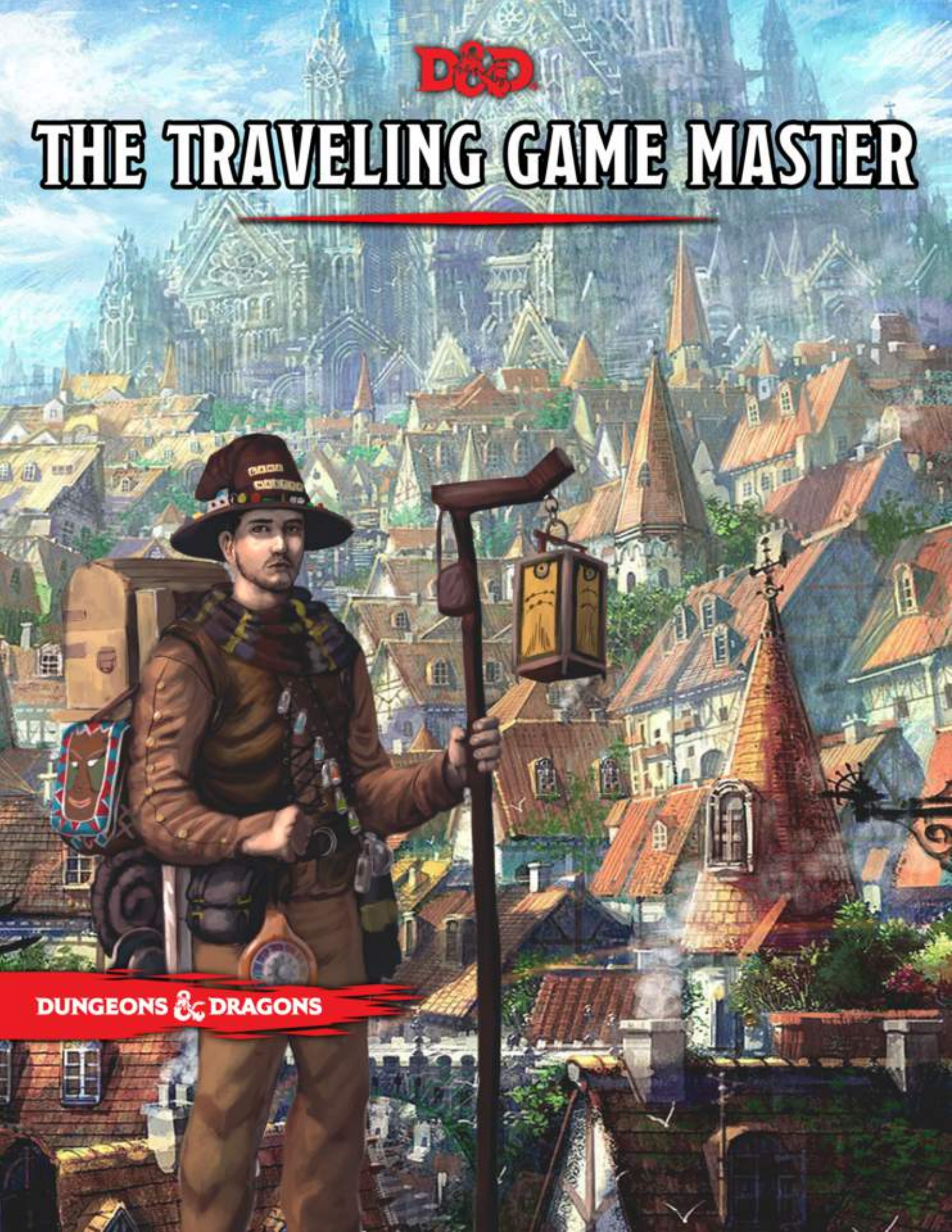


D&D

THE TRAVELING GAME MASTER



DUNGEONS & DRAGONS

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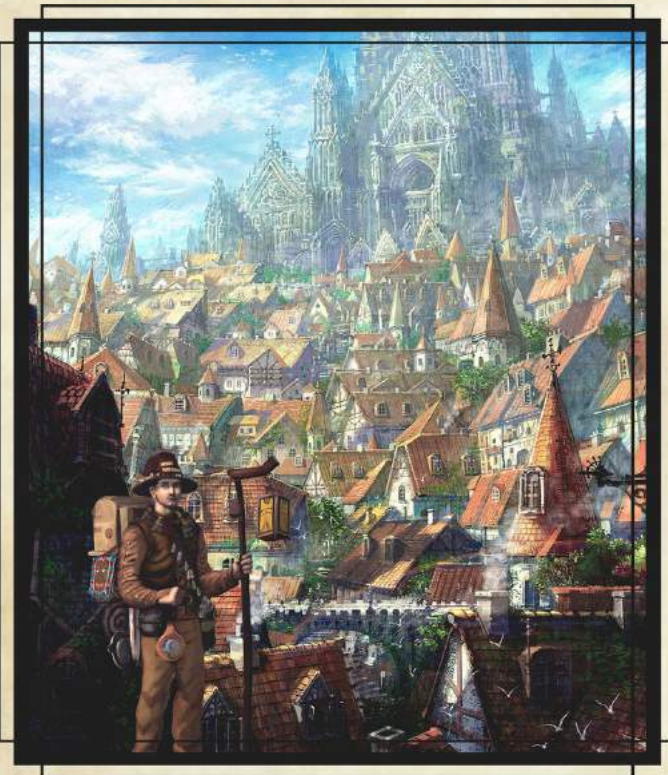
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Literally dozens of friends and family who are themselves fans of D&D. And I guess now you, so Thank You!



ON THE COVER

William R Liberto depicts The Traveling Game Master in this humble stoic portrait, while Xiang Ling depicts a bright and beautiful city at the base of a large and ominous cathedral.

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THE TRAVELING GAME MASTER



INTRODUCTION

The Traveling Game Master is a non-player character that is designed for use in the world's most popular Role Playing Game, Dungeons and Dragons. More specifically he is designed to fit into a 5th edition Dungeons and Dragons campaign.

HISTORY AND INSPIRATION

The Traveling Game Master first came to being back in 2015. At the time I was working as a mental health technician at a children's hospital out in Massachusetts. From time to time a group of kids would come through who would ask me to show them how to play this nerdy game they had always wanted to try out, called Dungeons and Dragons.

D&D is a complicated and fun game, but can be rather stale if not done properly. Although we had a surplus of time, what we didn't have much of was materials. Mental health hospitals are special in that the items allowed into their units are closely monitored and often restricted. Obtaining dice, paper, and pencils was in itself a battle, and although doable, we really pushed the limitations of the unit. With that in mind we didn't have access to much in the way of toys or props. What we did have was a large surplus of used and broken down board games.

I was improving a group of village merchants one day and thought, what if one of these characters just sold a magical or cursed version of these board games we had lying around. There is real magic in the act of handing your players a prop, and the moment I handed the group our broken copy of Monopoly and told them it was a vessel of great and evil magic the toy in their eyes had changed.

The magic Monopoly game became a core part of their adventure, and being able to interact directly with their "McGuffin" in person helped bring the game to life. As kids would come and go from our program the Game Master grew with each iteration of adventurers, and before too long he was one of my most popular NPCs.

So why do I dress up as this obscure and silly character? To be honest I don't really know anymore, he just sorta stuck. Maybe there is something horribly sentimental about this character. Maybe when my cosplay friends kept asking me who I would want to dress up as I couldn't really think of anyone else. Perhaps I'm just lazy and thought that strapping a bunch of board games to my back was an easy outfit. Or maybe because it was just really fun to build. All I know is that there is just something fun about dragging people into this world, and sharing my experience with them.

I would like to give a special thanks to the following individuals: Jerry Holkins, Mike Krahulik, Scott Kurtz, and Chris Perkins for introducing me to D&D; Dan Kessel for inspiring me to start DMing; Mathew Mercer and Matthew Colville for their inspiration and many stolen plot points my players will never forget; Amber Caplan for her incredible wisdom in the world of cosplay and years of friendship; Elizabeth Pappas who inspired me to start cosplaying in the first place; Jen Falito for convincing me to keep going; and to all of my players who took a simple game merchant and made him so much more. From the bottom of my heart, Thank you!

I would also like to thank the talented men and women of Westwood Lodge Hospital, Lenard Morse Hospital, Norwood Hospital, and Beth Israel Hospital for their dedication to both their patients and each other. You are the life blood of your communities and we will always owe you for your service.

USING THIS SUPPLEMENT

This document is a detailed introduction to The Traveling Game Master as a non-player character for Dungeons and Dragons 5th edition. It is meant as a tool to help any player or Dungeon Master introduce board game themed items and quests into their campaign. In addition to complete states of the Game Master as an NPC and shop owner this supplement also includes three 1st to 5th level quests for Dungeon Masters to use in their campaign, and a list of board game themed magic items. This is not an officially licensed Wizards of the Coast supplement, and as such is not for sale. Acquiring this supplement should have cost you NOTHING to obtain.



LIFE AND HISTORY

Born in the ridge-lands of Dulamark, the Game Master has always had a fancy for games. He was even an adventurer for a time, going on wild and dangerous quests, but those days are far behind him now. He has been a collector of games for a long time now, and his collection has grown quite vast.

Because of his jovial and friendly nature, The Traveling Game Master has a habit of making many friends. Almost every local game store owner has some kind of a relationship with him, some not always good. Most taverns welcome him in the same way they would welcome a traveling minstrel or bard. Most merchants have heard of him, even if they haven't worked with him in some professional way or another. Although he has many friends in the world, he has little by way of family. He had a son several years ago but he doesn't like to talk about what happened to him. His wife has long since been dead, laid to rest at their family home.

Some time ago he came into the possession of an artifact that enabled his travels to go further than a normal portal could. He has been known to pop in and out of multiple dimensions and even timelines. The limits to his ability to travel are only the extent of your imagination.

HOW TO ROLE PLAY HIM

The Traveling Game Master is an NPC who can be used in almost any 5th edition setting. He is dressed appropriately for any fantasy setting, but has means of travel beyond most planer beings. What this means is he can theoretically find himself in any campaign setting, from Sift to Horror! He is a traveling merchant who specializes in magic items, but is most fond of board games. For many years he has traveled across the endless lands in search of games to play. He is what some would charitably call a madman, however he sees himself as someone simpler—he is a humble merchant, collector, and magician.

While role playing the TGM it is best to remember that his goals in descending order are to: collect more games, play more games, and make money so he can add to his expansive collection. If given the option, he would rather play a game than sell it to you, and he would rather get his hands on a new game than play an old one. It is also worth noting that this is a man who has played many games; he has collected many pieces ranging from a regular copy of Monopoly, to signed collectors editions of the Dark Tower, to ancient cursed versions of The Royal game of Ur. More than likely, unless a game is magical, he already has a special edition copy of it.

VISIT THE WEBSITE FOR MORE INFORMATION

The Traveling Game Master gets around. If you would like to see what he is up to, visit: www.TravelingGM.com/events. There you will find a list of current and upcoming events that the Game Master will be attending or hosting. For further inspiration, see the rolling tables on the following page. Feel free to take what you like for inspiration.

The Traveling Game Master is a hyperactive goof of a character. He is a respectful and kind person who genuinely likes meeting and talking to new people. However, he is not a hero; he will not go out of his way to help or save someone in danger, and will not take cruelty or slights against him. If he is attacked, thinks he is in serious danger, or is honestly just annoyed with the ones he is dealing with, he will do everything in his power to save himself. He usually escapes by activating a "device," thus teleporting himself to another plane of existence (usually to his favorite beach on the plane of water), or by calling for guards or other civil assistance if available.

The Game Master can be found and introduced in a variety of locations. I usually have him first introduced in a town square peddling his wares, but the truth is he can be introduced almost anywhere. He could be in a tavern offering to play games with patrons, walking around a forest or convention talking to passerby, or at a university giving lectures on games and the joy they bring. While the Game Master may pitch a stand or stall from time to time, it is important to remember that he will never be in a fixed location or at his own brick and mortar shop. The Traveling Game Master likes to travel, hence the Traveling part of his name.

No matter where or when, the Traveling Game Master is always open for business. He will almost always be willing to stop what he is doing to do business with the players.

THE TRAVELING GAME MASTER

Medium humanoid (human), lawful good

Armor Class 14
Hit Points 31 (7d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	10 (+0)	11 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +2 Cha +2

Skills Arcana +4, Deception +5, History +4, Insight +2, Investigation +4, Perception +2, performance +7, persuasion +7, sleight of hand +2, survival +2

Senses passive Perception 12

Language Common

Challenge 1/4 (50 XP)

Master of Artifacts The Traveling Game Master can cast the spell Identify at will.

Escape Artist As a reaction the Traveling Game Master can cast Plane Shift at will.

Actions

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

WHY IS HE IN THE TAVERN?

d20 reason

- 1 Playing Catan with other patrons at the tavern.
- 2 Playing cards with other patrons at the bar.
- 3 Playing chess with the owner of the bar.
- 4 Playing checkers with another merchant at the bar.
- 5 Playing solitaire by himself
- 7 Watching people at the bar.
- 8 Sleeping at one of the tables. He will wake up if approached.
- 9 Finishing a sale with another patron.
- 10 Sketching an item he has laid out on his table. Any item he has for sale with do.
- 11 Hosting a Q&A for his fans. None have shown up.
- 12 Completely lost. He was looking for another town on the other side of the kingdom.
- 13 Reading a book.
- 14 Writing a manuscript.
- 15 Attempting to fix his backpack.
- 17 Enjoying a quiet meal.
- 18 Looking for information on a game he is attempting to hunt down.
- 19 Waiting to meet up with some old friends.
- 20 Just having a drink.

WHY IS HE ON THE ROAD?

d20 reason

- 1 Heading to the nearest town to buy food and provisions.
- 2 Heading to the nearest town to meet an old friend.
- 3 Consulting a map.
- 4 Talking to a group of guards on the path.
- 5 On his way to a convention.
- 7 Arguing with a fellow merchant on the path.
- 8 Sitting on the side of the path, enjoying a quick meal.
- 9 Siting off to the side sketching a piece of scenery.
- 10 Reading a road sign, deciding where to go next.
- 11 He misplaced a game piece and is retracing his steps trying to find it.
- 12 Enjoying a bottle of ale on the side of the path.
- 13 Helping a traveling caravan by fixing its broken wheel.
- 14 Waiting for an enemy.
- 15 Fleeing a town he had a nasty encounter in.
- 17 Waiting for a friend.
- 18 Chasing a group of adventures who stole something of value to him.
- 19 Pitched on the side of the road, selling from an impromptu merchant stall.
- 20 Just having a walk.

WHY IS HE IN THE FOREST?

d20 reason

- 1 Tapping a tree for sap, he won't tell you why.
- 2 Playing Chess with a tree. He's waiting for the tree to make its move.
- 3 Setting up traps in an attempt to catch a mouse.
- 4 Sketching a large fruit bush.
- 5 Building a fire.
- 7 Drawing wards on the ground.
- 8 Skinning a wild animal he just captured
- 9 Attempting to sew his clothes back together.
- 10 Prepping a campsite/Pitching a tent.
- 11 Sketching an animal. It will spook if approached.
- 12 Scratching a message into a tree.
- 13 Picking flowers by a river.
- 14 Collecting twigs off the trees.
- 15 Attempting to cut down a tree.
- 17 Filling his waterskin by a river.
- 18 Carving runes onto trees. He won't tell you why.
- 19 Setting up a snare trap.
- 20 He is completely lost.

WHY IS HE IN THE CAVE/DUNGEON?

d20 reason

- 1 He is searching for gem stones and carrying a pick axe.
- 2 He is setting traps attempting to capture a monster.
- 3 Someone stole a piece of his checkers set, and the last clue lead him here.
- 4 He is hiding. He will bribe the players up to 10gp not to tell anyone that he was there.
- 5 He is attempting to sketch a monster he just saw.
- 7 He heard a rumor that a game was located within this location. He thought to check it out.
- 8 He is currently attempting to disassemble a trap.
- 9 He is collecting rocks for an unknown reason.
- 10 He is sitting down reading a book.
- 11 He is practicing fire spells with a broken wand.
- 12 He is making shadow puppets with his Lark Lamp.
- 13 He broke his leg.
- 14 Nothing.
- 15 He is sketching a large rock formation.
- 17 He is attempting to fix his backpack.
- 18 He is practicing fire spells with his wand.
- 19 He is attempting to dig a wooden box out of a wall inside an old board game. If players help he will pay 20gp.
- 20 He is completely lost.

