

CCC-DWB-CW-01



# The Clockwork Caravan

## A Moonsea Adventure

Caravans of goods are being stolen and their occupants slaughtered, so a trap must be laid to stop these bandits. The bandits are clever however, so we must be careful...

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

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# Adventure Primer

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

This adventure occurs around the city of Phlan.

## Background

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Travel and trade is the lifeblood of any city. One of the more notable merchants in the city of Phlan, Silvara Steeljaw, has been having her caravans destroyed over the past three months. She smells a rat and needs some help to solve her problem.

## Overview

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

- **Part 1: Meeting in the Library (Call to Action).** The players meet at Mantor's Library in the city of Phlan. The adventurers are greeted by Silvara Steeljaw, a local merchant. She lays out that she is sending the adventures to a pass north of the city as part of a fake caravan in order to lure out a group of raiders who have been terrorizing the local caravans. This is the call to action.
- **Part 2: Blazing the Trail.** The adventurers travel with this false caravan towards the location of the previous attacks. The caravan is set upon by a group of mechanical raiders intent on killing the caravan's occupants and stealing their wares. After the raiders are

destroyed, the adventures must track the raiders to their lair.

- **Part 3 The Scrapper's Lair.** Upon tracking the bandits back to their lair, the adventures must navigate their way through the raider's defenses and locate both the leader and the evidence needed to discover who orchestrated these attacks.

## Adventure Hooks

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**Adventure Hook 1.** One of the adventures could have had loved ones on one of the previous caravans that were attacked.

**Adventure Hook 2.** Silvara Steeljaw is a high ranking member in the Lord's Alliance, and aiding her could curry favor with the Lord's Alliance later.

# Adventure Flowchart

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



# Part 1: Meeting at the Library

**Estimated Duration:** 15 minutes

## Call to Action

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The adventurers have been contact through various channels and are invited to speak with a Slivara Steeljaw about a mission of great importance.

As you enter Manton's Library in the city of Phlan, the musty smell of old book overwhelms the senses as you are lead into a back room and are greeted by a thin and beardless female dwarf who scans each of you with a calculating eye. "Ah good you were able to find the location." She chuckles as she gestures to a table behind her "Please have a seat, we have business to discuss."

Despite summoning them, Slivara Steeljaw does not completely trust the characters when she first meets them. Slivara Steeljaw shares the following information about the mission:

- For 3 months now, caravans that have been leaving the city have been attacked and destroyed.
- The assailants have killed every person in the caravan. There have been no survivors.
- Slivara Steeljaw is looking to set up an ambush for the assailants. To that end she wishes to hire the characters to go along with a fake caravan to catch the assailants in the act and finding their base of operations.
- Once the adventurers have located both the assailants and their base she wants the players to eliminate the raiders and recover any goods from the previous caravans.
- She reveals that the ambushes have been happening about two days travel from the city.
- To assist with the ruse, two drivers and two additional guards will travel with

the adventurers. "Please keep them in one piece" she says coyly.

- She also asks that the adventurers secure any information about how the assailants knew about the caravans and their routes and asks them to find the leader of the assaults. If pushed on which she would prefer if only one of those things can be secured she reluctantly says that finding what they know is most important.
- If confronted with her mistrust (DC: 15 Insight check), she admits that she doesn't know whom to trust since very few people knew about all of the caravans that went missing.
- She offers her gratitude and her favor in exchange for their help in this matter. She offers the party two *potions of healing* for completing the quest.

## Part 2: Blazing The Trail

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After the adventurers accept the offer, Slivara Steeljaw quickly starts setting up the caravan. She says she needs a day to gather the supplies and personnel to make the target tempting. She has secured lodging for the adventures rooms at the local inn. She gives the adventures the location of where the caravan will gather before setting out.

The next day, the players gather at the agreed upon location and are introduced to both of the drivers as well as the additional guards.

### Creature Information

The guards are two dwarven **guards** named Spoot And Shoot Ringmelter. The drivers are two **Commoners** named Mark and Sam.

**Objectives & Goals.** All four of these NPCs are here doing their job. They want to make it to the other end of this trip intact. Mark brags about his new baby girl if engaged in conversation. Sam (an older gentleman of mid to late 50's) doesn't talk and ignores attempts at conversation. The two dwarves will engage in idle conversation but ignore any attempts to dig into their pasts.

