splinter know that some "important letter" was delivered not long ago and is down in the basement safe. Counselor Boromar knows that something important is being held at the villa and wants to ensure that it's passed on tomorrow as planned. The tribal warriors and scouts know something important is in the basement, nothing more. The guards, Gerry, and Counselor Boromar each possess a command signet to activate the automatons in areas A8 and B5 and open the secret doors in areas A2 and A8. Each door has an indent (at halfling height) that fits the face of these signets.

Everyone is a Halfling at Heart

The halfling **commoners, guards, scouts, veteran, tribal warriors, bandit captain**, and **noble** in this section use their Monster Manual stat blocks with the following additions:

- ***Lucky.*** When the NPC rolls a 1 on the d20 for an attack roll, ability check, or saving throw, the NPC can reroll the die and must use the new roll.
- ***Brave.*** The NPC has advantage on saving throws against being frightened.
- ***Halfling Nimbleness.*** The NPC can move through the space of any creature that is of a size larger than Small.
- ***Speed.*** The NPC's walking speed is 25 feet.
- ***Size.*** The NPC's size is Small.

A1. Porch & Front Yard

The patio and front lawn are brightly lit by torches and a central bonfire around which sit small tables and chairs under awnings. There are dozens of well-dressed partygoers laughing, talking and dancing as waitstaff slide between them offering refreshments.

- There is a gated entry 50 feet south of the house. A single halfling steward (treat as a commoner) checks guests off a list. Those not on the list are politely asked to leave. The steward summons guards if a potential guest is belligerent. The tribal warriors rush to assist if anything unusual happens, followed by the mounted scouts and a pair of guards the following round.
- A pair of **halfling scouts** in full hunting regalia mounted on **clawfoot raptors** patrol the grounds outside.
- Three halfling **tribal warriors** wander among the guests shaking hands, doing weapons demonstrations for the guests, and answering questions.

A2. Foyer

Dual hardwood doors open to reveal a spacious foyer decorated with a halfling-height viewing mirror and Talenta tribal art. The room opens in to a parlor to the northwest, a pair of doors to the north, a hallway to the northeast, a door to the east, and a short set of stairs leading up to the west.

- One halfling **guard** stands sentry here along with a pair of stewards who take coats and assist guests with finding their way around.
- A spiral staircase leads up to the second floor (see scene B.).
- A successful DC 12 Wisdom (Perception) check in this room reveals that a wall near the base of the staircase is a secret door leading to the basement (scene C). This door is protected by an *alarm* spell that activates unless a Boromar signet ring is used to open it.

A3. Musician Stand

This octagonal room has beautiful, stained glass windows opened to the front yard with stairs to the north and the east.

- Five musicians (treat as **commoners**) play traditional halfling instruments. They flee at the first sign of trouble and grab a guard if they see anything out of sorts.
- The music provides background noise such that low talking and spellcasting cannot be discerned.

Complication. Frightening or disrupting the band results in the entire compound being locked down and guests ushered away.

A4. Sun Room

Doorways from the north and west open in to reveal a room decorated with small tables decorated with animal specimens under glass, a pair of leather couches, and several chairs. The taxidermized heads of various mammalian beasts adorn the walls alongside leaded crystal windows. The windows and wooden shutters are open to the front yard.

- Several guests mingle here along with a pair of stewards.



- A successful DC 12 Intelligence (Arcana) or Wisdom (Nature) check reveals several of the taxidermy and glassed specimens could be stripped for 50 gp worth of spell components. This would involve two rounds of activity and breaking some glass.

A5. Dining Parlor

The center of this room is dominated by a large, wooden dining table crafted to resemble a baobab tree with the canopy serving as the table top. Drinks and an array of roasted meats, vegetables, and other savory items adorn the length of the table.

- A pair of stewards assist guests and summon kitchen staff to refill dishes as they get low.

Event. A pair of young, human men (**commoners**) have had a bit too much to drink and start a verbal dustup in the parlor. If not resolved in two rounds three **guards** arrive to deal with the situation. They return to their posts in approximately 5 minutes.

A6. Water Closet

This is a toilet and washroom.

Complication. A couple of guests (**commoners**) are feeling amorous and snuck in here to get some "alone time." If the door opens, they both scream before burbling excuses and running away. This draws the attention of the guard in A2 and the tribal warriors in A1 as well as a crowd of curious onlookers.

A7. Coat Closet

This closet is complete with coats, shoes, umbrellas, and a few lanterns. Attempts made to hide here are done with advantage.

A8. Secret Lift to Basement

A successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals a secret door along the east wall of the hallway. Inside is an elevator that leads to the basement.



The elevator is manned by a halfling-sized automaton clutching a simple switch (treat as **animated armor** of Small size). Anyone wearing a command signet may command the automaton or operate the elevator themselves. If a creature attempts to operate the elevator without the phrase the automaton attempts to restrain said creature while screeching an alarm audible for 50 feet. If attacked, the automaton fights until destroyed or commanded to stop by one of the security staff.