STORE INVENTORY

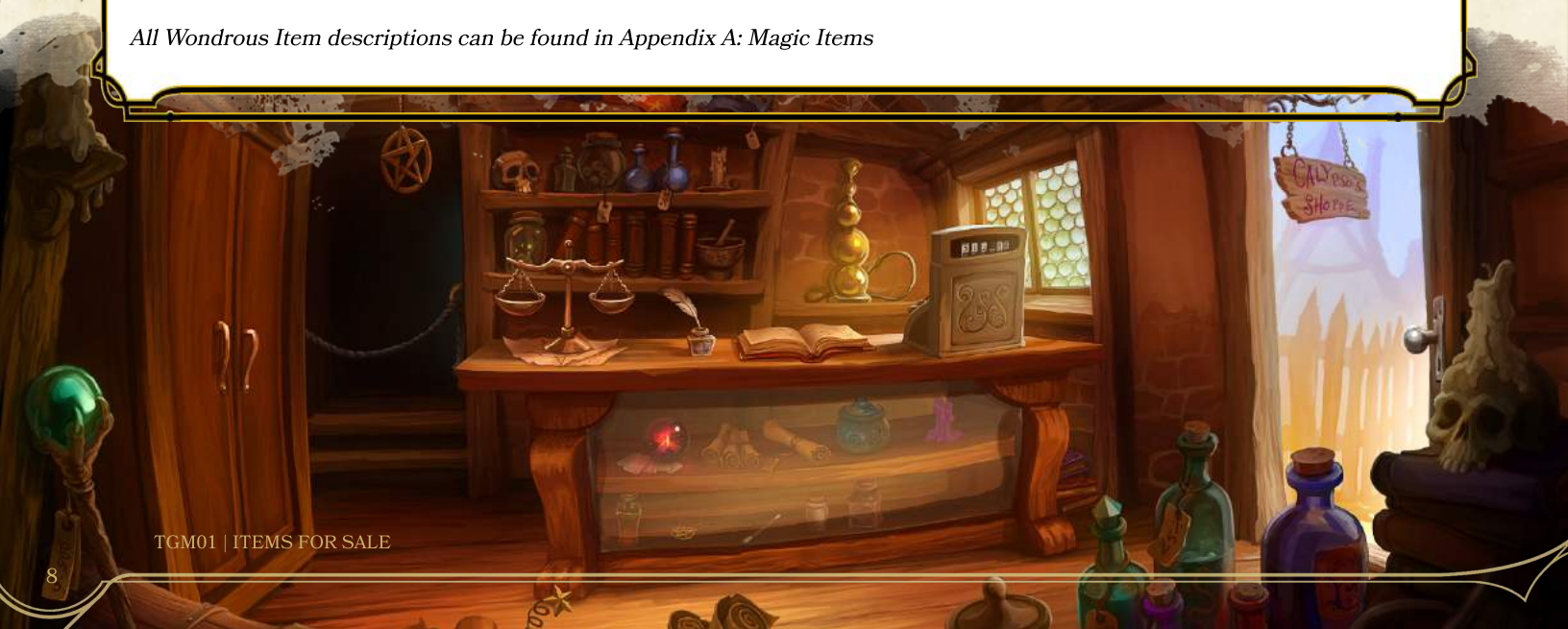
COMMON ITEMS

Inventory	Price	Stock
Potion of Greater Healing	100 gp	2d8
Entertainer's Pack	40 gp	1d4
Instrument (Ocarina)	10 gp	1d4
Misc Crystals	5 gp	4d4
Dice set	1gp	1d20
Playing Card set	5gp	1d8
Chess set	15gp	1d4
Checkers set	10gp	1d4
SugarLand Set	15gp	1d4
Bunions and Flagons starter Set	20gp	1d4

WONDROUS ITEMS

Inventory	Price	Details
Bag of Holding	1,000gp	DMG 154
Hungry Hungry Dragons	2,500gp	TGM01 Appendix A
Wizard Chess	5,000gp	TGM01 Appendix A
Scroll of Catan	5,000gp	See Appendix A
Rockum Sockum Golums	3,500gp	See Appendix A
The Sensei's Divining Top	3,400gp	See Appendix A
Tymora's Coin	Quest	TGM01 The Dive Into The Cards
The Crystle Eye of Cluedo	Quest	TGM01 The Case of Northwood Manor
Bag of Scrabble	Quest	TGM01 Trials of The Wizard Sc'rabulor
Manopoly Tiamat Edition	Quest	TGM02-The Land Owners Remorse
Community Chest	Quest	TGM02: The Land Owners Remorse
Wheel of Life	Quest	COMING SOON
Love Letter	Quest	COMING SOON
The Lark Lamp	Quest	COMING SOON

All Wondrous Item descriptions can be found in Appendix A: Magic Items



THE DIVE INTO THE CARDS



The Traveling Game Master has been having some issues with one of his favorite toys. Bahamut's Delver Deck of Justice is a great and powerful artifact, once used to seal away the most cruel and evil beings of the mortal plane. to The Game Master though, it is his favorite trick deck of cards. however as of late it has been acting weird.

Not a major issue, but a nuisance to be delt with all the same.

Do you mind mind lending a hand?

A Two-Hour Adventure for 1st - 5th Level Characters

MATTHEW FRUMENTO

Adventure Designer

Story Arc Coordinator: Matthew Frumento

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INTRODUCTION

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

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.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.



ADVENTURE PRIMER

ADVENTURE BCKGROUND

a magical artifact left behind by a god. although it has great power the Game Master only finds it of use as a fun trick deck

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

The Traveling Game Master Use notes to point out some interesting information.

The Delver Deck both work within a note.

ADVENTURE OVERVIEW

Total Run Time - 2 hours

This short adventure is intended to take advantage of four types of Dungeons and Dragons chalanges; combate, role playing, riddles, and puzzles. The entire adventure is randomly generated using either a set of dice, or a standard deck of playing cards. There is 15 minutes of time built into the mod for things like a game starting late, a section running long, ect.

Part 1 -Est. Time 10 minutes The charecters are introduced to The Delver Deck, and are told of its malfunction by the Game Master. He will show the players how to enter the deck and tasks them with helping to settle the deck down a little.

Part 2 -Est. Time 15 minutes each

The characters enter the dugeon and make their way through however many cards they feel they can manage.

Part 3 -Est. Time 10 minutes After the characters leave the dungeon they are rewarded by the Traveling Game Master for their efforts.

ADVENTURE HOOKS

The adventure begins when tHe Traveling Game Master shows the characters the Delver Deck. The charecters are introduced to this dungeon by either asking the Game Master about an item in his shop for sale, or by being aproched by the Traveling Game Master to help him solve a problem.

AUTHOR NOTES/DM TIPS

I will be honest, I did not think I was going to be writing this thing, let alone actuly publish it. ugh, thanks, seriasly, if your reading this then I am genuinly happy to provide you the opurtunity to test the litteral endurance of your players with this gauntlet of silly tasks. Here some things I would like you to know before you run this.

1. **This adventure is Balanced for a Five room run.** With that said, unless you stack the deck(which you are welcome to do) this dungeon will be entierly randomized. the players could be forced to face five combate encounters back to back. the players may just enter five treasure rooms back to back. without forcing it there truly is no way to know what this dungeon will throw at your players. If you shuffle well and the random nature of the rooms goes well this should be a chalenging, but fair adventure for beguining players. with that said, if the players wish to push their luck they are more then welcome to delve deeper, but it will become a more brutal adventure if they do so. I welcome all to try, but in truth even with the limited combate encounters it may take a party of a considerably higher level to actually see this adventure through to the final end.
2. **Dont Memorize all the rooms.** Trust me you dont need to, and you will go crazy if you try. at the most framilerize yourself with the discription of the suites and some of the rooms within, but dont feel the need to memorize all 52 rooms. its too much to ask of yourself and not at all worth it in the end.
3. **There is no resting in this dungeon.** This dungeon is a test of both the players and the adventurers endurance (and I guess in some large way yours). because of this there is no phisical way to actually rest within the dungeon. Players who are astute may come to realise this early on, others may need nudging to notice this fact. if a party attempts to rest or run out the clock in a room without progressing, do your best to warn them the consiquenses of doing so.

PART 1. THE INTRODUCTION TO THE DECK

Estimated Time: 10 Minutes

This adventure starts when the party asks the Game Master about the Coin of Tymora, or if he has "heard any rumors."

"Well adventurers, if you would like I could use some help with a little bit of a problem. See this?" The Merchant then holds up what appears to be a normal deck of cards. "This is my favorite trick deck of cards; it has always served me well and usually never needs any encouragement when I'm trying to perform one of my shows. As of late though, it has gotten kind of pushy."

As the Game master says this he cuts the deck in half. In an instant, a blue flame bursts from the bottom half of the deck and you hear the inaudible screams of thousands of tiny voices emanate from the deck. The Game Master then immediately replaces the top of the deck back onto the bottom half.

"You see what I mean? I need a daring group of individuals to go speak to the deck and try to come to an understanding with it. I would go myself, but frankly I really don't want to. I think if you can stomp out five cards that should be enough to settle this bad boy down, but if you can get any further I'll make it worth your while."

If the party agrees, the Traveling Game Master will throw the deck into the air and a 5 ft. cube of space will be filled with a cloud of cards. Players who enter the cloud of cards will disappear from view and be transported to the Delve Dungeon.

Each room of the Delve Deck Dungeon has an entrance that is unlocked, and an exit that is locked. To unlock the exit and proceed to the next room, the players must acquire the key to the locked door, usually by achieving the goal associated with the room.

While in the Dungeon the players are set upon with a feeling of unrest and anxiety, preventing them from resting while in the dungeon. In addition, rooms must be completed within 30 in-game minutes or the players will be forced out of the dungeon. The players may exit the dungeon at any time by walking through the door they entered the room with. Each room of the dungeon resets whenever the players re-enter the dungeon.



PART 2. THE ROOMS

To simulate this dungeon you will need a standard deck of playing cards, minus any insert cards and jokers. Shuffle the deck as best as you can and then set the deck in front of players. Every time a player enters a new room (including the first room), flip the top card of the deck over and describe the room to the players using the description of each suit chamber and the specific room contents listed below:

HEART CHAMBERS: ROLE PLAYING ENCOUNTERS

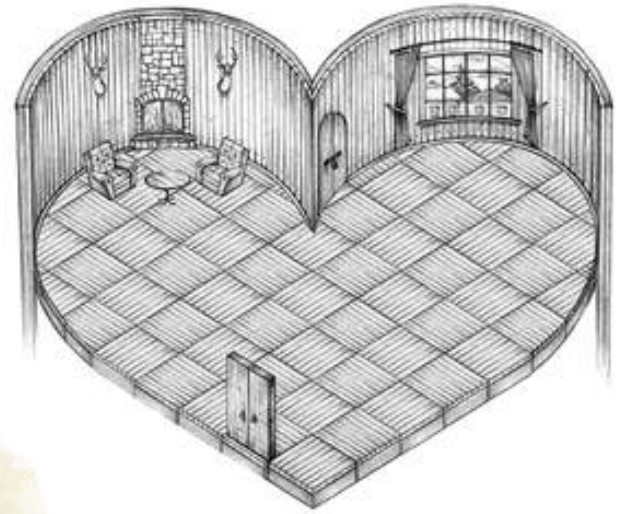
The Heart is a fickle thing and easy to win over for some, although less so for others. The heart chambers appear less like a dungeon room and more like the living room of a cozy home. Walls and floors of wood, with a few chairs sitting against the walls windows showing a beautiful village. If a player would attempt to however destroy any of the windows or burn away the wood floor or walls the elusion ends and the players are revealed to be inside a stone chamber similar in appearance to the others. NPC's inside the heart chamber will not notice this change, or react to it.

Inside each heart chamber are Non Player Characters who all speak common. In order for the players to unlock the door and proceed to the next room they must help the NPC's to do something. killing an NPC will constitute an instant failure and the party will be forced out of the dungeon. If any item or NPC would be taken from the room they would immediately disappear in a cloud of smoke.

2 OF HEARTS

Sitting in a rocking chair next to the fire is an old lady with a cat reading a book. If approached the woman will say "Oh hello children, would you like to listen to my story?". If the players accept the request the woman will read to them from the book.

Solution: Time will seem to stretch on endlessly within this room while the woman reads to the players. As she does each player will become sleepy. Any player with a Constitution score 18 or higher is unaffected. All other players may attempt a Constitution save to stay awake. If they roll a 10 or higher they remain awake, but suffer a level of exhaustion. If they roll a 15 or higher they are able to stay awake without consequence. Any player who does not roll higher than a 10 will immediately fall asleep. If any player is able to stay awake until the old woman finishes her story she will reward the party with the key to the door. If all party members fall asleep they will all be kicked from the dungeon and will wake up outside of the dungeon.



3 OF HEARTS

In the room are two middle-aged men, one in a red shirt the other in a blue shirt. They are both shouting at each other over what appears to be a well-groomed ram. "I need the wool and it is mine, it walked into my land" "The ram is mine, I need it and you're not getting away with it". If the party does not intervene within the first 5 minutes, the two men will start a fist fight with each other.

Solution: Both men want the ram, and will not walk away without getting what they want. The man in blue wants the ram's wool so that he may make his wife a nice sweater for the coming winter. The man in red only wants the ram's horns so he may make his son a new toy with them. If the party can figure this out through interviewing the two men and find an agreement that makes both men happy, the door will open. Another way is for the party to persuade one to give up the ram through an intimidation or persuasion check (DC20). If the party attempts to attack either man, they both will flee through the open door, and the encounter cannot be solved.

4 OF HEARTS

In this room is a man named Derick sitting in a chair, with a letter clutched in his hand. The man looks like he is about to break into tears. "I'm sorry I really am not in the mood for company, I am not having a great day. I just wish I could smile again." When asked why, Derick will tell people he doesn't want to talk about it.

Solution: If the party can convince Derick to open up about it (persuasion 15DC) he will tell them that he just broke up with his true love. A character can also attempt to steal or take the letter from Derick (sleight of hand check 15DC). The letter is a break up letter from Ryan Gosling. The party can attempt to cheer up the man with words (persuasion 20DC), or attempt to tell him a joke (performance check 15DC). If the party has alcohol they can share a drink with him. If a male party member with a charisma of 17 or higher flirts with Derick he will smile. After the party gets Derick to smile he will hand them the key to the locked door.

5 OF HEARTS

In the corner of the room is an elderly woman hunched over covering her face. Hanging on the locked door is a mirror. If approached the woman will tell the party "I am so ugly, don't look at me!"

Solution: The party must convince the woman to look into the mirror. They may do this through Persuasion (20DC), Deception (15DC) or Intimidation (25DC). If the players attempt to grab the woman or make her look at the window by force she will become hysteric and attempt to get away from the players by running through the open door. If she does she will vanish into smoke and the party will fail the room.

6 OF HEARTS

In the room the party sees three Teapot Goblins and a woman, all dead on the ground. A small male child is crying over the body of the woman crying "mommy please wake up, you have to wake up, wake up!"

Solution: Upon inspection the party will find with little difficulty that the woman is not dead yet, but is dying. The Party must revive the fallen woman to open the door. They may do this through a number of methods: Giving the woman a potion of healing, performing a cure wounds or other healing spell on her, performing a Wisdom (medicine) check (15DC), or using a healer's kit. If the players fail to act within 5 minutes the woman will die (the Dungeon master should keep track of this time without informing the players). If the woman does die by succumbing to her wounds, the players can still succeed if they cast revivify on her within 5 minutes of her death. Otherwise the players fail the room.

7 OF HEARTS

Before players enter this room the DM should roll a D10 and check the diamond chamber that matches the number rolled (On a 1 reroll the D10). Inside this room is an exact replica of the puzzle in that diamond chamber. In this room is a lanky looking gentleman who is currently struggling to solve the puzzle. "Why is this so hard for me?"

Solution: The party can solve this room by either persuading the NPC to give up on the puzzle with a Persuasion check (20DC) or by helping the NPC solve the puzzle.

8 OF HEARTS

In this room stand two men who look identical. They will both introduce themselves as the self-proclaimed famous author Waughin Jarths, and will claim the other is an imposter.

Solution: One of the Waughin Jarths is a shape shifter and must be killed to complete the room. Players who Perception check (DC 10) will notice one is carrying a backpack while the other is not (the one with the backpack is the real Waughin). Players who Insight check (DC 20) or Intimidate check (DC 15) can figure out who is lying. Another way to solve this encounter is if a player has a copy of the book The Argonian Account. If they do they can test the two Waughin Jarths on the books contents to see who the real one is.

9 OF HEARTS

In this room four Teapot Goblins (see Spade Room description) are attacking two Human commoners who have chains on (Commoner, Monster Manuel 345). The commoners are screaming for help. They are at full health but because of chains they only have a movement speed of 5ft.

Solution: The party must protect the commoners from the Teapot Goblins. If the party can kill all of the goblins before a commoner is killed they win the encounter and a commoner will give the party the key to the door. In addition if the party can get all the commoners through the unlocked door alive they will win the encounter and the locked door will unlock.

10 OF HEARTS

In the room are two black smiths hunched over a table arguing over a pouch of coins. Both men are partners and have apparently just gotten paid for a job, however they are struggling to split the payment equally. The pouch contains 1pp, 7gp, 20sp, and 150cp.