**What Do They Know?** None of the NPCs know anything about the fact that this caravan was being used as bait.

### Scene A: The Ambush

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As the players proceed on the trail, they enter a narrow valley with 20ft high cliffs. As they pass through they find a trap meant to seal them into the valley so that a group of mechanical raiders can attack from above.

### Area Information

The area has the following features.

**Terrain.** The ambush site is located in a narrow v-shaped valley with 20ft between cliff faces. The cliffs are 20ft high and require a DC:12 Athletics check in order to climb.

**Lighting.** The sky is overcast. As this encounter takes place in the last evening on the second day.

**Hidden Trap (Area T on Ambush Valley Map).** There is a trip rope set half way through the valley which sets off a triggered avalanche (DC:15 Perception Check to spot). Any player that is in a 10ft radius from the tripwire, must make a DC:13 DEX Save or take 1d8 Bludgeoning damage and be knocked prone. (no damage on a save) after the trap goes off the area around in becomes difficult terrain. After the trap goes off, two **Bronze Scouts** burrow out of the sides of the cliff on opposite sides of the caravan and a **Nimblewright** appears on top of the cliff. All three Attack immediately.

### Battle Tactics

The **Bronze Scouts** focus on attacking the caravan carts first then moving onto the passengers. The **Nimblewright** attacks the passengers

If both of the **Bronze Scouts** are destroyed, the **Nimblewright** attempts to flee.

### Adjusting The Scene:

**Very Weak:** Change the **Bronze Scouts** immunities to resistances (except Poison) and replace the **Nimblewright** with an **Animated Armor**

**Weak:** Replace the **Nimblewright** with an **Animated Armor**

**Strong:** Add 1 **Bronze Scout**

**Very Strong:** Add 1 **Bronze Scout** and replace The **Nimblewright** with a **Helmed Horror**.

### Scene B: Backtracking

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In the aftermath of the battle, the players still need to locate the home base that these mechanical raiders came from. It is a DC: 13 Survival check in order to follow the trail left by

these mechanical creatures. They must make two successful checks in order to make it to the location.

As they are tracking apply the following modifiers to the rolls:

- If they allowed the Nimblewright to escape add +5 to all survival checks made to track it.
- If they took any kind of rest, the survival check will be with disadvantage.

As you come to the end of the trail, you find a cave surrounded by debris of mechanical beings.

If the **Nimblewright** escaped, it is waiting in ambush in this area. As the players enter this area the **Nimblewright** (have the **Nimblewright** make a stealth check with a DC: equal to the highest passive perception of the character) starts hidden and attempts to surprise the characters. With its HP that it had at the end of the last fight, it will fight till it is destroyed.

Otherwise proceed to part 3.

## Part 3: The Scrapper Lair

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### Location A: The Trapped Passageway

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After entering the cave, the characters pass through a winding trail towards the workshop of the creator of the mechanical nightmares.

#### Area Information

The area has the following features.

**Terrain.** The passageway is 5ft across with a ceiling about 7ft tall.

**Lighting.** The passageway has dim light until after you pass through the first turn after which the only light is what the characters bring with them.

**Fire Spray Trap:** Located at point A on map B. DC: 13 Perception/Investigation to notice the trap trigger (a pressure plate). If tripped everyone in the room must make a DC: 13 DEX save or Take 10(3d6) Fire damage. Once noticed players can either avoid it or make a thieves' Tools check (DC:13) to disable.

After bypassing or facing the fire trap, the players enter into the workshop of Scrapper the Insane Kobold Inventor.

### Location B: The Workshop

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After braving the tunnel, the players are greeted by an insane Kobold and his latest creations.

#### Creature Information

The mad kobold is named Scrapper and will fight to protect his work but will not die for them.

**Objectives & Goals.** Scrapper is more focused on testing the strength of his creations. He cares little for the spoils from the caravan attacks and often melts down what he gains to build his creations. He sees the deal with the wizard as a means to the end of perfecting his creations.

**What Do They Know?** Scrapper knows that he was hired to use his creations to disrupt trade on this side of the town at the behest of a local wizard named Starthrax who is posing as a quartermaster working for Slivara Steeljaw.