A9. Back Patio

Three cooking fires with meat roasting on spits dominate this area. A pair of double doors occupy the northeast wall leading to the kitchen.

- Two halfling **tribal warriors** snatch roasted meat from the serving trays and drink cups of mead.
- A dozen guests (**commoners**) chat and play lawn games.
- Smoke from the cooking fires obscures line of sight to the northeast. Dexterity (Stealth) checks made approaching from this direction are made with advantage.
- 45 feet to the north is a 10-foot-square area of neatly stacked fireworks launchers. Inflicting 5 or more points of fire or lightning damage to this area causes a massive, colorful explosion in a 30-foot radius. Anyone in this area must succeed on a DC 12 Dexterity saving throw or take 11 (3d6) fire damage and be deafened for one round.

Event. If the fireworks detonate, guests, Counselor Boromar, and waitstaff run screaming from the villa. Two **guards** remain inside, one in the foyer and one moves to the basement room C2.

A10. Cold Storage

This icy space is filled with haunches of meat, ice blocks, and frost-rimed boxes. Each wall holds 2-foot-square iron plates, each engraved with a glowing blue rune. A successful DC 10 Intelligence (Arcana) check identifies these runes as the source of cold in the room. If the runes are removed or damaged they cease to function.

A11. Kitchen

This room is lined with stoves and ovens with a pair of mage-crafted sinks. Racks with cooking utensils, perishables and seasonings round out the room.

- There are six cooks (**commoners**) in here at any given time along with three stewards (**commoners**).
- A hard-looking halfling **bandit captain** named Big Mondo picks over food and chats with the cooks. He is "visiting" until the letter is moved along and deciphered.

Complication. Any undisguised character Mondo spots who interacted with him in *Murder in Skyway* is immediately recognized. If spotted, characters did not take his mission or were rude or hostile to Mondo previously, he calls the alarm. Otherwise, he laughs and asks for a bribe of 10 gp and informs the party they owe him. If he died in *Murder in Skyway* disregard anything pertaining to Mondo.

A12. Service Hall

A halfling-sized fainting couch rests in the southeast corner, paintings depicting life on the Talenta Plains adorn the walls along with portraits of various halflings.

A13. Pantry & Stairs to Second Floor

Stairs rise along the east wall of this room dominated by a pantry filled with perishable and nonperishable foodstuffs. A banded oak door is along the south wall.

- There is a 75 percent chance two stewards (**commoners**) are here retrieving items for the cooks.
- One halfling **guard** with a **mastiff** mount is posted outside the door.

Complication. The guard opens the pantry door to ask for a snack as a character enters the room.

Scene B: Top Floor

This area is off limits to guests without a specific invitation from Counselor Ilyra Boromar. Guards or staff tell a guest once to go back downstairs. Guards physically remove guests from this area who refuse to turn back.

B1. Upper Foyer

This space is decorated with artistic woodcarvings of Talenta hunter masks on the walls. A pair of decorative chairs and a sideboard table adorn the area. A leaded glass window is on the south wall, and the room opens to a pair of doors and a hallway to the north.

There is a 50 percent chance that one of the **guards** is here.

B2. Viewing Room

An overstuffed settee occupies the center of this room with a large window open along the south wall. Curio cabinets dotted with books, carvings, and ceremonial weapons sit along the northern walls.

A successful DC 12 Intelligence (History) check reveals that items are Talenta in design and some are quite old. Collectors outside Sharn would pay a tidy sum for them, but no one in town would touch them if their origin were known.

B3. Linen Closet

Shelves in this closet are stacked with fresh, clean linen. There is enough space for two M-Medium-sized creatures to fit in this room.

B4. Water Closet

This is a toilet and washroom.

B5. Reading Room

Bookshelves line the eastern and western walls in this room along with a pair of comfy chairs with side tables and reading lights. An alcove along the northwest wall holds an alabaster topped table with fresh cut flowers and a silver tray holding a silver knife.

- Treat the silver knife as a dagger with the silvered property



- A mechanical halfling (Small **animated armor**) stands near the north wall. If creatures that do not possess a command signet enter, the automaton asks them to leave, waits one turn, and if no one with a signet commands it, begins warbling an alarm bringing three **guards** and Gerry the **veteran** in two rounds.
- The automaton attacks if commanded by anyone wearing a command signet.

Complication. Counselor Boromar (**noble**) is here with a business associate discussing matters. If she notices someone who does not belong here she shouts for help and commands the automaton to attack. She is in possession of a *keycharm* capable of opening the safe in area C6 that she does not relinquish unless magically compelled. If captured, she calmly informs the characters that they have made a grave error and will pay for their transgressions.

B6. Piano Room

A beautiful piano, sized for a halfling, rests in the eastern alcove of this room. Portraits dot the walls with doors to the northeast, north, and south.