Solution: One solution is for the players to do a Persuasion or Intimidation check (15DC) to get one of the workers to agree to take a smaller cut than the other. Another method would be for the party to add gold to the pile to make the split even. If a party wanted to they could attempt to convince the men to trust them with the gold through deception or Intimidation (20DC). When both men are happy with the arrangement of the money, the door will open.

JACK OF HEARTS

In the center of the room is a medium chest. The chest contains: 2d4 Potions of healing.

QUEEN OF HEARTS

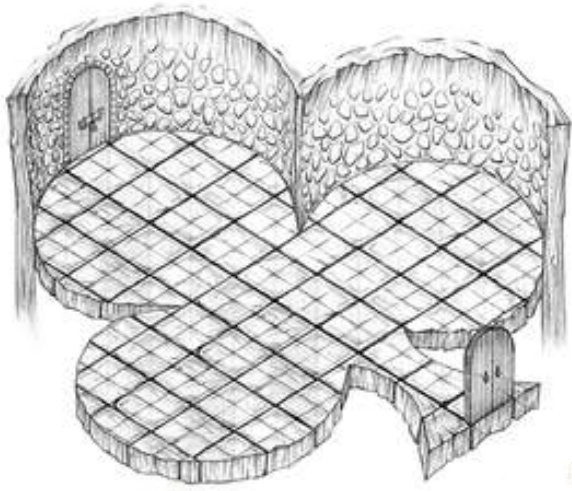
In the center of the room is a medium chest. The chest contains: 1d4 Potions of Greater healing.

KING OF HEARTS

In the center of the room is a medium chest. The chest contains: a Periapt of Wound Closure (DMG 184), and 1d4 Potions of healing.

ACE OF HEARTS

In the center of the room is a large chest. The chest contains: a Staff of Healing (DMG 202), and 2d4 Potions of healing.



CLUBS CHAMBER: PUZZLE ENCOUNTERS

Each clubs chamber is a simple stone room containing only the furniture and items listed for their specific puzzle. In order to unlock the door and proceed to the next room, the puzzle must be solved. Dungeon Masters are encouraged to place a 30 minute timer in front of their players to answer the puzzles swiftly through stressful encourage.

2 OF CLOVES

On the floor of the room is a sliding panel puzzle, depicted in appendix-puzzles 4 of clubs. Next to the puzzle is a large wooden lever sticking out of the ground. Whenever the switch is pulled the puzzle resets to its initial state.

Solution: The party must work together to solve the sliding image puzzle. When they do, the key to the door will appear on the puzzle surface.

3 OF CLOVES

In the center of the room sits a small tree sapling with four baskets lying on either side of it. In one basket is water that refills each time it is poured out. In another is a pile of leaves that refills each time it is poured out, in the third is a pile of snow that refills each time it is poured out, and in the last basket there is nothing, but whenever the basket is turned over a strong beam of sunlight shines out of it.

Solution: the four baskets each represent one of the four seasons; leaves for fall, snow for winter, water for spring, and sunlight for summer. The players must pour the contents of the baskets onto the tree in the order of the seasons. The season they start with does not matter. When they do the door will open.

4 OF CLUBS

In the center of the room is the bust of an ugly looking dwarf. The bust is sentient and will talk to the players if approached. The bust refers to himself as Daggin Osfar, and he is an arrogant figure who claims to be ancient and know great secrets. If he is picked up he will continue to insult the players until he is put back down.

Solution: Inscribed underneath the bust is the phrase "will not speak please". If the players can get Daggin to say the word "please" the locked door will open. If Daggin's bust is destroyed, the room cannot be solved.

5 OF CLUBS

In the center of the room stand four plinths with statues standing on them. Each statue is depicting from left to right: a mother with a young boy raising a toy sword to the heavens, a man kneeling before a king being knighted, a man fighting a dragon, and a man cowering in fear. On the pedestal the following poem is written;

*"Joseph was born to a mother, a child of hunger, for adventure, fortune, and glee.

But when the dragon came, Joseph the coward of fame, saw a chance to be renamed.

As he faced the dragon, with fear in his heart, he slew his greatest foe indeed;

and with the fear no more willing, he had a dragons to be killing, Joseph was finally free.

None will imply, a coward am I, as I lift this head to the sky!*

Solution: To solve this puzzle the party must knock the last statue of the fallen hero out of the way. They must then break off any head of a statue and while standing in the place of the last statue hold the head above their own. When they do the head will crumble revealing the door key inside.

6 OF CLUBS

The room contains four boxes containing the following items; a collection of bananas, A full set of plate armor, a dead Card Captain, and a pair of shoes.

Solution: There is no real solution to this room. The key to the locked door is already in the locked door, and any player who passes a perception check of DC15 on the room, or does any perception or investigation check on the door will find the key. To succeed at this chamber all the party has to do is notice the key is in the lock and open the door with it.

7 OF CLUBS

In this room are four Teapot Goblins (see spade room description), each with a shield that has the following letters painted on of it; C, D, E, K. All goblins attack the party on sight.

Solution: The Goblins are under a curse and are given a level of undeath. In order to kill the goblins they must be killed in the following order; D,E, C, K. If a goblin is killed out of this order all goblins including the one that just died will revive with 2d6 hit points. If all goblins are killed within the same turn of combat it counts as killing them in order. After all goblins are finished the locked door will unlock.

8 OF CLUBS

This room contains a well with a ladder in the middle of the room. If the players enter the well they will find a collection of pathways.

Solution: The well leads to the maze depicted in Handout-Puzzle 8 of clubs. The players must adventure into the maze and find their way to the exit. Each divergence in the maze is labeled on maze B, and the players must choose an appropriate cardinal direction each time they come to one. If the adventurers ever make a choice that would lead them to a red wall, they are presented with a ladder that leads out of the well. If they take one of the red ladders they are sent out of the maze to the well they entered from. If the players make it to the exit, they leave the maze from a hallway that leads to another clubs chamber, but the key to the door will be laying on a pedestal in the center of the room.

9 OF CLUBS

This chamber contains nothing on the floor and has a large mirror covering the entirety of the ceiling. When the party looks up through the mirror they will not be able to see themselves, and notice that the doors are unlocked in the reflection.

Solution: The mirror is actually not a mirror. It is in fact a complete second clubs chamber hanging above the first facing down, giving the illusion of a reflection. A player that throws an object at the mirror will quickly discover this as the object will fly through where the mirror glass would be and will bounce off the ceiling space above. To progress from this chamber the party must climb up to either of the unlocked doors on the ceiling.

10 OF CLUBS

Inside the center of the room is a 5 ft. tall 10 ft. wide wall. On the wall are five buttons in a horizontal row. Above each button is an orb with the corresponding second and fourth orbs glowing bright blue.

Solution: Each button is tied to the lights above it, and the buttons next to it. if a button is pressed, all lights that are off will turn on, and all lights that are on will turn off. If the party can get all the lights to turn on the door will unlock.

Dungeon Masters should consider using a row of coins to demonstrate the button puzzle for 10 of Clubs. Coins turned face up can represent lights that are on, and coins face down can represent lights that are off. Every time a player selects a coin/button to activate, the DM simply flips that coin and any coins next to it over.

JACK OF CLUBS

In the center of the room is a medium chest. The chest contains: a rope with a hook tied to the end of it, and 5 dumbbells of varying sizes and weight(2lb, 3lb, 5lb, 10lb, 15lb).

QUEEN OF CLUBS

In the center of the room is a medium chest. The chest contains: A lantern of Revealing (DMG 179), and 2d4 pints of oil in a bottle.

KING OF CLUBS

In the center of the room is a medium chest. The chest contains: A pocket mirror, and a Pole of Collapsing (XGE 138).

ACE OF CLUBS

In the center of the room is a large chest. The chest contains: A Robe of Useful Items (DMG 195).



SPADES: COMBAT ENCOUNTERS

The spades chamber is no place for talking or thinking, it is a place of war. Nothing fancy lies within this chamber, just a stone room without furniture and accessories. Inside each chamber is a collection of monsters that immediately turn hostile towards the party when they enter the room. If the players enter a room where two groups of monsters are fighting each other, the monsters will attempt to finish each other off before attacking the players. If players choose to intervene before the monsters finish fighting, they will turn their attention onto the players in addition to each other. In order to beat the chamber and unlock the door all monsters must be defeated.

The following enemies are redesigned versions of regular Dungeons and Dragon monsters, the stats of which can be found in the monster manual.

Card Soldiers: These humanoid playing card seem to be animated with some form of arcane magic. Each card soldier acts like any normal human soldier would. Dressed with a soldier's helmet on their head, they carry a spear in one hand and a small buckler in their off hand. A card soldier has the same stats as a Guard, Monster Manual page 347.

Card Priest: This humanoid playing card is dressed with a shawl over his shoulders and has an ornate headdress on top of his head. He has an emblem the shape of a spade hung around his neck as a religious symbol. A Card Priest has the same stats as a Priest, Monster Manual page 348.

Card Captain: The card captain is the most commanding of the card soldiers. Their bodies show the wear and tear of use, and a few have literal tears in their skin. Dressed with a knight helmet, and brandishing a longsword in one hand and a small shield in the other. Card captains share the same stats as a Veteran, Monster Manual page 350.

Teapot Goblin: Teapot Goblins look and act exactly like regular goblins, except they have armor made of oversized teapots, spoons, and plates. A Teapot Goblin has the same stats as a Goblin, Monster Manual page 166.

2 OF SPADES

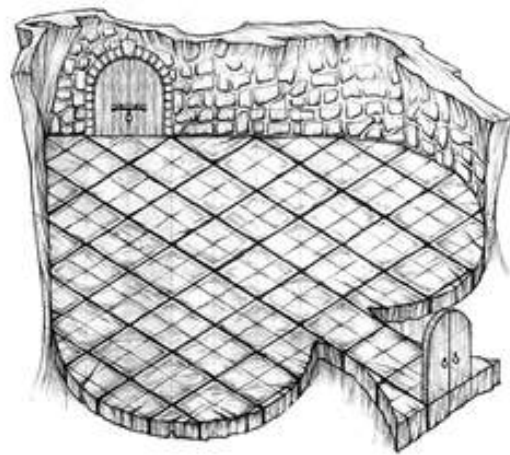
This room is empty, with only the open door behind the players and the locked door on the other side of the room. The locked door is actually a mimic (Monster Manual 220). A player with a passive perception of 16 will notice this, along with any player who rolls a perception check of 15 or higher on the door. The real door appears after the mimic is killed.

3 OF SPADES

In the room sits two Card Captains and one Mastiff (Monster Manual 332).

4 OF SPADES

In the chamber is one Card Captain leading three Card Soldiers in combat training.



5 OF SPADES

Four Teapot Goblins are fighting one Card Captain, attempting to take away his helmet.

6 OF SPADES

Five Card Soldiers are attempting to fight a Gelatinous Cube (Monster Manual 242) that has ingested two other Card Soldiers and a Card Captain, all of whom are dead.

7 OF SPADES

Six Card Soldiers are in the room kneeling before one Card Priest that looks like it is giving a sermon, although they are inaudible.

8 OF SPADES

The room contains one Card Priest standing in the center with one Pseudo Dragon (Monster Manual 254) hanging on his shoulder, while six Card Soldiers march around the chamber.

9 OF SPADES

There are 6 Card Soldiers and 3 Mastiff's (Monster Manual 332) marching around the chamber.

10 OF SPADES

10 Teapot Goblins are sitting around a campfire made up of the corpses of Card Soldiers.





JACK OF SPADES

In the center of the room is a medium chest which contains: 20 food rations, 1d6 pieces of chalk, 1d4 gold and 2d20 silver.

QUEEN OF SPADES

In the center of the room is a medium chest which contains: a Sling with 30 silver coated rocks, a whistle, 4d6x10 gold pieces, and 1d20 silver pieces.

KING OF SPADES

In the center of the room is a medium chest which contains: 10 Unbreakable Arrows (XGE 139), a bag of ball bearings, and 6d6x10 gold pieces.

ACE OF SPADES

In the center of the room is a large chest which contains: 6 Whisper Stones (TGM01) and a collection of a gems worth 1d4x10 platinum pieces.

DIAMOND CHAMBER: RIDDLE ENCOUNTERS

Nothing produces greater riches than the sharpest mind. The Diamond Chamber will be a test of the adventurers' wits and cunning. Each Diamond Chamber is laced with bookshelves along with large desks, beautiful maps and other tools of thought. Pages of parchment are scattered across the floor and the shelves, scribbled notes of passing thoughts.

Each Diamond Chamber contains at its center a single Gynosphinx (Monster Manual page 282) holding a key around its neck, patiently waiting for their next challenger. The gynosphinx regards each adventurer that comes before her with a pleasant patient gaze. She will present the adventure with a riddle, and will wait for any party member to provide her with the correct answer. The party can guess as many times as they wish but the sphinx will not surrender the key until they have correctly answered the riddle. If Dungeon Masters would like they may use a 30 minute clock to encourage the party to think fast.

Any party that wishes may attempt to attack and kill the gynosphinx, however doing so will turn her hostile to the party and she will attempt to kill everyone. If the party succeeds at killing the sphinx, the door to the next room will unlock. Killing a gynosphinx will not result in hostility by subsequently encountered gynosphinxes.

2 OF DIAMONDS

Riddle: I run through hills; but veer around mountains. I leap over rivers, and crawl through the forests. Step out your door to find me.

Answer: Road.

2 OF DIAMONDS

Riddle: You eat something you neither plant nor plow. It is the son of water, but if water touches it, it dies.

Answer: Ice

3 OF DIAMONDS

Riddle: A time they're green, a time they're brown, but both of these times, cause me to frown. But just in between, for a very short while, they're perfect and yellow, and cause me to smile! What are they?

Answer: Bananas

4 OF DIAMONDS

Riddle: I cost no money to use, or conscious effort to take part of. As far as you can see, there is nothing to me, but without me, you are dead.

Answer: Air

5 OF DIAMONDS

Riddle: At the sound of me I can make women weep. At the sound of me men may clap or stamp their feet. What am I?

Answer: Music

6 OF DIAMONDS

Riddle: This thing runs but cannot walk, sometimes sings but never talks. Lacks arms, has hands, lacks a head but has a face. What is it?

Answer: A Clock

7 OF DIAMONDS

Riddle: Above all things I have been placed. As such I have, a man disgraced. I describe sunlight but that I am not. After all, I'm just a rock. What am I?

Answer: The Moon

8 OF DIAMONDS

Riddle: It stands alone, with no bone or solid form. Adamant, never wrong, though hurt it may. Twistable, malleable, might it be, but always straight as an arrow. What is it?

Answer: The Truth

9 OF DIAMONDS

Riddle: This darksome burn, horseback brown, His highroad roaring down, in coop and in comb the fleece of his foam, flutes and low to the body falls home.

Answer: Bear, Ale

10 OF DIAMONDS

Riddle: The Moon is my father, the Sea is my mother; I have a million brothers, I die when I reach land. What am I?

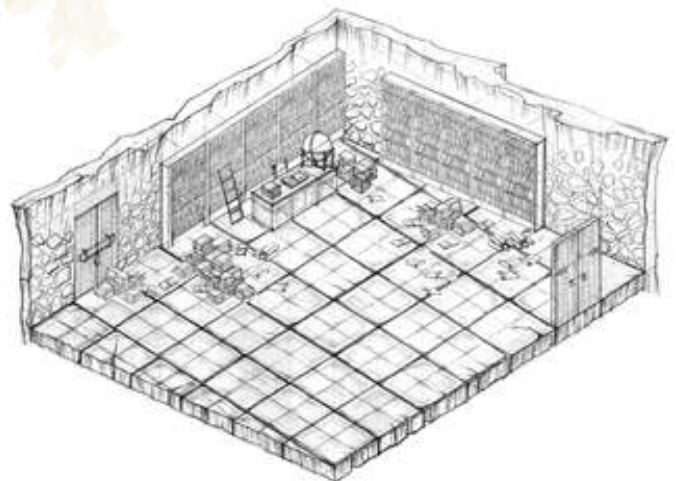
Answer: A Wave.

JACK OF DIAMONDS

In the center of the room is a medium table. On top of the table you find: a copy of "The Argonian Account" by Waughin Jarths, an uncommon book worth 20 gold pieces.

QUEEN OF DIAMONDS

In the center of the room is a medium table. On the table you find: a spell scroll for Mending, a spell scroll for Leomund's Tiny Hut, and a spell scroll for Animate Object. You also find a copy of "An Imperial Affliction" by Peter van Houten, an uncommon book worth 25 gold pieces.



KING OF DIAMONDS

In the center of the room is a medium table. On the table you find: a spell book with the following spells in it: Floating Disk, See Invisibility, Magic Weapon, and Dispel Magic. In addition you find a copy of "Concerning Hobbits" by Bilbo Baggins, a rare book worth 40 Gold pieces.