As you exit the tunnel, you come to an elaborate workshop of clockwork gadgets and gizmos. Setting at the workbench, is a small kobold busily working on a small device. He whorls around at your approach and shrieks, "You come for Scrapper, you can't make my beauties" With that he whistles, you watch as a large mechanical Snake rises up and a clockwork warrior springs up out of a pile of junk. Both approach menacingly as the Kobold cackles with glee.

#### Area Information

The area has the following features.

**Terrain.** The areas has junk scattered everywhere making it difficult terrain for everyone except Scrapper.

**Lighting.** The area is dimly lit

#### Battle Tactics

Scrapper (a **Kobold Inventor**) stands in the back of the room using his weapon inventions and sling to attack from ranged. His two other creations (another **Nimblewright** and an **Iron**



**Cobra**) move in to attack until destroyed. Once both are destroyed, Scrapper surrenders.

## Adjusting The Scene:

**Very Weak:** Replace the Nimblewright with an Animated Armor, Change Iron Cobra's Immunities to resistances (except poison)

**Weak:** Replace the Nimblewright with an Animated Armor

**Strong:** Add 1 Kobold Inventor

**Very Strong:** Add 1 Kobold Inventor and Replace The Nimblewright with a Helmed Horror.

## Treasure

After Scrapper is captured or killed, a search of his workshop (DC: 10 Perception/Investigation) discovers a list of upcoming caravans and their supposed contents from the quartermaster's office as well as half the goods from the caravans that had been attacked. The players also find a well worn *Immovable Rod* made of dragonscales (See Treasure Section) as well as a potion of healing and a potion of fire breath.

## Wrap-Up

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Once the players recover what they can of the stolen merchandise and have the evidence. The return trip is uneventful. Slivara Steeljaw is pleased that the players succeeded but angry at her Quartermaster. She thanks the characters and promises to keep them in mind for future assignments.

# Rewards

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

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## Character Rewards

The characters earn the following rewards:

### Advancement

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

### Gold

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

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

### Magic Item(s)

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

- **Immovable Rod.** This well-worn rod is made of dragon talons and scales. While active you can hear the tiny whirl of a small motor.

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## 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

# Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

- **Slivara Steeljaw (*Seel vara*)**. A cutthroat dwarven business woman of the highest order

**Personality:** Business is my life

**Ideal:**

**Bond:** I treat those in my employ like family.

**Flaw:** I view betrayal as a deadly insult

- **Sam**. An elderly and crotchety driver who doesn't care for the niceties of his job.

**Personality:** I just want to get paid and go home.

**Ideal:** I prefer to do my job in silence.

**Bond:** Just doing my job

**Flaw:** I get sick of hearing other people talk

- **Mark**. A talkative and friendly driver who constantly brags about his family and new baby.

**Personality:** I perform dangerous work for my family

**Ideal:** My family is my life.

**Bond:** I live for my loved ones

**Flaw:** I will save myself before helping others.

**Spoat and Shoot Ringmelter**. A pair of dwarven twins that fancy themselves as terrifying warriors.

**Personality:** We fight for honor and glory

**Ideal:** We must defend our charges with our lives.

**Bond:** In battle we will be tested

**Flaw:** We are overeager for battle

**Scrapper**. A mad kobold inventor who relishes in designing engines of destruction.

**Personality:** Destruction is the mother of Creation.

**Ideal:** Mayhem is the can vice on which I paint

**Bond:** I love seeing my creation's handiwork.

**Flaw:** My creations are not worth my life.

# Creature Statistics

## COMMONER

*Medium Humanoid (any race), any alignment*

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+10)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 0 (10 XP)

### Actions

**Club.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

## GUARD

*Medium humanoid (any race), any alignment*

**Armor Class** 16 (*chain shirt, shield*)

**Hit Points** 11 (2d8 + 2)

**Speed** 30ft.

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

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20f/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

## BRONZE SCOUT

*Medium construct, unaligned*

**Armor Class** 13

**Hit Points** 18 (4d8)

**Speed** 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	3 (-4)	14 (+2)	1 (-5)

**Skills** Perception +6 Stealth +7

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** understands common but can't speak

**Challenge** 1 (200 XP)

**Earth Armor.** The bronze scout doesn't provoke opportunity attacks when it burrows.

**Magic Resistance.** The bronze scout has advantage on saving throws against spells and other magical effects.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) lightning damage.