B7. Head Steward's Room

This is a tidy office with desk, chair, ledgers, papers, and other administrative documents neatly arraigned throughout.

- The door is locked, and the head steward is off-site. It requires a successful DC 12 Dexterity check with thieves' tools to open.
- A *keycharm* which opens the safe in C6 is locked in a trapped desk drawer.



Trapped Drawer. The locked drawer is trapped with a poison needle. Opening the chest without the proper key causes the needle to spring out, delivering a dose of poison. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

B8. Smoking Room

This room has several small, round tables, lounge chairs, ashtrays, and smells strongly of pipe weed. Windows to the north and west are closed with the blinds drawn.

There is a 25 percent chance Gerry (**veteran**) and Big Mondo (**bandit captain**) are here smoking pipes and talking business.

B9. The Dollhouse

Shelves filled with dolls of all type and description line the walls of this room, their cold, dead eyes staring eternally in to the void. A lone chair sits vigil in the center of the room.

- A successful DC 10 Wisdom (Perception) check reveals that some of the creepy dolls have clothing studded with gems and precious metals that equal 50 gp of spell components.
- One doll, resembling a Talenta warrior complete with tangat, activates if touched without uttering "hunt eternal" first. It flips, jumps, and careens through the room until destroyed or the command phrase is uttered. Treat as a **flying sword**. Looting the room activates the doll.

B10. Master Bedroom

This finely appointed room is Counselor Boromar's bedroom complete with a lovely four poster bed, with matching armoire and dressers. The windows to this room are shut with curtains drawn. A lone door opens to the south.

- The door is locked, requiring a successful DC 15 Dexterity check using thieves' tools to open.
- Missing the lock pick DC by 5 or more triggers an audible *alarm* per the alarm spell bringing all available guards in three rounds.

B11. Private Washroom

This room adjoins the master bedroom and dollhouse to the south. It holds a wash basin, commode, and personal hygiene items.

B12. Private Office

This room opens to the hallway. It holds a sturdy desk, chair, and cot with stacked linens. A cabinet along the wall holds a healer's kit and two *potions of healing*.

B13 & B14. Bedrooms & Stairway

These identical, utilitarian bedrooms consist of a small bed, footlocker, and wooden chair each. Stairs leading to area A13 are at the north end of the room.

Scene C: Basement

This area is off limits to all non-Boromar. There are two routes of ingress, the secret elevator in area A8 and the stairway behind a hidden door in area A2. Any unauthorized guests are beaten senseless upon detection.

C1. Dank Hole

This is a dark, damp hole in the floor to do one's business.

C2. Guard Room

Stairs leading to area A2 are in northeast corner. The room holds a couple rough tables and chairs along with two pallets of mundane supplies such as rope and construction supplies.

A successful DC A DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals a secret door leading to area C4.

C3. The Stash

This room is mostly empty with a scuffed, dirty floor. A 3-foot-diameter iron disk with latch and keyhole is set in the southern wall.

Safe. As it is heavily warded, the safe shines like a beacon to a detect magic. spell reveals the safe radiates an aura of abjuration magic. The easiest way to open the safe and obtain the letter is via one of two *keycharms* (see areas B5 and B7) as they bypass the wards and unlock it.

A successful DC 16 Wisdom (Perception) or DC 14 Intelligence (Investigation) reveal the safe is warded with runes of power. Expending a 1st-level or higher spell slot and making a successful DC 16 Intelligence (Arcana) check suppresses the ward for one round.

A successful DC 15 Dexterity check with thieves' tools opens the safe. Doing so without the magic suppressed triggers the ward.

The ward can be disarmed with a successful DC 16 Dexterity check with thieves' tools or smith's tools, either may be used to deface the runes. Failing this check by 5 or more triggers the ward and alerts Counselor Boromar.

When triggered, the ward erupts with magical energy in a 20-foot-radius sphere centered on the ward. Each creature in the area must make a DC 12 Dexterity saving throw. A creature takes 13 (3d8) thunder damage on a failed saving throw, or half as much damage on a successful one.

The safe holds the coded letter as well as a stash of cheques, precious stones, and a silver *circlet of blasting*.

A successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals a secret door leading to the elevator up to area A2.

C4. Armory

This room is cold and dry with four sturdy, locked lockers along the north and south walls.

Lockers. A successful DC 10 Dexterity check with thieves' tools to picks a locker's lock, and a successful DC 15 Strength check forces a locker open.

Within the north lockers are an assortment of weapons. There are no two-handed weapons, but all other martial and simple weapons are present.

Four suits of leather armor and one suit of studded leather armor, all small sized, are in the south lockers.

C5. Brig

There are six cramped, damp, cells complete with chains and manacles along the east and west walls of this rough-hewn hallway. The area reeks of excrement and fear.

C6. The Quiet Place

This damp room holds a tray with a selection of surgical blades and an icepick, a rack, and a chair with no bottom.

