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# CCC-###-##

Adventure Title

Episode Subtitle

[ADVENTURE BLURB]

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# CREDITS

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# Adventure Primer

This section provides the adventure’s background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players’ characters to the action.

## Background

This should be in depth, but not excessive; three-to-four paragraphs of three-to-five sentences each.

The background is the story that takes place before the player characters come on the scene, but bits and pieces of it are revealed to the players during the adventure, which allows them to make sense of what is going on.

Avoid background bloat but provide enough details so that the characters’ objective in the adventure make sense. You will likely provide the names of key NONPLAYER CHARACTERS, PLACES, and OBJECTS throughout your background. These and any other key elements should be in all caps and bold when initially referenced in this section.

## Episodes

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

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

* Episode 1: Episode Title. The characters are recruited to adventure; players choose an approach. Two to three brief sentences describing what happens in the episode. This is the Call to Action.
* Episode 2: Episode Title. The characters pursue the secondary objective—the goal that enables them to pursue the story’s final objective—here. Two to three brief sentences describing what happens in the episode. This is Story Objective A.
* Episode 3: Episode Title. The characters execute their plan to complete the story’s final objective. Two to three brief sentences describing what happens in the episode. This is Story Objective B.

### Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional advancement and treasure checkpoints in the process. These bonus objectives are found in this adventure’s appendices, as follows:

* Bonus Objective A: Objective Title. Two to three sentences describing what happens in this objective. This bonus objective is found in Appendix #.
* Bonus Objective B: Objective Title. Two to three sentences describing what happens in this objective. This bonus objective is found in Appendix #.

## Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes 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 $ hours. However, if you wish, you can provide a longer experience for your players by utilizing the bonus objectives.

Story Objectives Only. To complete the both of the adventure’s story objectives, the characters play in Episodes 1 through 3 in order.

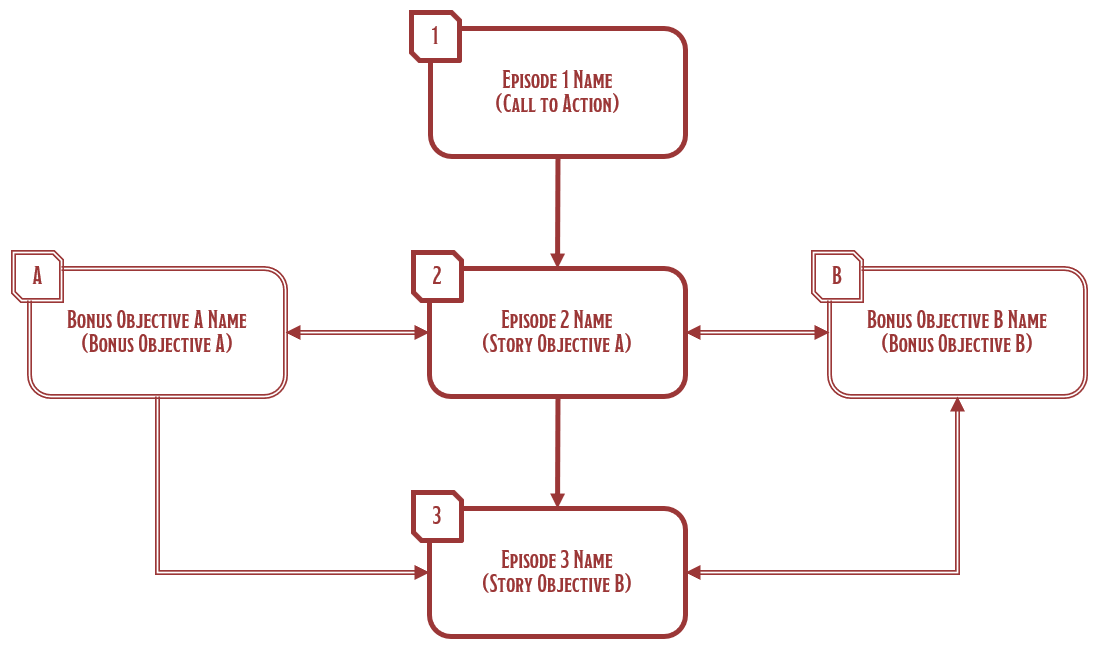
Bonus Objectives. You can extend this adventure by one- or two- hours by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Evil Never Sleeps!