**Lightning Flare (Recharges after a Short or Long Rest).** Each creature in contact with the ground within 15 feet of the bronze scout must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one

## IRON COBRA

*Medium construct, unaligned*

**Armor Class** 13

**Hit Points** 45 (7d8 + 14)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	3 (-4)	10 (+0)	1 (-5)

**Skills.** Stealth +7

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands common but can't speak

**Challenge** 4 {1,100 XP).

**Magic Resistance.** The iron cobra has advantage on saving throws against spells and other magical effects.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or *suffer* one random poison effect:

- **Poison Damage:** The target takes 13 (3d8) poison damage.
- **Confusion:** On its next turn, the target must use its action to make one weapon attack against a random creature it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If it's holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature.
- **Paralysis:** The target is paralyzed until the end of its next turn

## NIMBLEWRIGHT

*Medium construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	8 (-1)	10 (+0)	6 (-2)

**Saving Throws** Dex +6

**Skills** Acrobatics +8, Perception +2

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** exhaustion, frightened, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** understands common but can't speak

**Challenge** 4 (1,100 XP)

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

**Magic Weapons.** The Nimblewright's weapon attacks are magical.

**Repairable.** As long as it has at least 1 hit point remaining, the Nimblewright regains 1 hit point when a *mending* spell is cast on it.

**Sure-Footed.** The Nimblewright has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### Actions

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

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

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

### Reaction

**Parry.** The Nimblewright adds 2 to its AC against one melee attack that would hit it. To do so, the Nimblewright must see the attacker and be wielding a melee weapon.

## HELMED HORROR

*Medium construct, neutral*

**Armor Class** 20 (plate, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Skills:** Perception +4

**Damage Resistances** bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

**Damage Immunities** force, necrotic, poison

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blind sight 60ft. (blind beyond this radius),

Passive Perception 14

**Languages** understands common but can't speak

**Challenge** 4 (1,100 XP)

**Magic Resistance.** The helmed horror has advantage on saving throws against spells and other magical effects.

**Spell Immunity.** The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

### Actions

**Multiattack.** The helmed horror makes two longsword attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

## ANIMATED ARMOR

*Medium construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** Poison, Psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60ft. (blind beyond this radius), Passive Perception 6

**Languages** -

**Challenge** 1 (200 XP)

**Antimagic Susceptibility.** The armor is incapacitated while in the area of an *anti magic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

#### Action

**Multiattack.** The armor makes two melee attacks.

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

## KOBOLD INVENTOR

*Small humanoid (kobold), lawful evil*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	7 (-1)	8 (-1)

**Skills Perception** +0

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 1/4 (50 XP)

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

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

#### Actions

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Weapon Invention.** The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

1. **Acid.** The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.
2. **Alchemist's Fire.** The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1 d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.
3. **Basket of Centipedes.** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A **swarm of insects (centipedes)** with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.
4. **Green Slime Pot.** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime (see chapter 5 of the *Dungeon Master's Guide*). *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.
5. **Rot Grub Pot.** The kobold throws a clay pot into a 5-foot square space within 20 feet of it, and it breaks open on impact. A **swarm of rot grubs** (see appendix A) emerges from the shattered pot and remains a hazard in that square.
6. **Scorpion on a Stick.** The kobold makes a melee attack with a scorpion tied to the end of a 5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.
7. **Skunk in a Cage.** The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to

breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

8. *Wasp Nest in a Bag.* The kobold throws a small bag into a 5-foot-square space within 20 feet of it. **A swarm of insects (wasps)** with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

## SWARM OF CENTIPEDES

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20ft., climb 20ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10ft., passive Perception 8

**Languages-**

**Challenge** 1/2 (100 XP).

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points

### Actions

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way

## SWARM OF WASPS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 5ft., Fly 30ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed,

petrified, prone, restrained, stunned

**Senses** blindsight 10ft., passive Perception 8

**Languages-**

**Challenge** 1/2 (100 XP).

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points

### Actions

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer

## SWARM OF ROT GRUBS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 8 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 5ft., climb 5ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