A successful DC 12 Wisdom (Perception) or Intelligence (Investigation) check reveals a bolt-hole in the western alcove. This is an emergency escape route that connects with a section of Sharn's sewers. It is sized for small creatures, requiring Medium creatures to squeeze.

Treasure & Rewards

A *circlet of blasting* located in area C3.

Conclusion

If the characters recover the letter, the City Watch and House Orien thank the adventurers and encourage them to keep the note. House Orien does not want to be implicated in a move against the Boromars. The merchant house is just glad to see the letter out of criminal hands. The City Watch wants the characters to keep the note as leverage against retaliation from the criminal family... especially if they find someone to translate it.



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

- ***Main Objective A:*** Crashing a Party
- ***Main Objective B:*** The Caper

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

- ***Bonus Objective A: Daask in the Moonlight.*** While planning to recover the message, the party learns of a bombing plot orchestrated by the Daask crime syndicate that is set to occur at the ball. If Daask succeeds the message could be destroyed! This bonus objective is in **Appendix 4**.
- ***Bonus Objective B: Quid Pro Quo.*** The party must flee Middle Menthis with the Boromars hot on their tails. This bonus objective is in **Appendix 5**.

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:

Circlet of Blasting. Crafted of beaten silver, this circlet holds a brilliant sapphire in its center that emanates a pleasant warmth when used. While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn. This item can be found in **Appendix 6**.

Story Awards

During this adventure, the characters may earn the following story award if they are detected and identified during the caper. Loosely speaking, if a Boromar agent/hireling can get a description, the character is identified. Use common sense when dealing with disguises both mundane and magical:

Anger of the Boromar Clan. The Boromar Clan knows you stole something very valuable of theirs and they are not pleased. This may have an impact on future adventures. This story award can be found in **Appendix 7**.

DM 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.

Level Progression in Embers of the Last War

Between *Encounters in Sharn* and the *Embers of the Last War* story arc, the Adventurers League Eberron campaign has many play opportunities. If you plan to play regularly and take in the entire *Embers of the Last War* story, strongly encourage the players to use the Slow Progress option where they voluntarily halve the rewards received for playing. If you plan to play only some of the adventures, or not take part in the bonus objectives, the Normal Progression of rewards may be more appropriate. Because the *Embers of the Last War* adventures are produced as a serial, managing character level accordingly to play style is important.

Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure:

- ***Timbal Grasstooth (TIM-buhl Grass-tooth).*** A fence affiliated with the Boromar clan, he also works as an informant with the City Watch when it's advantageous for him.

  Personality: *Cocky, mildly annoying, lazy.*
  Ideal: *The easier things are, the happier I am*
  Bond: *Whatever I need to do to stay safe and comfortable, I'll do that.*
  Flaw: *I will gamble like there's no tomorrow.*

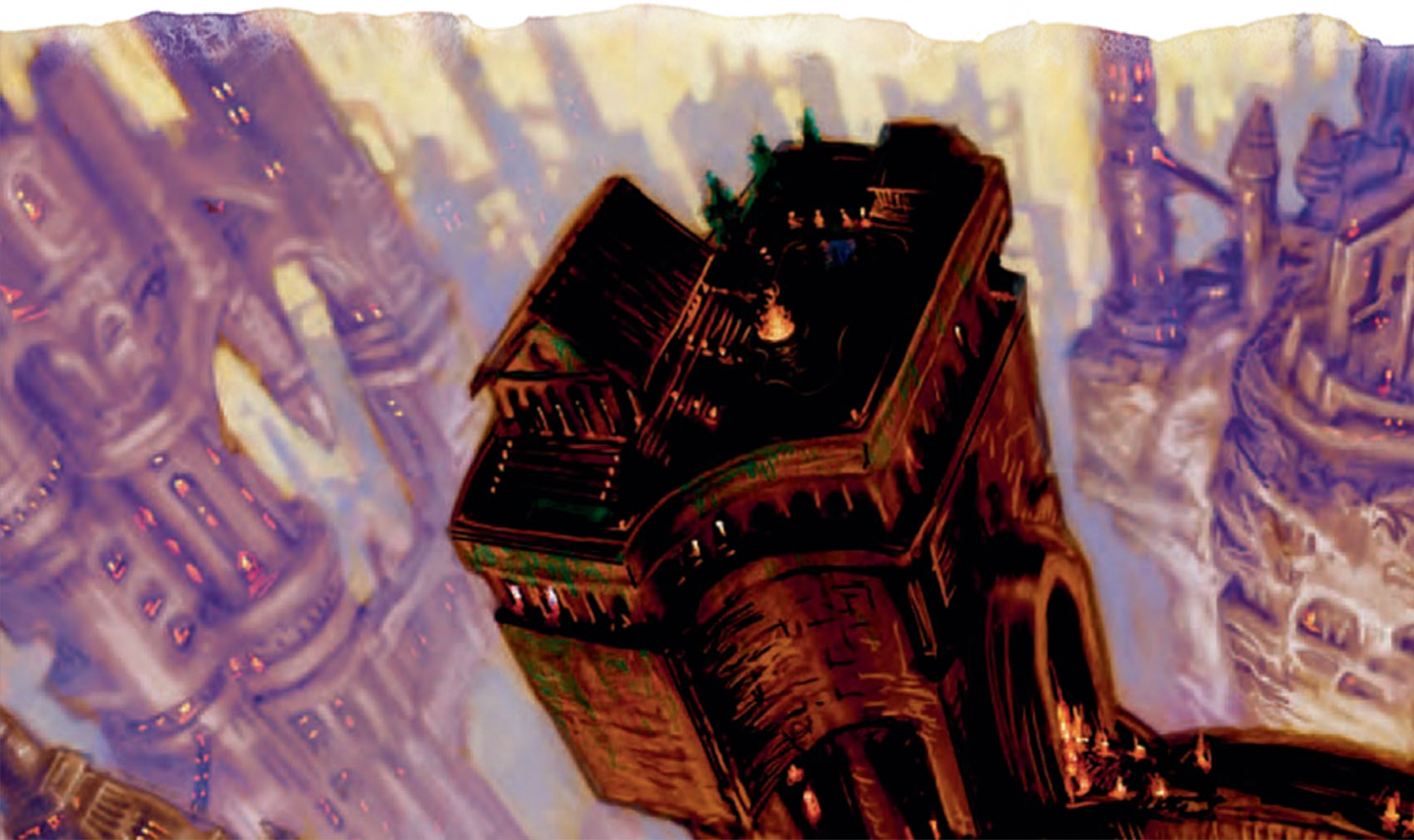
- ***Counselor Ilyra Boromar (EE-lee-ra Bore-OH-mahr).*** A halfing woman of middle years with an even, calm demeanor, she is calculating and ruthless. She is accustomed to wielding power and influence for the benefit of her and her family.