In addition to a brief description of each potential scene, if there is a primary villain, creature, or force driving the story, consider including a timeline of what they’re up to over the course of the episode. This helps the DM understand their motivation and give the DM a means to move the action along by inserting appropriate scenes that “run into” the adventurers when they may not know what to do next, or if the DM needs to complicate things to increase the challenge appropriately.

# Episode Flowchart

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



# Episode 1: Title (Call to Action)

Estimated Duration: $

## Scene A. Title

This is a single scene that provides the adventurers with the overarching objective for the entire adventure. Additionally, the Call to Action should lay out the hooks that provide the characters with possible directions in which they can pursue their objective. After the players have made some initial decisions, it should be relatively easy for the DM to determine the episode sequence to follow.

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* Lorem Ipsum. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

### Area Information

This area features:

Dimensions & Terrain. How big is the area and what is its general shape? Are there any special features or terrain to call out?

Lighting. Plain and simple… what is the lighting in the area? If there is light is it bright/normal/dim? What is providing the light?

Traps & Puzzles. Are there any special hazards to avoid/engage with?

Other Features (Optional). This is for a feature that doesn’t conveniently fit any of the other categories above.

### Creatures/NPCs

General description of the creatures/NPCs involved in the scene. Mention anything that is out of the ordinary. Stat blocks titles are bolded.

Objectives/Goals. What motivates the creatures/NPCs in this scene? How flexible are they within the scope of their needs and desires and why?

What Does He Know? Do the creatures/NPCs in this scene have knowledge that might be relevant/useful to the adventurers? What is it, and how might the adventurers get them to divulge this information?

### Treasure & Rewards

This section can describe anything from money, gems, and art items, to magic items and possible favors or other nontangible rewards the characters might receive during a given scene. Don’t include treasure with a monetary value unless specifically instructed to by the adventure concept.

* Magic Items. Lorem ipsum.
* Special Rewards. Lorem ipsum

### Call to Action

This section summarizes both story objectives and presents them as an overall objective of the adventure. Some examples include:

* The objective of this adventure is to seek out the crypt and discover who or what is setting the undead against the city.
* The objective of this adventure is to infiltrate the King’s court and convince him to stop his war against the thieves’ guild.
* The objective of this adventure is to locate the orc warlord on the field of battle and kill him once and for all as he retreats to the mountains.

# Episode 2: Title (Story Objective A)

Estimated Duration: $

## Setting Description

In this episode, the characters pursue their objective. Provide ties to any bonus objectives that become available.

### Prerequisites

Episodes or scenes may depend on the adventurers making specific choices before they can begin. In some cases, however, it might be as easy as pursuing an adventure hook, or traveling to a specific location, or as complicated as acquiring a magic talisman or hunting down an elusive contact.

### Story Objective A

This section describes this episode’s objective.

### Area Information

This area features:

Dimensions & Terrain. How big is the area and what is its general shape? Are there any special features or terrain to call out?

Lighting. Plain and simple… what is the lighting in the area? If there is light is it bright/normal/dim? What is providing the light?

Sidebars

The information in a sidebar isn’t immediately relevant to the scene, but rather provides the DM with background information that provides context, additional information needed by the characters, or guidance on applying information found in the scene here or elsewhere.

## Scene A., B., C., Title

Add scenes as needed. Scenes are generally different areas in the same location (different chambers in a dungeon, different rooms in a building, different districts or shops in a town).

Each scene uses the Area Information, Creature/NPC, or Treasure & Rewards sections as needed.

### Creatures/NPCs

General description of the creatures/NPCs involved in the scene. Mention anything about them that is out of the ordinary.

Objectives/Goals. What motivates the creatures/NPCs in this scene? How flexible are they within the scope of their needs and desires and why?

What Does He Know? Do the creatures/NPCs in this scene have knowledge that might be relevant/useful to the adventurers? What is it, and how might the adventurers get them to divulge this information?

Adjusting the Scene

Here are some suggestions for adjusting this scene:

* Very Weak: Creatures can be replaced or removed
* Weak: To make a scene less difficult,
* Strong: Or replaced or added
* Very Strong: To make a scene more difficult.

Playing the Pillars

COMBAT

This section provides the DM special information if the characters decide to use combat to resolve a scene. It should include special tactics that the NPCs might use or special ways that the environment can be used by either side.

EXPLORATION

This section provides the DM special information if the characters decide to use exploration to resolve a scene. It should include information about the area, ways that the environment can be interacted with, other means of accessing or exiting an area.