ACE OF DIAMONDS

In the center of the room is a medium table. On the table you find: a spell scroll for Mordenkainen's Magnificent Mansion, a signed letter of introduction from Xanithar for a Mr. Binwin Bronzebottom, and a special edition copy of Volos Guide to Monsters, a very rare book worth 345 gold pieces.



PART 3. CONCLUSION

UPON RETURNING

The Traveling Game Master will wait a little while for the party to return but he will get bored if the party takes too long. Below is a list of what the party returns to depending on how long they take inside the dungeon.

less than 7 cards later... The Traveling Game Master will not have moved an inch, and will be happy to see their return. "Well that didn't take long, how was it?"

7 cards later... the party will return to find the Traveling Game Master still waiting watching the deck, although noticeably bored. "Oh there you lot are. Took you a hot moment didn't it. Well how did it go?"

13 cards later... the party will pop out still at the location they entered the dungeon, however the Traveling Game Master will be doing other light activities or talking to other people if they are around, not paying attention to the deck anymore. "Took you long enough, I was getting worried"

26 cards later... the party will return to find the Traveling Game Master on the road, a short distance from whatever location the party were at when they entered the deck. "About time, I needed to get going and I didn't much fancy taking you lot with me."

42 cards later... when the party return they will find the Traveling Game Master either eating dinner, in a bath tub, or wandering the garden at some lord's manor. He figured the party was dead.

52 cards later... the party will return to find the Traveling Game Master asleep in bed at an inn several miles from where the players entered the deck. He will have completely forgotten the party was in there.

THE PRIZE

To complete this adventure a party only needs to defeat 5 rooms; however the more rooms defeated the more rewards the Traveling Game Master will offer the players. The players should not know what the awards are ahead of time.

5 cards: the Game Master is pleased with the results and the party is given 100gp and Tymor's Chip.

15 cards: Over a short rest the Game Master will take the time to teach each player the ins and outs of any card. Each player gets proficiency in one card game of their choice.

25 cards: The party gets a Tarroka deck and 2,500gp.

35 cards: The players are awarded an old but functional deck of illusions.

45 cards: The Traveling Game Master is impressed by the party and gives them the option to draw a single card from his copy of The Deck of Many Things.

All 52 cards: The Traveling Game Master awards the party a copy of the "The Deck of Many Things".

The party may re-attempt this adventure as often as they would like, however the Traveling Game Master will only award them the above items once upon the first completion of each milestone.

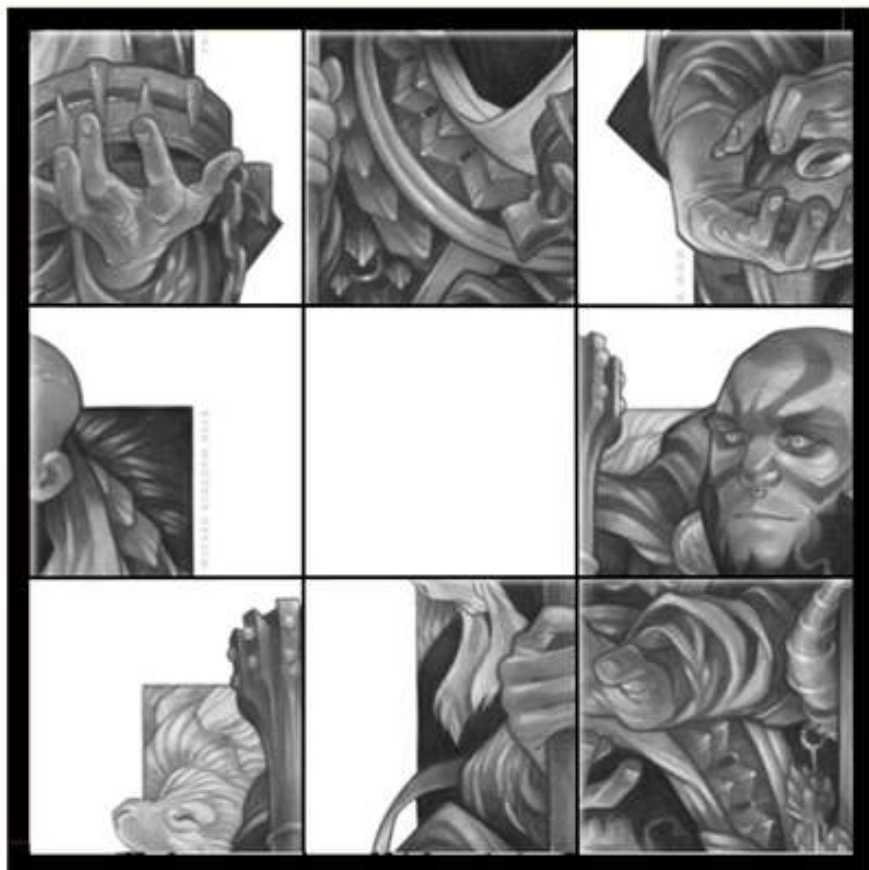


WICKED KINGDOM PLAYING CARDS

The playing cards depicted in this chapter are from the Wicked Kingdom Playing Card deck by Wylie Beckert. They can be found at www.wyliebeckert.com.

HANDOUT 2 OF CLOVE PUZZLE

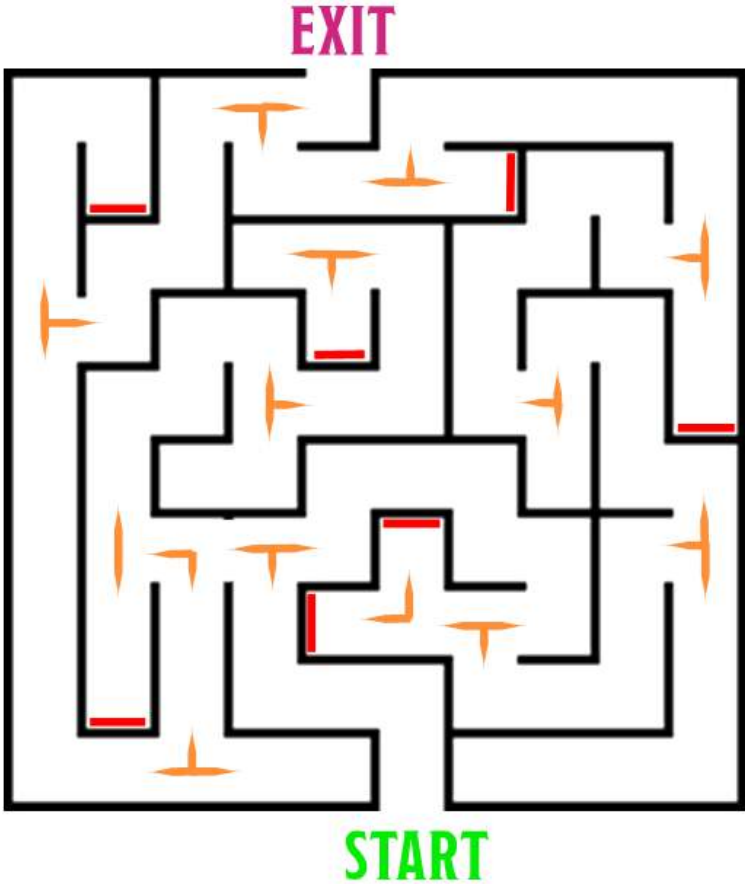
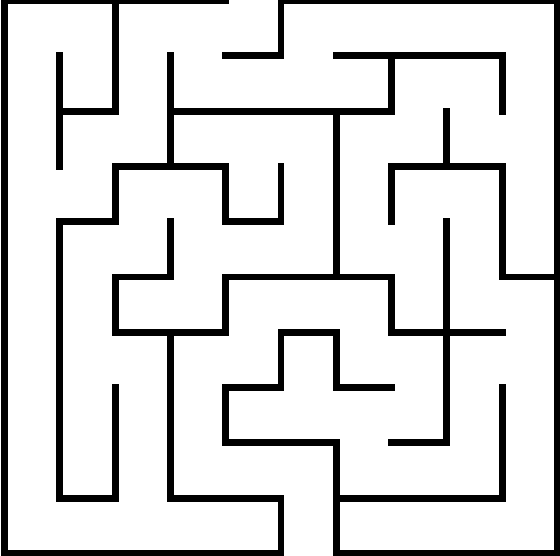
PUZZLE




SOLUTION



HANDOUT 8 OF CLOVE PUZZLE



THE CURIOUS CASE OF NORTHWOOD MANOR



There is a murderer walking the streets of Waterdeep. The Lords of Waterdeep are usually unsympathetic to most troubles of peasantry law however this murderer is targeting them exclusively. With a new death every other day, Lord Nevermember is running out of options and hope.

The Game Master knows of the this trouble and thinks he has the perfect solution... You! Up for a mystery gang?

A Two-Hour Adventure for 1st - 5th Level Characters

CHIDIKI JONES

Adventure Designer

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Editor: David Lavingda

Playtesters:

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INTRODUCTION

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

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.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.



ADVENTURE PRIMER

ADVENTURE BCKGROUND

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

The Traveling Game Master An excentric Traveling Merchant who specialises in board games.

Cecil Captain of Lord Nevermembers Guard.

Maxin Leboo Aries of Leboo fortune

Renaë Night A Master of Magic at Northwood Manor.

Terrence Night A Master of Magic at Northwood Manor.

Dutches Florence Air headed Noble.

High Lord Nevermember Known High Lord of Waterdeep.

Sar, Dona Jester who works at the Northwood Manor.

Lord and Lady Spar Hawk Lords within the sword coast.

High Lady Bethany Married to High Lord Nevermember.

Northwood Manor The main home of the High Lord of Waterdeep.

ADVENTURE HOOKS

The charecters are introduced to this task by either asking the Game Master about The Crystal Eye of Cluedo, or by asking him if he "has any jobs that need getting done".

AUTHOR NOTES/DM TIPS

1. **This is prodominetly a roleplaying Adventure.** This adventure has very little combat. It is very role playing heavy and will involve mostly talking to NPC's. the DM will also need to keep track of a lot of notes about what information has and has not been given to players.

ADVENTURE OVERVIEW

Total Run Time - 2 hours

This adventure is a murder mystery that takes place inside the manor of the known lord of Waterdeep, Nevermember. although a combate encounter does happen at the end most of this adventure requires solving a Roleplaying puzzle.

Part 1 -Est. Time 10 minutes The charecters are given a broken artifact by the Game Master and a letter of introduction to the lord of waterdeep, and are told to see him about fixing it. Upon arrival the party are charged with solving a murder mystery.

Part 2 -Est. Time 30 - 45 minutes

The party collects clues in an attempt to find out who the murderer is.

Part 3a -Est. Time 5 minutes each

The party confronts members of the court. If the murderers are not confronted, the party will only find more dead bodies.

Part 3b -Est. Time 20 minutes

A confrontation with the murderers within the manor.

part 4 -Est. Time 10 minutes conclusion and rewards.

PART 1. IN A SIMPLE MANOR

GAME MASTERS ERRAND

When asked about the The Crystal Eye of Cludo the game master will speak as follows;

"That was a fun toy. I got it while visiting Mr. Body at a dinner party a couple years ago. Unfortunately it has long since stopped working, But if your genuinely curious in using it, I may know someone who could help"

The Game Master takes a moment to reflect, then pulls out a piece of parchment, and begins to write on it. when he finishes he will seal it with a stamp and hand the letter to the party. "Take this letter of introduction to lord nevermember in Waterdeep. As I understand he is having some troubles as of late with his own issue. Tell him that I sent you, and I am sure he will receive you well!"

With that the Game Master will hand the party a *Letter of Introduction*, the address of lord Nevermembers Manor, and a broken version of *The Crystal Eye Of Cluedo*. He will encourage the party to visit Lord Nevermember at his home astate.

ENTERING THE MANOR

The party should find the manor without issue, and with letter in hand the party should be escorted by an animated suit of armor to the Ball Room. As they enter the Ball Room describe the following interaction.

as you enter a larg room, with vanilla walls and tall windows, you see a tall muscular man standing at the far end shouting at a collection of nobles.

"I have had it with this, We are being targeted and nothing has been done of it so far! I want this killer brought before me, and I want his head on one of my pikes!"

you watch as a women in heavy plate armor steps forward. "My lord, I understand your frustration, I know you were fond of matilda, but she is gone, and spiking heads will not bring her back. Now the manor is locked down, and I promise you I will get to the bottom of this insanity imediatly!"

as the conversation ends the diffrent nobles will start to walk away in different directions, each heading into different room. as they do the woman in plate armor will approach the players.

"How did you lot get in here? what do you want?"

If the party attempts to speak or see the High Lord Nevermember she will introduce herself as Cecil, captain of the guard, and tells the players that the Lord is very distressed, and she will speak to them on the lords behalf. If the players show her The letter the following interation should follow;

"Who is this git? I have never heard of him before in my life. Look if you are here for a favor like this paper says, then I may have a deal for you. We have a situation brewing and at present I may be a little over my head, and I could use the help."

Cecil should attempt to catch the players up on the following information.

1. In the last 5 days three members of High Lord Nevermembers cort have been killed.
2. The first was the lord's cousin Paul, who was loved like a brother by the Lord. At the scene it was discovered by Terence Night, one of the masters of magic in the Manor, that Paul's goblet had been poisoned.
3. The second was lady juniper, the sister to Lord Nevermembers wife. She was found by Maxine in her bed chambers with her head bashed in by some heavy object. The murder weapon has yet to be found.
4. The last and most recent murder was of the head maid Matilda, who was found dead by Renae in the great hall just before the players arrived. No murder weapon has been found yet, but it is known that she was stabbed.
5. While it is assumed that the murder would target lady juniper and lord paul for either poor or money the murder of the maid is a puzzlement. She had no enemies and was well liked.
6. all the current members of court are suspected of murder and non are alloud to leave the manor.

"I need help solving this mystery, and if you are willing to bring this merder to justice I personally will pay you 500gp."

If the party can pass a Persuasion check of (DC20) She will incress the pay to 750gp. If the party take the Mission Cecil will give them free rein of the Manor, and permission to investigate as they wish.

FIXING THE CRYSTLE EYE OF CLUEDO

Optional

If the party ask Cecil how to get the magnifying glass fixed she will accompany the party as they go to talk to Terrence, The High Lords personal Wizard. Terrence will begrudgingly fix the magnifying for the party, enabling the players to use the item within this adventure

PART 2. THE INVESTIGATION

HOUSE DESCRIPTION

The manor is a three floor structure but the first floor is where all the important areas are. The basement is simply storage space and will have no use for the adventurers. The manor is medieval with a dose of the 1920 art deco style. On the first floor one enters into the great hall with speckled marbled floors and a twin staircase leading upstairs.

THE BALL ROOM

Is cold yet comfortable. The walls are a vanilla white adorned with large windows. The windows are adorned with heavy dark purple velvet curtains with a gold trim. the walls are decorated with curious items from different lands. paintings, horns, pinnings of insects, ect. The room has no seating except for the throne of the high Lord and Lady. There are three entrances to the room and two hidden exits, one that leads to the upper levels and one that leads to the lower. these exits are hidden to look like part of the wall, but can be found with a Perception check(DC 15). The floor is white marble with pearl inlay. There is a burgundy carpet that stretches from the entrances to the throne. The thrones are matching ornate golden chairs with red and blue velvet upholstery. The thrones are raised up on a small platform. Behind the thrones there is a wall sized tapestry that depicts a jeweled crown with a serpent under it and the sun and moon above.

THE KITCHEN

This room is fairly normal. There is meat, vegetables, fruit, seasoning, cookware, stove, and kitchen appliances. The floors are black and white checked tile with wooden counter tops. The dining room has dark red walls with portraits of the Lord and Lady on the walls. The table is made out of mahogany and stretches the length of the room.

THE LOUNGE

There are long comfortable couches and a few arm chairs. There is also a fire place with a stone façade. The floors are wooden and there is a thick dark blue carpet on it.

THE STUDY

This room is fairly orderly. The walls are chalkboard and they have different formulas and notes filling them. The books are neatly put away on a wooden bookshelf. There is also a large standing desk that has ink, quill, empty potion bottles, and dried lizards. There is also a spice cabinet of sorts with different magic components.

THE CONSERVATORY

A very warm green room with a full grass floor and different plants ranging from flowers to small trees. the dining room has red velvet walls and ceiling and a dark wooden floor. there is a long table with a white table and elaborate setting on it.

THE LIBRARY

is fairly small and is not well stocked with various books.