  Personality: *Calm, pleasant even when upset, and politically savvy. Calculates the benefit from all decisions.*
  Ideal: *Power exists to be used for the betterment of the family*
  Bond: *Family first, family always.*
  Flaw: *I disregard the safety of functionaries to serve the family's greater good.*

- ***Gerry Splinter (JEH-ree SPLINT-er).*** Battle-scarred veteran of Sharn's streets, Gerry served the Boromars as long as he can remember.

  Personality: *Nonplussed and casually threatening, mumbles what he will do to a foe under his breath whilst fighting.*
  Ideal: *When I say jump you say how high.*
  Bond: *Boromar is my family, I am loyal unto death.*
  Flaw: *I am terrified of cats, can't stand 'em.*

- ***Far Hearth Villa.*** A faux-rustic villa in Little Plains, it is the home of Counselor Ilyra Boromar, city counselor and member of the Boromar clan.



Appendix 2: Creature Statistics

This appendix details new monsters that do not appear in the *Monster Manual*.

Pistoleer

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 16 (3d8+3)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	13 (+1)	2 (-4)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +5, Stealth +5
Senses passive Perception 15
Languages —
Challenge 1/2 (100 XP)

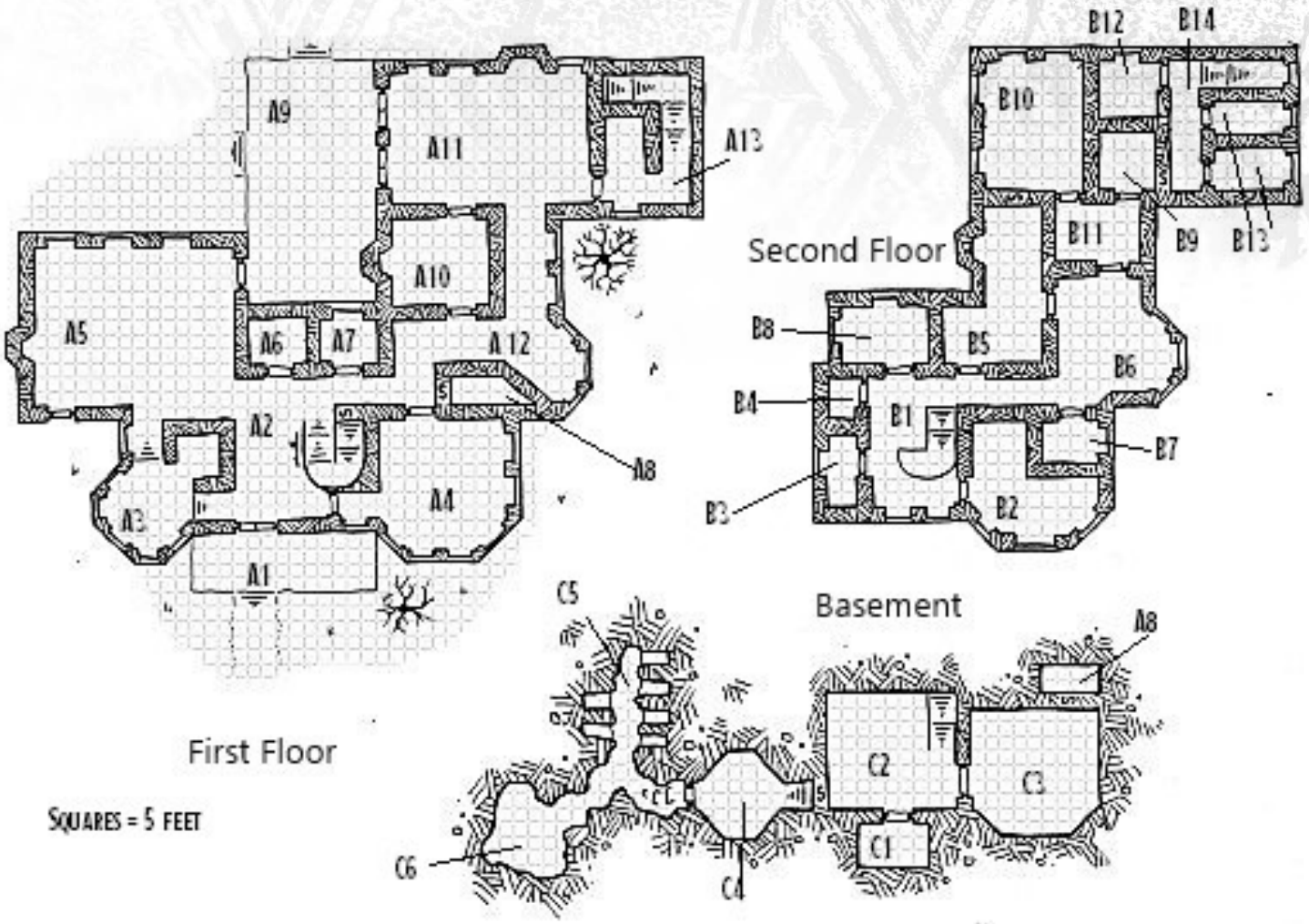
Pounce. If the clawfoot moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the clawfoot can make one bite attack against it as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) slashing damage.

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

Appendix 3: Map of Far Hearth Villa



Appendix 4: Daask in the Moonlight (Bonus Objective A.)

Estimated Duration: 1 hour

While tracking down the whereabouts of the purloined message, the party stumbles upon a plot by members of the Daask criminal organization holed up in the Cogs to detonate an incendiary device at Far Hearth villa.

Objectives

In this episode the party must neutralize the Daask attackers before they incinerate the villa. Optionally, the party can find a way to use the bombing to further their heist. If the letter is destroyed or a character is tied to the bombing, they forfeit the treasure checkpoint.