**Damage Resistances** piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10ft., passive Perception 8

**Languages-**

**Challenge** 1/2 (100 XP).

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

### Actions

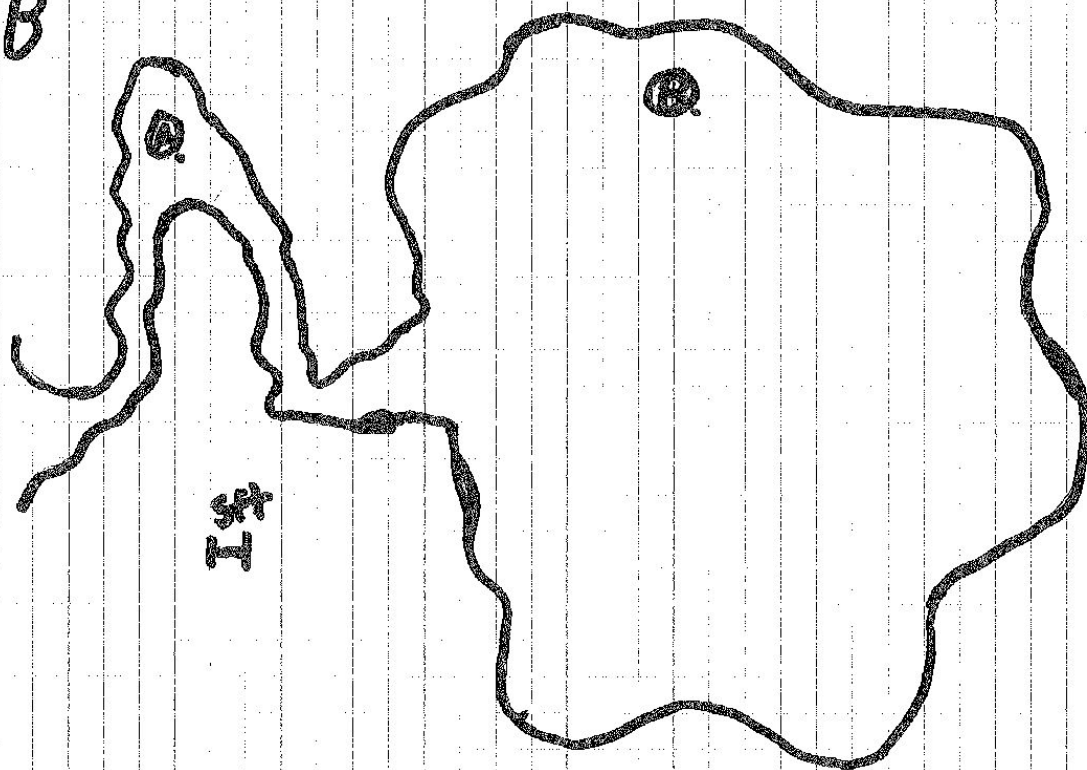
**Bites.** *Melee Weapon Attack:* +0 to hit, reach 0ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turn, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned. If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

# Appendix A: Maps, Player Handouts, Etc.

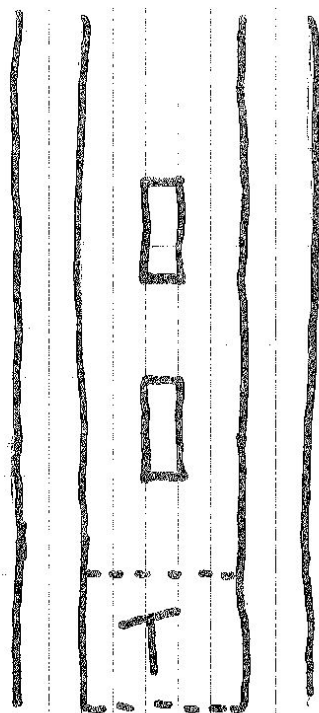
This appendix includes various handouts and resources for running the adventure.



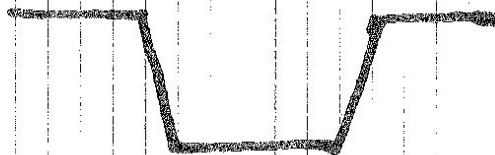
Map B



Map A



Map A  
(Side View)



# Appendix B: Character Rewards

## Immovable Rod

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(Wonderous Item, Uncommon)

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.

This well-worn rod is made of dragon talons and scales. While active you can hear the tiny whir of a small motor.

This item can be found on Magic Item Table B

# Appendix C: Dungeon Master Tips

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

New to D&D Adventurers League?

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

New to the Annual Storyline?

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

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

## Preparing the Adventure

Before you start play, consider the following:

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

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

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

Point players to the D&D Adventurers League Player’s Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## Adjusting This Adventure

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

## Determining Party Strength

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