THE BILERDS ROOMS

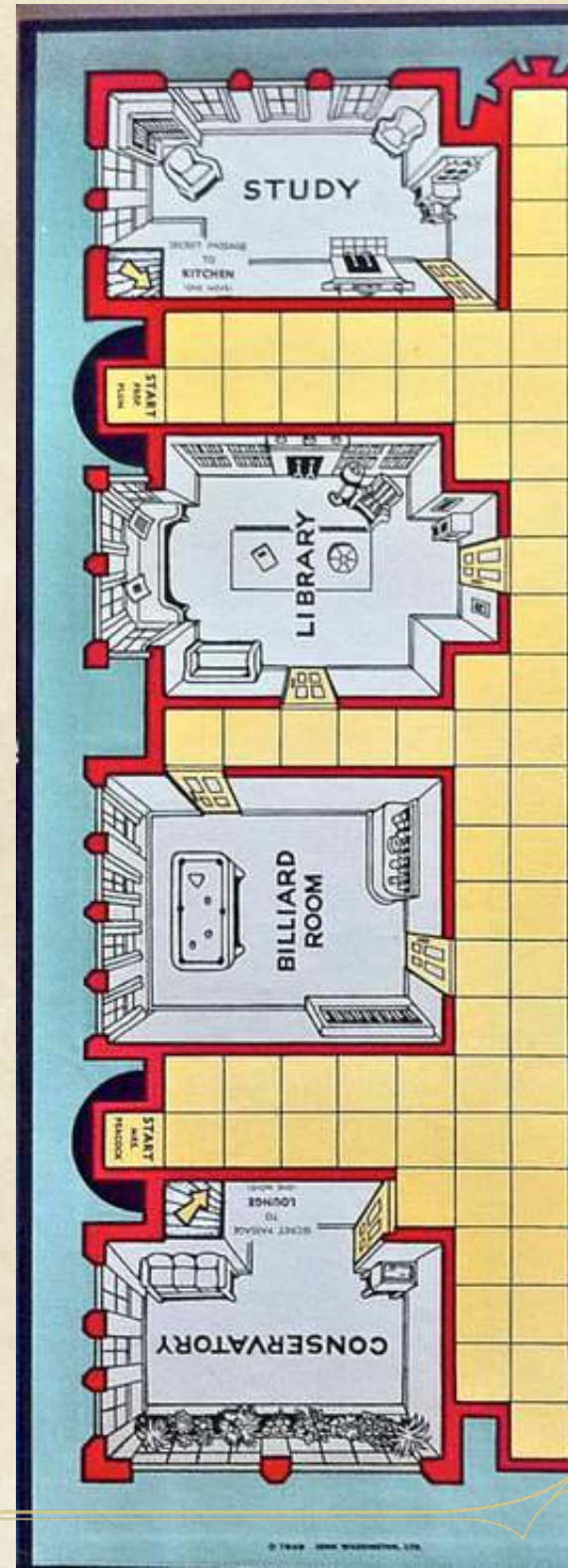
The room has many different games to play hung on the walls. There is a large pool table in the middle of the room.

HALL

Used as the entrance to the manor, it is a simple chamber with a grand door that leads outside. The hall is at this time guarded by four animated suits of armor that prevent anyone from leaving the manor.

DINING ROOM

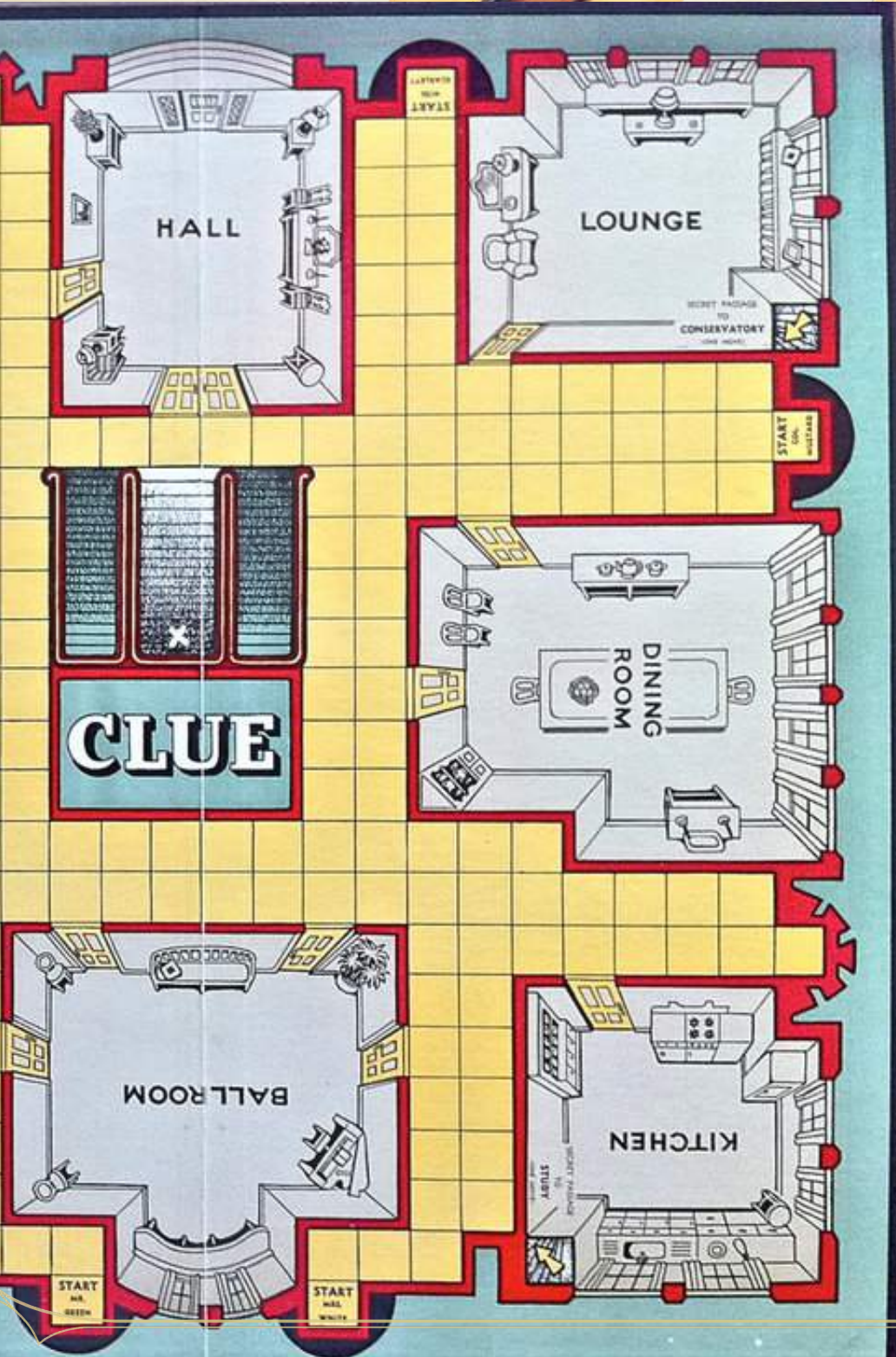
The Dining room has red velvet walls and ceiling and a dark wooden floor. There is a long table with a white table with an elaborate setting on it.



Dagger
Poignard
Dolch
Punal
Pugnale



Poison
Flacon de poison
Gift
Veneno
Veleno



Candlestick
Chandelier
Leuchter
Candelabro
Candeliere



Rope
Corde
Seil
Cuerda
Corda



Spanner
Clé anglaise
Rohrzange
Flave Inglesa
Chiave inglese



THE ITEMS OF THE HOUSE

The manor is filled with many objects but most will be inconsequential to the party when examined by the party. Some items though have been used recently and will give clues to the party if examined. These items when investigated by the magnifying glass will give off information important to the story.

A FLASK OF POISON

Located: in the Library found in a hollowed out book.

1. **last person to hold or use the object:** Terence the wizard
2. **The object's intended purpose and use:** Lethal poison
3. **The time of the object's last use:** Less than a week ago
4. **What the object was last used for:** coating a goblin

A DAGGER

Located: found in the study attached to the underside of desk.

1. **last person to hold or use the object:** High Lady Beathoney
2. **The object's intended purpose and use:** Self defence and attack
3. **The time of the object's last use:** Less than three hours ago
4. **What the object was last used for:** Murdering the Head Maid

CANDLE STICK:

Located: in the study, on the desk.

1. **Last person to hold or use this object.** Lady Juniper
2. **The object's intended purpose and use:** Is to hold candle sticks.
3. **The time of the object's last use:** was last night around 2am.
4. ****the object was last used for:** To illuminate the study

REVOLVER

Located: In the ball room, Under the Lords throne.

1. **last person to hold or use the object:** Cecil
2. **The object's intended purpose and use:** To kill
3. **The time of the object's last use:** Less than a week ago
4. **What the object was last used for:** Shooting a shadowy figure outside the manor

LEAD PIPE

Located: In the conservatory under a rose bush.

1. **last person to hold or use the object:** Dutches Florence
2. **The object's intended purpose and use:** To clear a pipe way
3. **The time of the object's last use:** 4 am last night
4. **What the object was last used for:** Killing Lady Juniper

ROPE

Located: In the great hall, hanging on the wall.

1. **last person to hold or use the object:** Rene
2. **The object's intended purpose and use:** To tie things together
3. **The time of the object's last use:** Within the last hour and a half
4. **What the object was last used for:** Experiments with transmutation magic

WRENCH

Located: In the kitchen, on the stove.

1. **Last person to hold or use the object:** Dutches Florence
2. **The object's intended purpose and use:** tool
3. **The time of the object's last use:** within the past two hours
4. **What the object was last used for:** prying open a locked door

MEMBERS OF THE COURT

When the party arrives to the manor and the head maid is found to be dead in the great hall, the high lord Nevermember will order that no one be aloud to leave the house until the murderer is found, marking following cast of characters as suspects. While there are many servants they were sent home before the head maid was found dead. The manor uses Animated Armor for protection.

The party must gather clues and present there finding to Cecil, or The High Lord Nevermember if cecil is dead. The following members of court fill the house and are currently located within the manor. Each can be approached and will talk to the party.

CECIL

Captain of the guards and head of the security. She controls all the Animated armor in the castle using a magic ring. Cecil is loyal to the High Lord and is all bisness. Cecil speaks in a blunt fashion and is not overly chatty. If the party questions her on what she has noticed anything strange all she will say is that she is suspicious of the wizard. But the wizard is a dear old friend to the High lord and she provides the manor with security. Cecil will also point out that all of the murders so far did not require great strength to pull off.



What they know:

Clue 1: All of the murders have not been feats of strength ergo the culprit may not be a very strong or lard person.

Clue 2: Lord Nevermember makes enemies yet they are commonly on the battlefield. The attacks seem to be not every strategic, at least from a military standpoint.

Their alebie: Cecil is more often than not in earshot of Lord Nevermember. Cecil aslo has unparalleled access to Lord Nevermember and has never failed him once. If Cecil wished to harm the lord he would have already done it. Lord Nevermember trusts Cecil.

Rolls:

Clue 1: Is given freely.

Clue 2: Is given freely.

Cecil is not secretive and would give this information without a roll

Where she can be found: cecil constantly patrols each room starting in the great hall then going counter clockwise, spending about a minute in each room. Cicil should never be in the same room as the person the party wishes to accuse when the party approaches her.

MAXINE LEBOO

Aries and widower of the Leboo fortune. She is a halfling and has a clever mind for Business and though never caught it is said she is responsible for the channeling of prohibited goods and services. She will talk to the party but she has no real insight into the situation.



What they know:

Clue 1: Maxine provides tarence the wizard with hard to get magical materials. "Nothing good could come from what that man asks me to get for him. But it aint like i'm gonna shoo away a customer. you catch more flies with honey than vinegar"

Clue 2: the last item tarence asked me to get for him was a flask or poison

Their alebie: " there ain't no prophet in death for me honey. liven customers, are paying customers."

Rolls:

Clue 1: Persasion or Intimidation DC 10.

Clue 2: Persasion DC 15.

Maxine Leboo is a fiery suthern bell and would not be intimidated. Charisma checks will work best to get information out of her.

Where They can be found: Mxine can be found in the dining room or the kitchen chowing down and talking to anyone who will listen.

MASTERS OF MAGIC RENAE NIGHT

Renaë is a magical adviser to Lord Nevermember and is as elusive as the mystical arts she studys. Renaë is very cold towards her husband and is not all to affectionate towards him.



What they know:

Clue 1: Renaë is aware of the murders however she is confident in her magical ability and her low states that she honestly thinks she is in no danger. therefore she knows only of murders as one knows of a far off war.

Clue 2: Sometimes she is not sure where her husband has been. she ussaly would figgure that he is working but something seems to be off with him lately.

Their alebie: there is no logical reason for me to murder anyone. I would gain nothing from there deaths. furthermore why would I use an object to kill someone when I could just use magic. any fool could learn the spell poison spray it exceedingly simple.

Rolls:

Clue 1: Is given Freely.

Clue 2: Persasion or Intimidation DC 15.

Renaë is highly logical and secretive. she will often withhold the truth however she will not tell out right lies. Insight (DC 15) and Persasion (DC 20) are the best rools to see what she knows.

Where can she be found: Renaie can be found pacing in the study.

MASTERS OF MAGIC TERRENCE NIGHT

Terrence is a magical adviser to Lord Nevermember and is as elusive as the mystical arts he studies.

Terrence is very cold towards his wife and is not all too affectionate towards her.



What they know:

Clue 1: He suspects Dutches Florence. the murders have not been very carefully handled and would probably have been done by a noble who never had to get their hands dirty before.

Clue 2: Terrence knows that Dutches Florence has recently come into some money troubles due to her gambling addiction and she would be in a more prominent position of power if were able to remove certain members of the court.

Their alibi: "I serve the lord endlessly and without fail. My wife can verify that I am either studying, at my lord's side, or at home. furthermore why would I use an object to kill someone when I could just use magic. any fool could learn the spell poison spray it exceedingly simple.

Rolls:

Clue 1: Is given freely.

Clue 2: Is given freely.

Terrence is an exceptional liar. In addition he has strong magic helping him deceive the players. A party member can detect this magic through Perception (DC 25) or an arcana check (DC 20). With this magical barrier the party must roll an Insight Check (DC 30), otherwise the party won't know for certain if he is lying to them. If the party can dispel the magic without Terrence noticing an Insight check of DC 15 reveals his true intentions.

Where can he be found: Terrence will spend all his time in the library, attempting to stay out of the way of the players.

DUTCHES FLORENCE

Air headed noble born to a wealthy home. she is also from the same lands as the high lady (haiderlass) and secretly desires to see her return and reign once more. She is an accomplice to the wizard Terrence and High lady Bethony, helping to carry out the murders of lord Paul. She will serve as a red herring. Upon examination the party can tell she has no magical ability and could not have killed the head maid.



What she knows:

Clue 1: The lord probably hired some rogue to murder these people

Clue 2: the lord has lots of enemies from other lands Their alibi: "uh... um... it wasn't me me im just a Dutches"

Rolls:

Clue 1: Persasion or Intimidation DC 10.

Clue 2: Persasion or Intimidation DC 10.

The Dutches is a meek character with little to tell, so it does not take a strong roll to get anything out of him.

She can be found: in the study, library, conservatory, or lounge.

HIGH LORD NEVERMEMBER

a powerful and aggressive man.

He conquers and takes what he will. he is a human with a muscular build and a square jaw and beard.



What he knows:

Clue 1: lord and lady sparrowhawk would have the most to gain from the removal of the current court.

Clue 2: the murders seem to be targeted to personally attack me. Paul and I were very close and I had "interactions (affair)" with lady juniper

Their alibi: "I would have simply started a war..."

Rolls:

Clue 1: Given freely.

Clue 2: Given freely.

While being a hard man it is pretty clear that the lord is anxious to catch the murder. He is a free source of information, even about his affair.

He can be found: within the Ball Room

SAR, DONA THE JESTER

He knows all in the lord dom but will not lift a finger to do anything about it. he only makes pointed jokes. she is a long lanky elf with piercing black eyes and soft round face.



What they know

Clue 1: knows that lord nevermember was having an affair with lady juniper and knows that Terrence the wizard and lady Bethony are having an affair.

Clue 2: knows that someone is framing Dutches Florence but doesn't know who or why.

Their alibi: "Im quite invested in this murderer's capture. who ever this jokester is there making fools of the whole court, that's my job Waahahaha!!! Also do you think i could stand to do all of this and not let you know it was me?"

Rolls:

Clue 1: Requires a check of any kind DC 10.

Clue 2: Requires a check of any kind, DC 15.

the jester is a slippery character however they are very talkative. the DM should wave truths and lies into every word spoken by this character. Any check will work on the jester but he will react jokingly.

Example: On an Intimidation check the jester will pretend to be frightened in an obvious fashion. On Persuasion check the jester will feign to be enthralled by the players words. Etc.

He can be found: At almost every room, he visits all of them to antagonize the people or to overhear secret conversations.

LORD MARCIE SPAR HAWK

What they know: The Spar Hawk family would gain a seat with the Lords of Waterdeep in the event that the High Lords blood line should fail, and mention this to all who would listening. However the Spar Hawks are largely unambitious, and have no desire for a bloody coo.



What he knows: **Clue 1:** has hurd that Dutches Florence has come into some money troubles

Clue 2: knows it couldn't have been someone connected to lord never member because paul and lady juniper were close to lord nevermember

Their alebie: lord spar hawk has been gambling frequently with Dutches Florence and loosing *this confics with clue one hopefully the party will recognize that someone is lying about Dutches Florence

Rolls

Clue 1: Persasion or Intimidation DC 10.