Many Ways to Reach the Goal

There is no "right" way to approach this objective. A more action-oriented group might want to charge down to the Cogs and kick the doors in, others might want to sneak in and set off the device prematurely, while some might want to involve the law and find a roleplay-based solution. Enterprising groups might even find a way to use this bombing to their advantage.

The Cogs

The party's leads take them to the Cogs, a subterranean warren of tunnels, foundries, and industrial manufacture rife with criminal corruption. It is also a stronghold for the Boromar's chief rivals, Daask.

Area Information

This area has the following features.

Dimensions & Terrain. The Daask crew is set up in a dirty shipping warehouse, 100 feet long and 50 feet wide with a 20-foot open joist ceiling. The interior is crammed with goods of questionable origin stacked 10 feet high, leaving corridors between towering stacks of boxes and crates.

Lighting. The warehouse is dimly lit by lanterns guttering from the rafters.

Other Features. The side doors are poorly locked, requiring a successful DC 10 Dexterity check made with thieves' tools to pick the lock or a successful DC 14 Strength check to break them down. The main doors move along sliding tracks and make a lot of noise when used, they required a DC 10 Strength check to open under duress.

Creatures/NPCs

Three **gnoll** mercenaries put the finishing touches on the device while a **doppelganger**, disguised as a halfling porter named Remo, prepares to deliver the device to the villa. While they are alert, they are not necessarily expecting trouble down here.

Objectives/Goals. The gnolls are mercenaries, paid by Daask to protect the bomb until the doppelganger can safely deliver it. The gnolls, eager to defend their reputations, fight savagely to protect the device. The doppelganger attempts to bluff its way out of trouble if cornered. If that fails it attempts to escape and report back to its masters.