SOCIAL

This section provides the DM special information if the characters decide to use social interaction to resolve a scene. It should include information about the NPCs reactions to certain triggers, ways they can be manipulated, or situations that may provoke them into combat.

# Episode 3: Title (Story Objective B)

Estimated Duration: $

## Scene A. Title

In this episode, the characters move to complete the adventure’s fiustory objective. Provide ties to any bonus objectives that become available.

### Prerequisites

Episodes or scenes may depend on the adventurers making specific choices before they can begin. In some cases, however, it might be as easy as pursuing an adventure hook, or traveling to a specific location, or as complicated as acquiring a magic talisman or hunting down an elusive contact.

### Story Objective B

This section either restates the objective provided by the Call to Action or describes the objective of the episode itself.

### Area Information

This area features:

Dimensions & Terrain. How big is the area and what is its general shape? Are there any special features or terrain to call out?

Lighting. Plain and simple… what is the lighting in the area? If there is light is it bright/normal/dim? What is providing the light?

### Treasure & Rewards

This section can describe anything from money, gems, and art items, to magic items and possible favors or other nontangible rewards the characters might receive during a given scene. Don’t include treasure with a monetary value unless specifically instructed to by the adventure concept.

* Magic Items. Lorem ipsum.
* Special Rewards. Lorem ipsum

Playing the Pillars

COMBAT

This section provides the DM special information if the characters decide to use combat to resolve a scene. It should include special tactics that the NPCs might use or special ways that the environment can be used by either side.

EXPLORATION

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SOCIAL

This section provides the DM special information if the characters decide to use social interaction to resolve a scene. It should include information about the NPCs reactions to certain triggers, ways they can be manipulated, or situations that may provoke them into combat.

## Wrap-Up: Concluding the Adventure

This section wraps up to the adventure. It’s considered a part of Episode 3. Provide some closure to the adventure but leave room for the story to continue in other adventures—especially if it’s part of a larger series of adventures.

# Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

## Advancement and Treasure Checkpoints

The characters receive $ advancement checkpoint(s) and $ treasure checkpoint(s) for each story objective that they complete, as follows:

* Story Objective A: <OBJECTIVE>
* Story Objective B: <OBJECTIVE>

The characters receive $ advancement checkpoint(s) and $ treasure checkpoint(s) for each bonus objective that they complete, as follows:

* Bonus Objective A: <OBJECTIVE>
* Bonus Objective B: <OBJECTIVE>

## Player Rewards

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

### Magic Item Unlock

Characters completing the adventure unlock:

Gauntlets of Lorem Ipsem. Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. This item can be found in Appendix XXX.

### Downtime Activities

Characters completing the adventure unlock:

Downtime Activity. Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. More information can be found in Appendix XX.

### Story Awards

Characters playing the adventure may earn:

Story Award. Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. More information can be found in Appendix XX.

## Dungeon Master Rewards

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

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

# Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

* NPC (ENN pee see). Each NPC should have defined traits (Personality, Ideals, Bonds, & Flaws), plus information describing their personal objective(s) at the start of the adventure, and whether they’re likely to change over the course of the adventure.

Personality: Lorem Ipsum

Ideal: Lorem Ipsum

Bond: Lorem Ipsum

Flaw: Lorem Ipsum

* Location (loh CAY shun). Each location should also have defined traits (XX, XX, XX, & XX), plus information on the state of the location and how it may/will change over the course of the adventure.

Personality: Lorem Ipsum

Ideal: Lorem Ipsum

Bond: Lorem Ipsum

Flaw: Lorem Ipsum

# Appendix 2: Creature Statistics

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

# Appendix #: Map

# Appendix #: Title (Bonus Objective A.)

# Appendix #: Title (Bonus Objective B.)

# Appendix #: Title (Player Handout #)

# Appendix #: Magic Item

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

## Gauntlets of Lorem Ipsem (Table $)

Item’s metadata

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# Appendix #: Dungeon Master Tips

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

New to D&D Adventurers League?

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

New to the Annual Storyline?

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

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

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

## Preparing the Adventure

Before you start play, consider the following:

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

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

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

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

## Adjusting This Adventure

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

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

Determining Party Strength

Party Composition Party Strength

3-4 characters, APL less than Very weak

3-4 characters, APL equivalent Weak

3-4 characters, APL greater than Average

5 characters, APL less than Weak

5 characters, APL equivalent Average

5 characters, APL greater than Strong

6-7 characters, APL less than Average

6-7 characters, APL equivalent Strong

6-7 characters, APL greater than Very strong