Clue 2: Persasion or Intimidation DC 10.

Can be found in: Bilards room

LADY LEVY SPAR HAWK

there family would gain a seat with the lords of waterdeep in the event that the High Lords blood line should fail, and mention this to all who would listening. However they are largely unambitious, and have no desire for a bloody coo.



What they know: The Spar Hawk family would gain the thrown in the event the kings royal blood line should fail and mention this to all who would listening. However the Spar Hawks are largely unambitious, and have no desire for a bloody coo.

Clue 1: has hurd that Dutches Florence has come into some money troubles

Clue 2: knows it could have been someone connected to lord nevermember because paul and lady juniper were close to lord nevermember, what a great alebie to create for oneself.

Their alebie: “ you think i'm a murderer ? that could be capable of such a thing *snort*”

Rolls:

Clue 1: Persasion or Intimidation DC 10.

Clue 2: Persasion or Intimidation DC 10.

Can be found in: Bilards room

HIGH LADY BETHONY

Before High Lord Romric married her she was poised to be one of the strongest powers in all the land however her father married her off and the territories she would have controlled are under the rule of High Lord Romric.



What they know:

Clue 1: Dutches Florence has money trouble and is looking desperate

Clue 2: Rene must have a knowledge of poisons, there's something i don't quite trust about her.

Their alebie: “ these cowardly murders have greatly affected both my husband and i the loss of cossen paul is one that i wish not to bear”

Rolls:

Clue 1:

Clue 2:

She can be found: In the Loung and Library

PART 3A. CONFRONTING THE SUSPECTS

ACUSING A MEMBER OF THE COURT

The party at any time can accuse any member of the court of being the merder. unless the party can give Cecil at least one reason why they belive so the she will not beleive them, and will encourage them to bring her some reason or some proof.

ACCUSING A MEMBER OF THE COURT.

If the party accuses a members of court the of murder, and can provide some evidince why, Cecil will ask the party to accompany her when she goes to confront them. If However the party accuses a member of the court who is not Terrence The Wizard or High Lady Bethony, the party and Cecil will find that individual dead.

After The party exams a body it will be taken away by the living suits of armor.

Maxine Leboo Will be found in the kitchen, having hung themselves. It will appear as a suicide, unless the party makes a DC 15 Investigation check, at witch point it will become obvious that Leboo was forced, and this was murder.

Master of Magic Renae Will be discover in the Study. When examined with investigation DC 15 it can be told that she was jabbed with some kind of poisoned needle.

Dutches Florence Will be found in the lounge having been poisoned

Sar, Dona the Jester Will be found in the hall with a toy chicken stuffed down their throught.

If either **Lord or Lady Spar Hawk** are accused, they will both be found in the Dinning room stabbed to death.

If the party believe **Cicil** is the murder, and attempt to bring this directly to High Lord Nevermember, she Will be found dead in the kitchen. She will have been stabbed to death by several animated suits of armor. When examined with an Arcana check DC 15 the suits of armor will have recently been corrupted with some form of magic. At this time Nevermember will become the partys point of contact.

IF WRONG THREE TIMES...

If the party accuses three members of the court and are wrong all three times Cecil will become infuriated with the party and will storm off alone back to the Great Hall. When next checked on by the party she will be found Dead along with High Lord Nevermember, poisoned by some unkown method. High Lady Bethony will remark that it is a right shame. she will Reward the party 150gp for their efforts, and then the party will be escorted off the premises by the suits of armor, and will have failed the mission.

ACCUSING TERRENCE OR BETHONY

If the party can find enouph evidince to accuse either Master of magic Terrance or High Lady Bethony they will both be found talking to each other in the Hall. When approached by Cecil, or Nevermember they both will look shocked and will attempt to run away. **This will start Part 3b. Chasing The Murderers**

PART 3B. CHASING THE MURDERERS

When the party finally accuses either the Wizard Terrence or the High Lady Bethony Terrence will teleport himself and Bethony away. Four suits of Animaited Armor(Monster Manual pg19) will enter the room and attmpt to keep the party in the Ball Room. Cecil will fight along side the party (Kight, Monster Manual pg 347). Once the party finishes fighting the suits of armor, they should attempt to find the wizard. The party must attempt to guess where Terrence and Bethony went, and The Dungeon Master should keep track of how many rooms they guess before they find them.

Terrence and Bethony will be in the library, with the door locked. When the party enters the room they will see that Terrence has summoned four clones of himself. Each clone acts indipendintly but is only able to cast one spell on their turn. One clone can cast firebolt, one Clone can cast chromatic orb, one clone can casts lay on hands, and the last one can casts a shield spell, usualy targeting the real Wizard Terrence. Each clone has the stats of a Noble but can only cast their one spell(Monster Manual pg348). The party has 10 round of combat, Minus 1 for every room they guessed wrong, to defeat the wizard or he will have completed his spell Conjure Elemental. Elementals can be found in Monster Manual page 125.

Once the party has defeated terrence all other summoned Clones and Elementals will vanish. Terrence has the stats of a Priest (Monster Manual pg348).

PART 4 CONCLUSION

After the party defeats the Terrence, Beatheny will surrender. Lord Nevermember and the rest of the court will rush into the room. lord nevermember will be increidibly ashamed that his wife would do this, and wont even look at her. A Living armor will take bethony away. Lord Neverember will address the party.

High Lord Nevermember Speaks with a mix of sorrow and rage. "thank you travelers. There is not enough praze I can give. I would have never believed that beth... well you are all due for a reword." lord Nevermember pulls from his robes a bag of gold. "Here, this as well as that clever little magnifying glass is yours to keep. Also, take this as well." the Lord pulls off a large signet ring from his finger. " there are some places in this world that still call me friend, this should help you in your travels."

The bag of gold will contain the amount of gold prommised to the party by Cecil. The ring is a *Ring of Regeneration* (DMG pg191). The ring also bears the symbol of the Lords of Waterdeep. The ring can be presented to any noble family within waterdeep or around the Sword Coast region and act as a Letter of Introduction from High Lord Nevermember.



HANDOUT. MEMBERS OF COURT (PART 1)

CECIL



"IS THERE ANYTHING ELSE YOU NEED FROM ME ?
IF NOT, I NEED TO GET BACK TO WORK."

**MASTERS OF
MAGIC TERRENCE**



"UNLESS YOU HAVE SOMETHING IMPORTANT TO
TELL ME I MUST WISH YOU A GOOD DAY."

MAXIN LEBOO



"HEY SUGAR, WHAT NEW DO
YOU HAVE FOR ME?"

DUTCHES FLORENCE



"UNLESS YOU HAVE SOMETHING IMPORTANT TO
TELL ME I MUST WISH YOU A GOOD DAY."

**MASTERS OF MAGIC
RENAE NHIGHT**



"I HAVE A LOT OF WORK TO DO, AND I'D RATHER
NOT SPEND MY TIME CHATTING"

HANDOUT. MEMBERS OF COURT (PART 2)

HIGH LORD NEVERMEMBER



“NO MATTER WHAT HAPPENS
THE WAR GOSE ON...”

LORD AND LADY SPAR HAWK



“IF YOU ARE PATIENT ENOUGH,
THE WINDS OF CHANGE ARE TO YOUR FAVORE.”

SAR, DONA THE JESTER



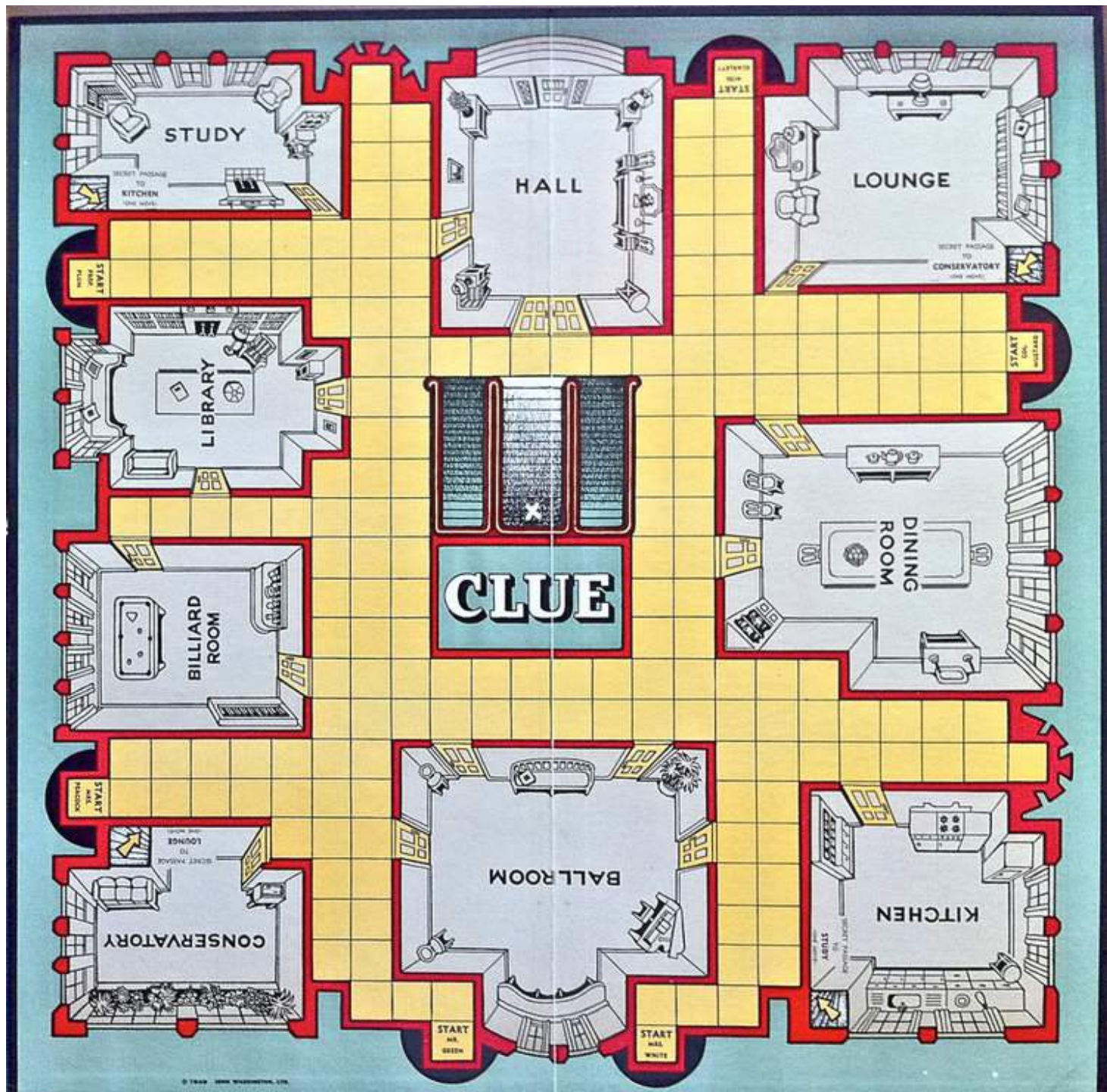
“HEY SUGAR, WHAT NEW DO
YOU HAVE FOR ME?”

HIGH LADY BETHONY



“UNLESS YOU HAVE SOMETHING IMPORTANT TO
TELL ME I MUST WISH YOU A GOOD DAY.”

HANDOUT. MANOR MAP



THE TRIALS OF THE WIZARD SC'RABLOR

Legends tell of an ancient library, built by an Archmage from another world. They say that deep within the library, this wizard hid a mystical tome, containing all the knowledge in our universe. Many have looked, but few have returned, and none with the prize that lies deep within...
The Game Master seeks to change that!

A Two-Hour Adventure for 1st - 5th Level Characters

MARK PROKES

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INTRODUCTION

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

Determining Party Strength

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

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.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.



ADVENTURE PRIMER

ADVENTURE BCKGROUND

a magical artifact left behind by a god. although it has great power the Game Master only finds it of use as a fun trick deck

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

The Traveling Game Master An excentric Traveling Merchant who specialises in board games.

Rockwell, the Rakchasa The True Guardian of the library, and servent to the wizard Scrabular.

The Library of Scrabular A magical Library filled with many entities and beings.

The Hidden Chamber a secret study hidden behind the locked door, where the Source Book resides.

ADVENTURE OVERVIEW

Total Run Time - 2 hours

This short adventure is intended to take advantage of four types of Dungeons and Dragons chalanges; combate, role playing, riddles, and puzzles. The entire adventure is randomly generated using either a set of dice, or a standard deck of playing cards. There is 15 minutes of time built into the mod for things like a game starting late, a section running long, ect.

Part 1: -Est. Time 5 minutes

The charecters are given A map to that will lead them to the Door, and told to sovlve the riddle by the Game Master.

Part 2a. -Est. Time 120 minutes

The characters enter the Library and attempt to collect the correct letter tiles for the door.

Part 2b. Est. Time 30 Minutes**

optional. The party face down the Rakchasa and attempt to steal the Source Book.

Part 3 -Est. Time 10 minutes

After the characters solve the door the Traeling Game Master will reward the party for their efforts.

ADVENTURE HOOKS

The adventure begins when the Traveling Game Master shows the characters the Bag of Scrabble. The charecters are introduced to this quest by either asking the Game Master about an item in his shop for sale, or by being aproched by the Traveling Game Master to help him solve a problem.

AUTHOR NOTES/DM TIPS

1. **Be mindful the word you chose on the door.** you should keep in mind that the longer the word, the more trials the party will need to complete to reach the end. Dungeon masters should also keep in mind that the word you chose will dictate the minimum number of trials, and that players may very well need to acomplish double the number of trias if not more when trying to ditermin the word on the door. For a 2 hour adventure we recommend trying a word with 6-7 unique letters.

PART 1. A DOOR IN THE WORLD

THE GAME MASTERS REQUEST

This adventure starts when the party asks the Game Master about the Bag of Scrabble, or if he "knows of any good locations for research".

If asked about the Bag of Scrabble: "That curious little item I got from the Barratry of Sc'rablor, in fact if you want it, it's yours. All I ask for in return is some help with a small problem."

If asked about a research location: Well there is one place I know of. In fact if you're going that way I may have a little job for you..."

"A little while ago in my travels I was having a brew with the Grand Pubar of Whitestone and he told me about this amazing game he once played called Bunions and Flagons. Although I did my best to take notes, he didn't seem all that sure himself of what the rules of the game actually were. When I hounded the poor man for answers, he said he learned it from a group of weirdos in a bar, and that the one leading the band had a book that had all the information you would ever need in it. Since then I have been trying to find out as much as I could about this book, with little to no avail. The last real clue I ever got was at the library... and that door. Here take this; it's a map to a locked door. I am convinced what I am looking for is behind that door, if you can find a way to unlock it the bag of scrabble is yours, no questions asked."

With that the Game Master will hand the players a map and send them on their way. The map will lead to a door that houses the Grand Library of Sc'rablor. Dungeon Masters may choose to place the door to the library anywhere they would like within the world of their game, however it should be located somewhere several miles off of any traditional road system, out of sight to the average layman.

JOURNEY TO THE DOOR

The journey to the door could be made into its own endeavor if Dungeon Masters wish or they can choose to have the party arrive at the door with little to no issue. Once the players locate the door the following description should be given:

A large stone door stands before you. Ancient, crumbling in places, Standing forgotten. The door looks mostly overtaken by the surrounding nature, except it appears to have recently been disturbed by someone seeking entrance. The door has a number of **empty rectangular indentations** where it looks like a book could easily fit into. Above is the phrase *"Fill in the blank, find my word, and you will have my kingdom"*. The door easily swings open when pushed...

As players enter the door, Dungeons Masters should give the description below and show the players the map in Handout. Library Map.

...the door opens up to a magnificent, crumbling, ancient library. The dimly lit bookcases at the foot of the stairs are filled with volumes upon volumes of lore both forgotten and recently discovered. Beyond the bookcases lies a grand stage. To the right is a fountain, a ruined corridor, and a broken tunnel to an underground pool. To the left is a kitchen, stairs leading up to the second floor and stairs leading down into the catacombs. Upstairs are two more sections of bookcases on either side of the center, and there is a catwalk suspended over the stage. Below in the basement is a solemn catacomb. Above the stage, suspended by an unknown spell, blaze a number of floating blank tiles equal to the **Empty Rectangular Indentations** on the door.