Using This Space. Keep the following features in mind to make this an interesting fight:

- The ceiling is open and crisscrossed with narrow, wooden beams.
- The boxes stacked about can be shoved with a successful DC 12 Strength (Athletics) check, dealing 5 (2d4) bludgeoning damage to any creature in an adjacent 5-foot space and making that space difficult terrain.
- Dealing 10 or more points of fire or lightning damage to the bomb causes it to detonate, exploding in a 20-foot-radius sphere. Each creature in the area must make a DC 13 Dexterity saving throw, taking 16 (5d6) fire damage on a failed save or half as much on a successful one. Exploding the bomb sets the warehouse ablaze, consuming it in 2d8 minutes.
- If the bomb explodes, the doppelganger and gnolls flee. The round after detonation flames and smoke start to fill the building, all creatures inside must succeed on a DC 12 Constitution saving throw or suffer one level of exhaustion. All creatures inside the building take 2 (1d4) fire damage each round on initiative count 0 if they remain after the detonation.
- For a different experience, the party could intercept the bomb on a wagon en route to the villa and battle in the streets of the cogs.

Adjusting the Scene

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

- **Very Weak:** The **doppelganger** does not engage in combat.
- **Weak:** Remove one **gnoll**.
- **Strong** or **Very Strong:** Add a **gnoll**.



Appendix 5: Quid Pro Quo (Bonus Objective A.)

The party has managed to escape the villa, now the Boromars are intent on tracking them down. This is meant to be a daring getaway, so play it fast and loose. If the party did not raise a ruckus, this encounter could instead be payback by Daask enforcers for events in Bonus Objective A, whatever makes the most sense.

Objectives

In this episode the party must escape and survive.

Run!

In this scene, choose a method of escape, complications and threats, and how the chase ultimately resolves. Remember, even if a character fails an ability check, the chase doesn't end, it becomes more interesting... and harder.

Area Information

This area has the following features.

Dimensions & Terrain. The streets of Middle Menthis Plateau are worked stone, alive with pedestrians, wagons, and air skiffs whistling by. Vendors dot the sides of the road,

Lighting. The streets are brightly lit, by the sun during the day or and street lamps at night.

Running this Scene

There are many ways this scene could play out. Roll initiative or simply move clockwise around the table asking players what they wish to do after you've set the scene. Here are some examples:

Sprint through the Crowds. The streets of Middle Menthis are crowded with foot and vehicle traffic, clever characters can attempt to lose their pursuers in it. Have players describe how they'd maneuver the crowd and use it to disrupt their pursuers. When appropriate, call for an ability check.

Complications. On the first failed ability check, a character takes 2 (1d4) bludgeoning damage from falling/being struck/etc. because of the failure. On the second failed check, a **bandit** catches up to the character and attacks until it is reduced to half hit points or the character is subdued. On the third failed check, the character must succeed on a DC 12 Dexterity saving throw or take 6 (2d6) bludgeoning damage from a fast-moving carriage. Subsequent failures inflict 3 (1d6) bludgeoning damage from failing all over the place.

Resolving the Chase. After four successful checks, a character loses their pursuers, otherwise they keep trying until knocked unconscious.

Flying Away! If the party commandeers an air skiff, a sort of flying boat made of *soarwood* capable of navigating between the towers, piloted by a frightened teenager (**commoner**). The party could attempt to take the skiff by force, connive the teenager to have the pilot stop, or something else entirely if it makes sense. Use DC 10 or 12 for most checks, higher if the idea is especially farfetched.

Complications. The Boromars have an air skiff too! Three **bandits** and a **bandit captain** are in hot pursuit, attempting to knock the party from the sky. One bandit does not attack, but pilots the skiff.
Add to the drama by having each pilot make a DC 12 Dexterity check to avoid crashing in to a footbridge. Failure means each passenger must make a DC 12 Dexterity saving throw or be thrown to the road 20 feet below and continue the escape on foot using the rules above.