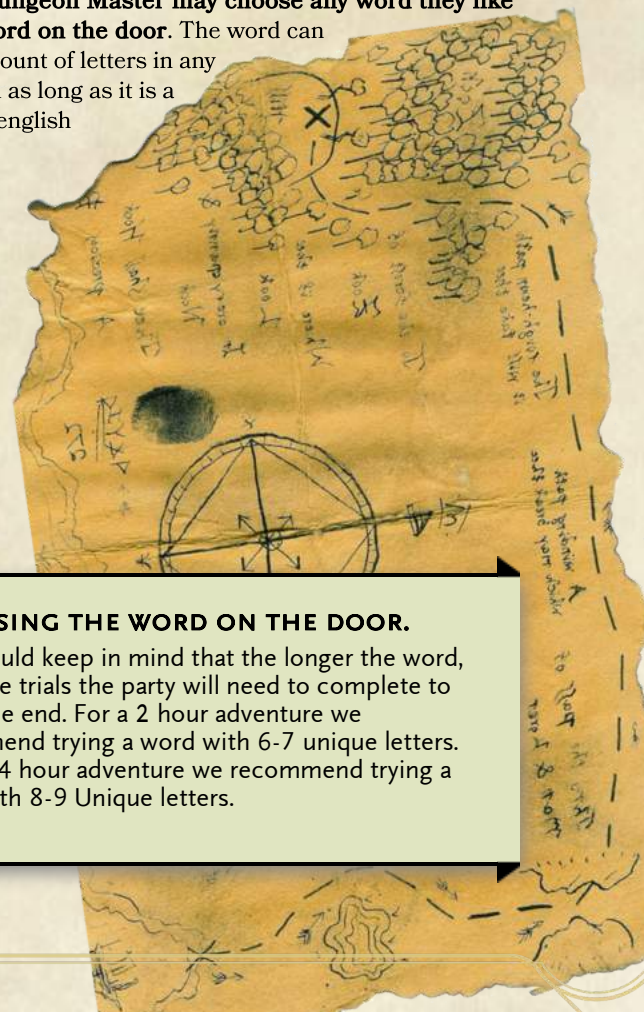
Scattered within the library are magic letter books that glow with a preternatural light. Each book has on the cover a corresponding letter of the "common" (English) alphabet. Gathering these books and placing them on the door will begin to fill in the lines, as the correct letters are acquired. However, each book is hidden, guarded by or carried by something that will only relinquish it if the party accomplishes certain tasks.

DETERMINING ON THE DOOR

The word on the door is the puzzle, and in order for players to unlock the hidden chamber of the library they must play a version of hangman and collect the correct words for the door. **The Dungeon Master may choose any word they like to be the word on the door.** The word can have any amount of letters in any combination as long as it is a word of the english language.

CHOOSING THE WORD ON THE DOOR.

You should keep in mind that the longer the word, the more trials the party will need to complete to reach the end. For a 2 hour adventure we recommend trying a word with 6-7 unique letters. For a 3-4 hour adventure we recommend trying a word with 8-9 Unique letters.



PART 2A. THE MAIN LIBRARY AND THE WORD SEARCH

The party should be encouraged to look over the map provided and chose to explore any location with a letter symbol in any order the party would like. Below is a list of letter books and the trials the players will face when approaching each letter:

A - AQUATIC

The book is within a crystalline pool, guarded by four Merrow (Monster Manual p.219). The Merrow will attack anything that enters the pool. The pool is connected to the waterways throughout the library; all but one of the Merrow can be lured away by throwing an object into the waterways in another location. They will leave to inspect the disturbance and will be gone for 5 rounds of combat, 10 rounds if a piece of raw meat is used. Meat may be found in the kitchens if the party has none.

B - BLADES

Around the center brazier are three suits of armor guarding a book. Each suit of armor is of a different color, one colored green, orange, and purple respectively. In each hand of the armor is a sword of a differing color, one colored purple, orange, and green respectively. If players attempt to take the book the suits of armor will take the book from the players and return it to its original place. Players may attempt to attack and destroy the suits of armor if they wish, but the suits will respawn after a brief period of time. The suits of armor will have the same stats as knights, Monster Manual page 347. If the swords have been removed from the armor placed within the hands of their proper suits before approaching the book, players may take the book without issue.

C - CHESTS

The book is located within a series of magically interconnected chests, all originally closed. Whenever the party opens a chest, a flash of light will blare from within, and the book will attempt to sink into the floor of the chest. A player may attempt a sleight of hand check to grab the book before it vanishes, DC20. If failed the book's location will shift to another chest every time a chest is opened. If all the chests are opened and kept open, the book will appear in all of them and can be removed without issue.

D - DEVIL

A devil librarian wanders the rows of bookshelves with the book in its possession. If approached she will politely greet the party and ask if she can help them with anything. If asked about the letter, book, or the door, she will offer the party her letter book for a price. The exact price is up to the Dungeon Master, but should be something that party would hesitate to give up (an item in their possession, a body part of one of theirs, their firstborn, a favor in the future, etc.) The Devil may offer to help with other tasks throughout the library or offer tips about them, but for each it will ask for another offering.

E - EYE

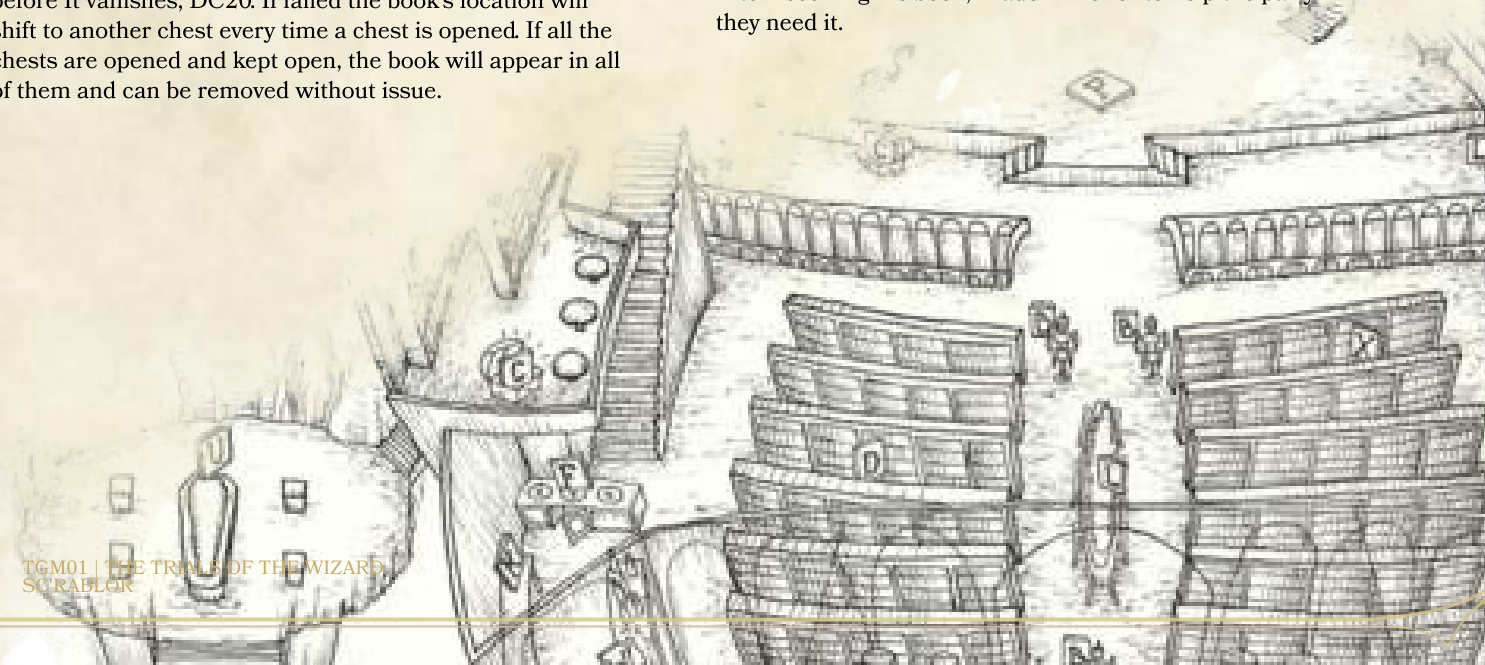
Up in the rafters above the stage, a Spectator (Monster Manual 30) guards a letter book. There are four large spotlights, each of which can be used to blind the spectator for one round of combat once each. A Strength check of 15 or more is required to reposition the spotlights.

F - FLAMES

The book is above the oven in the kitchen. When someone attempts to remove the book for the first time, the oven will open itself and engulf the player in magical blue flames for 1d4 damage, plus 1d4 damage every 10 seconds they remain on fire. The Blue Fire is special and the only way to extinguish the flames is to douse the person in magical water conjured by a spell, or to have them jump into the waterways outside. This will attract the Merrow from the pool if they have not been killed yet.

G - GIFT

Sitting at the table in the kitchen, sobbing, is the ghost of a small boy named Klaus. If asked why he's crying, he will tearfully say that it is his birthday but none of his friends are there and he hasn't gotten any presents. The party may offer him an item from their inventory worth 1sp or more as a gift. If they do, he will offer them his book. If the item is worth less than 1sp then he will begin bawling even harder and accuse the party of being cheap, and demand they leave him alone for a little. He won't calm down until the party leaves for a brief period of time (until another letter trial is solved). After receiving his book, Klaus will offer to help the party if they need it.



H - HIDE N' SEEK

Towards the entrance of the library, the ghost of a small girl named Hilde stands. When approached Hilde will wave at the party and attempt to hide somewhere within eye sight of the players. If the party can pass a perception check of 15 DC they can spot her. She will offer the party her book as a reward for spotting her. Afterwards she will offer to help the party if they need it.

I - IMPS

In the "Demonology" section on the second floor, the book appears on an empty shelf. When someone attempts to remove it the book, one Book Imp per party member materializes and will steal the tome, ripping it into pieces and scattering, dancing away into the library. Each Imp must be defeated, and their piece of the book recovered.

J - JOKER

On a table in the wings of the stage is a small Jack in the Box with a book imbedded in it. Opening it releases a mechanical doll dressed as a joker will cackle at the party and challenge them to a game of riddles. Upon answering three riddles correctly, the doll will grin and toss the party the glyph, and offer to assist them in other tasks, though limited by its stature.

Riddle: What always ends everything?

Answer: G

Riddle: What two things can you never eat for breakfast?

Answer: Lunch and Dinner.

Riddle: What do islands and the letter T have in common?

Answer: They're both in the middle of water.

K - KITCHEN

Sitting opposite Klaus in the kitchen is a large flesh golem with an engorged stomach, complaining about the food at the party. It will demand that the party feed it a meal (puzzle table to follow). The pantry is magically stocked with all manner of ingredients that the party may take with them, though any potentially magical properties dissipate 1 Hour after leaving the library.

L - LAMPS

In the center of the Library is a large brazier burning with magical flame, illuminating the majority of the hall. Along the outer perimeter of the hall are four smaller, unlit torches which can only be lit with the flames from the center. The torches must all be lit within 5 seconds of each other before the book can be removed. If all four aren't lit within 5 seconds, then all are magically extinguished.

M - MUSIC

On the stage sits a piano with a book lodged into it. A short piece of sheet music rests above the keys. The book can only be removed by hitting the appropriate keys in the right order. Any member with a proficiency with any musical instrument can do this without issue, however other players will have to make a performance check of (DC15).

N - NUMBER

A table with stone numbers and symbols sits with the book in it. There is a number puzzle etched into the table. The book can only be removed once the riddle is solved.

Problem: What is unique about 8549176320 ?

Answer: It is the digits 0 to 9 in alphabetical order.

O - OOZE

A small fountain with a book at the bottom, filled with an opaque blue liquid. Anyone who reaches toward the book will find themselves attacked by the liquid, which morphs into a Black Pudding (Monster Manual p241).

P - PERFORMANCE

A book is imbedded into the floor of the stage. Anyone attempting to remove it will find themselves nearly blinded by a spotlight and deafened by a voice commanding them "ENTERTAIN ME"! The book may only be removed after a suitable performance has been delivered, a Performance check of (DC15).

Q - QUIZ

A magic mirror rests in the wings of the stage. When approached, it will begin displaying questions about objects and entities within the library. Upon answering three questions correctly, the book can be removed and the mirror goes opaque.

R - ROCKS

A book lies imbedded in a wall in a ruined hallway. A player may remove the book, but boulders will begin to fall from the ceiling. The party must make a Dexterity saving throw (DC15) or take 2d6 damage from the rocks.

S - STAIRS

A book is imbedded in the top step of a set of stairs. Attempting to use the steps causes them to magically begin to move towards the lower floor. Whoever is climbing the stairs must succeed in an Athletics check (DC15) in order to reach the top. The stairs slow to a stop once the book is removed.



T - TILES

A sliding tile table rests in the corner of the library. Once solved, the book in the base can be removed. (See Handout. T-Tile Puzzle)

U - UNDEAD

A small catacomb rests in the basement, with a sarcophagus in the center. Attempting to disturb it causes a low moan to resonate throughout the library. A random undead creature(s) emerges in the library (see table) which must be defeated before the book can be claimed.

UNDEAD CREATURE

- 1 13 Zombies (Monster Manual p.316)
- 2 A Banshee (Monster Manual p.23)
- 3 A Flameskull (Monster Manual p.134)
- 4 4 Specters (Monster Manual p.279)
- 5 A Vampire Spawn (Monster Manual p.298)
- 6 7 Shadows (Monster Manual p.269)
- 7 5 Skeletons riding Warhorse Skeletons (Monster Manual p.272-273)
- 8 2 Ogre Zombies (Monster Manual p.316)

V - VAMPIRE

A vampire named Giovanni sits at a table overlooking the pool, reading a book. Upon seeing the party, he greets them and politely offers them to join him in his relaxation. If asked about the trials or about the letter books, he will complain about being thirsty and suggest that wetting his palate may improve his recollection. Any player may draw their own blood, dealing 1d4 damage to themselves in the process, and offer it to him, upon which he will give them the book in his possession. He will offer to assist the party in their future challenges, provided he can sample more of their blood.

W - WINE

A bottle of translucent wine sits on the counter in the kitchen. Anyone drinking from the bottle becomes intoxicated and is able to see an invisible path to a book.

X - "X" MARKS THE SPOT

There is an old map lodged in a bookshelf. Upon removing the map, it comes to life and begins to fly away. The party must chase the map through the library until it leads them to the book. To simulate this, have each member of the party attempt to pass three Athletics checks of a 10 DC, 15 DC, and 15 DC. If all members are out raced and lose track of the map, it returns to where they found it.

Y - You

The book is embedded in a large mirror. Trying to remove the book causes the offender's reflection to spawn a Doppelgänger (Monster Manual p82) that attacks. The Doppelgänger has all of the equipment, abilities, and spells that the player would have, but the stats of a standard Doppelgänger. Its corpse evaporates upon defeat, and the book can be retrieved.

Z - ZERO

Within the catacombs under the library, a pure, marble room with the book within it lies preternaturally still. A plaque above the book reads "All life amounts to Zero". The book may only be removed by a non-living entity. This may be a construct or familiar the party brings with them, or one of the entities in the library after the party has completed their tasks.

PART 2B. THE HIDDEN CHAMBER AND ROCKWELL

INSIDE THE HIDDEN CHAMBER

As players enter the hidden chamber, describe the scene below to them:

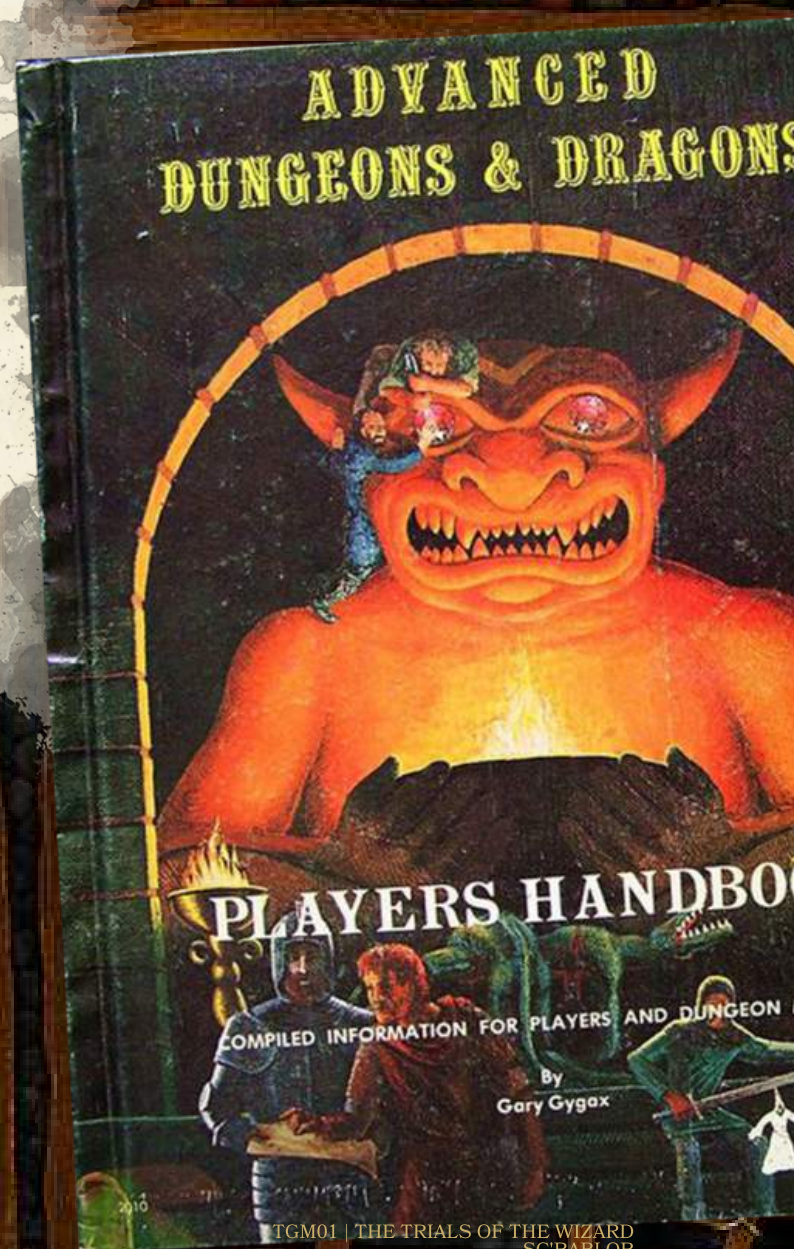
As you enter the locked portion of the door, you will find the Hidden Chamber. Inside is a small study covered in bookshelves that reach 10 ft. high. A large fireplace roars on the far side of the room with a large wooden desk in the center on top of a beautiful Persian rug. Sitting at the desk is a large humanoid Tiger. As you enter the chamber he speaks to you: "You are not my master, how did you get into this chamber? You are not welcome here, leave at once!"