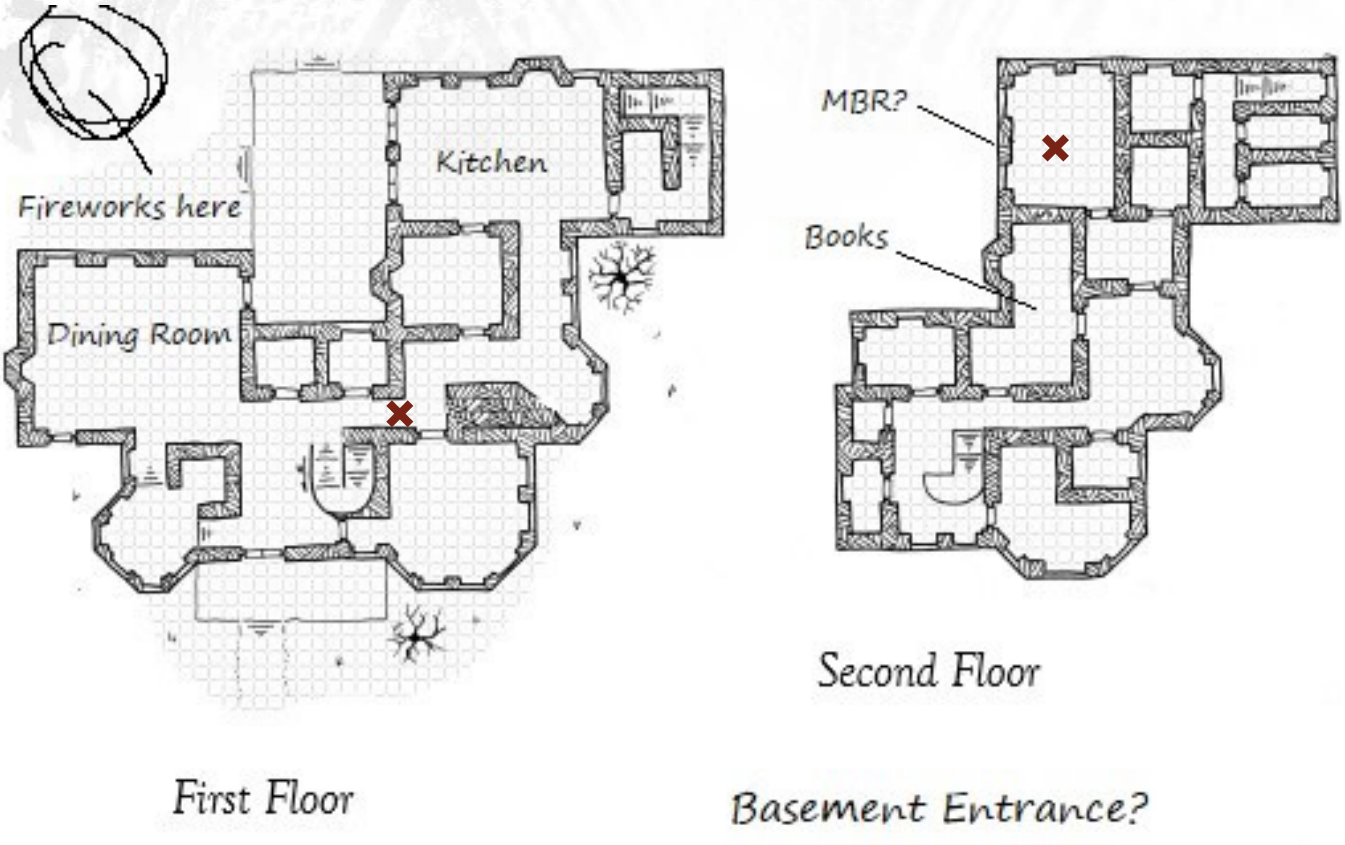
Resolving the Chase. Each skiff is 20 feet long and 10 feet wide with AC 14, 75 hit points, and immunity to poison and psychic damage. One character must pilot the craft as their move action each turn. If no one pilots the craft, it veers in a random direction of your choice. The chase ends when one ship is destroyed, or its crew is killed or knocked unconscious.

Example Chase Complications

1d4	Information
1	Look out! Make a DC 15 Dexterity check with any vehicle or crash doing 3d6 bludgeoning damage to all passengers. If you fail by 5 or more, your vehicle is too damaged to rejoin the chase and passengers must succeed on a DC 10 Dexterity (Acrobatics) check or fall overboard.
2	Shortcut! You may attempt a DC 15 Dexterity check with a vehicle to thread a dangerous passage. If you succeed, move an extra 30 feet this round. If you fail by less than 5 nothing happens. If you fail by 5 or more, you collide and suffer the effects of complication 1.
3	A helpful **mage** casts web hoping to slow everyone down for the Sharn Watch. Make a DC 10 Dexterity check with a vehicle or crash into the web. If you do, it takes one round to cut your vehicle free.
4	A ratty little urchin throws a rock at a random passenger. That passenger must succeed a DC 10 Dexterity (Acrobatics) check or fall overboard.

Encounters in Sharn offers additional complications if you'd like to flesh this out even more.

Appendix 6: Far Hearth Map (Player Handout)



✖ *Second floor Desk trapped!*

✖ *First floor Secret door here-ish, def. trapped.*

Appendix 7: Magic Item

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

Circlet of Blasting



Wondrous Item, Uncommon
Tier 1, 4 treasure checkpoints

Crafted of beaten silver, this circlet holds a brilliant sapphire in its center that emanates a pleasant warmth when used. While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

Appendix 8: Story Award

Characters completing this adventure's objective unlock this story award.

Anger of the Boromar Clan

The Boromar Clan knows you stole something very valuable of theirs and they are not pleased. This may have an impact on future adventures.

Appendix 9: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 2**. 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/articles/news/eberron-adventurers-league-embers-last-war-storyline

New to Being the Dungeon Master?

http://dnd.wizards.com/articles/features/public-dungeon-master

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 end of the session.

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

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

Adjusting This Adventure

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

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

Determining Party Strength

Party Composition Party	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