The humanoid Tiger is a creature known as a Rakshasa, (Monster Manual pg 257). If the party does not leave the chamber, the Rakshasa will become hostile and attack the party.

Inside the chamber sitting on the top of the desk in the center of the room is an old book with a weird plastic cover. The book has a strong magical aura, as if its contents hold the fate of the entire world within (the book is depicted in the figure to the right). Any player that successfully performs a Perception or Arcana Check (DC15) or casts *Detect Magic* will immediately pick up on the book's presence. Players may attempt to vanquish the Rakshasa or may simply attempt to steal the book from him.

If a player examines the source book the following description should be given;

The pages are written in some unknown script with the characters randomly shuffling as you look at them. No spell or ability is able to translate the book; however the powerful magic emanating from it is obvious to anyone holding it.



FIGHTING THE RAKSHASA

The party may attempt to kill the Rakshasa if they wish but the Rakshasa is a CR13 creature and can easily overpower a party of lower level. If the Rakshasa recognizes that the party is of a low level, he will not attempt to kill them due to the orders of his master. If the Rakshasa would deal a lethal blow he will instead either stun or knock-out the players. A party that loses to the Rakshasa at a low level will awaken outside the door to the library.

Once the party has leveled up and has become stronger they may wish to return to face the Rakshasa again. If the Rakshasa believes the party is of a threatening level he will cease to stun and will attempt to kill the party.

If the Rakshasa's health is taken down to below 70 Hit Points he will summon four Book Imps to his side in an attempt to aid him in his fight.

If the Rakshasa ever goes below 30 Hit Points he will cease to attack the party and beg for mercy.

He falls to his knees, dropping his arms to his side, with tears in his eyes. "Please don't end me, I don't want to leave, I will never be able to return. The Nine is not my home anymore, and this place is all I have left. Please, don't banish me from the library."

SPARING VS KILLING THE RAKSHASA

If the party spares the Rakshasa his life he will submit to them as his new masters.

"My name is Rockwell, I am... I was the guardian of the library. My master set me the task of protecting his collection a long time ago, to look after his creations like they were his children. However it is apparent now that he is not returning, and the library is no longer his to command. The library is yours to command, as am I. I am Rockwell, may I serve you well."

Although his alignment is lawful evil, Rockwell will do his best to serve the party and treat them as the new masters of the library. In addition, after the party defeats Rockwell all other inhabitants will treat the party as the masters of the library. Although Rockwell is magically bound to the library, he genuinely prefers living at the library and will make no attempt to leave it.

If the party kills Rockwell they will not be crowned as the new masters of the library and the beings within the library will view the party as murderers. Rakshasas are also spiteful creatures with a habit of returning after being destroyed, and Rockwell is no different. If the party kills Rockwell and banishes him from the library, he will return to the mortal plane 7d10 days later, and will attempt to exact his revenge on the party of players.



PART 4. CONCLUSION

Once the door's riddle is answered, a large thunderous crash echoes from the entrance. Returning to the door outside, the party will find it shut behind them. Opening it now leads to either the library or the hidden chamber.

RETURNING TO THE TRAVELING GAME MASTER

WITHOUT THE SOURCE BOOK

With the door unlocked the party has completed their quest and may return to The Traveling Game Master. If the party returns without the Source Book The Traveling Game Master will reward the players with the Bag of Scrabble and the players will have free access to the library.

WITH THE SOURCE BOOK

If the party is able to acquire the source Book from the hidden chamber and return it to the Traveling Game Master, he will reward them with a Wand of Wonder, and 2d6 months later The Traveling Game Master will mail the players a copy of Bunions and Flagons core rule book.

RETURNING TO THE LIBRARY

The party may return to the library during their travels to converse with the entities within or to try to find information on whatever subject they wish to study. **While inside the library players gain an additional +3 to their History, Arcana, and Religion checks.** A party that has completed the trial can choose to open the doorway to the library proper or to the hidden chamber. The door seems to acknowledge the party's desire and recognizes them as conquerors of the trials.

RETURNING TO THE HIDDEN CHAMBER

Once the party is stronger, they may wish to return to the hidden chamber and face Rockwell. If the party does not kill the Rakshasa he will submit to the party as the new masters of the library. He will become a friendly NPC. Although he cannot travel beyond the library, he will assist the party with any research task they require. The players can have Rockwell attempt to study one subject of their choice at a time. The time of research will depend on the difficulty of the subject and the DC check that would normally be required. Rockwell will send the party information on the subject after a certain number of days, however if a research task requires a DC check higher than 40 Rockwell will send a message that he could not find anything after 7 days.

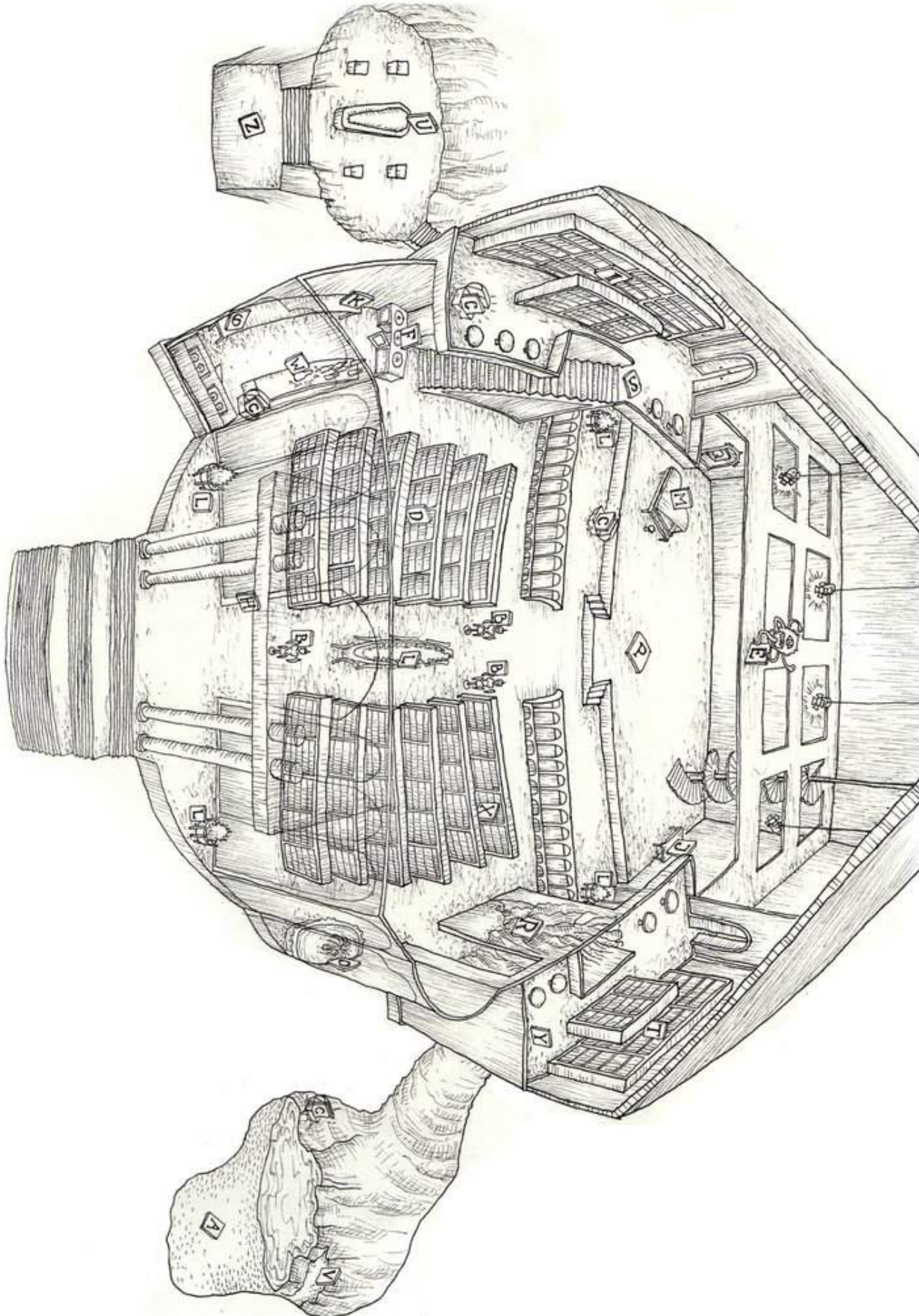
ROCKWELL RESEARCH TIME

DC	Time Needed
15	one day
20	1d4 days
25	2d4 days
30	3d4 days
35	4d4 days
40	5d4 days

"Well done Friends! I am pleased to see you have opened that stubborn door. As promised here is your reward. You can keep the map as well, I have no need for it. Some point later I will have to check out what's behind the hidden passage. Feel free to use the library as you wish, you've earned your keep there."
~The Traveling Game Master

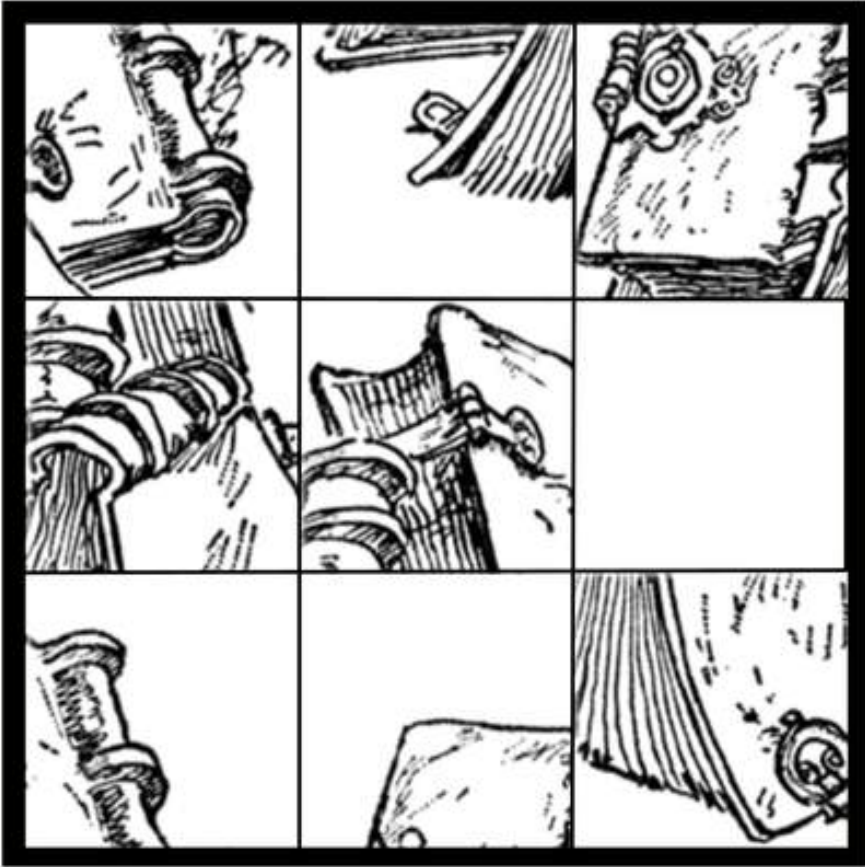


HANDOUT. LIBRARY MAP



HANDOUT. T - TILES PUZZLE

PUZZLE



SOLUTION



APPENDIX A: MAGIC ITEMS

BAG OF HOLDING

Wondrous item, Uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly two feet in diameter at the mouth and four feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action. Further stats for the bag of holding can be found in DMG page 153.

This Bag of Holding Has the PAX East 2018 Logo embroidered on the front of it.



ANGRY ANGRY DRAGONS

Wondrous item, Uncommon

This large wooden chest contains 20 crystal balls and four dragon effigies. The dragons are sentient creatures that move independently of each other. When the chest is opened the dragons will attempt to eat all of the crystal balls as fast as possible. The dragon that is able to eat the most crystals will glow a bright yellow. The marbles and dragons all reset every time the box is closed and reopened.



THE BAG OF SCRABBLE

Wondrous item, Uncommon

As a bonus action a player may pull out seven letter tiles from the bag. These letter tiles are to be determined by the DM. As an action the player may place the tiles on the ground to create a single word. If the word is a noun, verb, or adjective the following event happens:

Noun: for one minute a random object appears before the player resembling that noun.

Verb: for one minute the behavior of a random person within 300 ft. is influenced by that verb.

Adjective: for one minute an attribute of a random person place or thing changes to match that adjective.



MONOPOLY TIAMAT EDITION

Wondrous item, Uncommon, Cursed

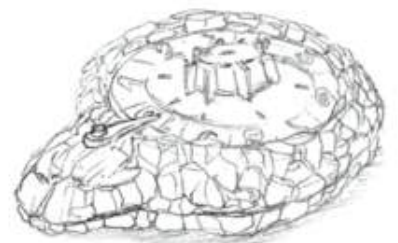
This game set looks like a normal version of Monopoly in a normal cardboard box. The item, however, is cursed. Once the box is opened the nearest four sentient creatures are compelled to play one full game of Monopoly following all rules for Monopoly as written (1d4+3 hours). The players can do other light activities while playing the game but players cannot focus, enter initiative, or take any actions while playing the game.



WHEEL OF LIFE

Wondrous item, Uncommon, requires attunement

The spinner has three charges. As an action you may spend one charge to activate the Wheel of Life. Increase the age of target creature you see by 1d10 years. The Wheel of Life regains all charges at the end of a long rest.



ROCKUM SOCKUM GOLUMS

Wondrous item, Uncommon

This large wooden chest contains 2 small golem automatons standing in a small circle. As a bonus action you can speak the command word "go!" and the two golems will attempt to punch the other in the head while defending their own. When a golem is able to punch his opponent in the head, said head will fall off and the golem will stop functioning. The winner will proceed to dance around the ring until the box is closed. The golems will reset to their starting position every time the box is closed and reopened.



THE SCROLL OF CATAN

Wondrous item, Uncommon

As an action you may roll this scroll out onto a flat surface to view its contents. The scroll displays a beautiful map of the legendary land of Catan (not to scale). When the scroll is opened, wooden game pieces and a set of dice will appear. The players can use these pieces to play a four player game of Catan with the following exceptions:

Whenever a player would collect a resource, the player will instead be magically given that item to hold.

Whenever a Player would "draw a development card," an NPC or a building will appear behind the player to represent that card.

Whenever a player would move the Robber, an NPC "thug" will appear and do anything to steal one resource from a player selected by the one who summoned him.

One hour after the game has started or when the scroll is rolled back up, all game pieces, items, NPC's, and buildings disappear.



WIZARD CHESS

Wondrous item, Uncommon

A chess board made of white and black marble. When the action word "Initium" is spoken, chess pieces will appear on the board. Each chess piece is represented by a marble humanoid figure dressed and armed to represent its rank. A player may verbally command or physically move a chess piece on the board during their turn. When a piece would overtake another in game, that piece will draw its weapon and destroy the defending piece as violently as possible.

If a chess piece is moved incorrectly, to an inappropriate position, or removed from the chess board, it will do everything in its power to return to its previous position. It will move and attack anything that blocks its path or attempts to prevent it from returning to its previous position.

All pieces disappear after 2 hours or when the game ends.



SENSEI'S DIVINING TOP

Wondrous item, Uncommon

You can as an action use the top to cast Augury by spinning it. The Top has three charges. Each use of the top expends one charge. The Top regains all expended charges daily at dawn.

As a bonus action you can tap the divining top causing it to instantly disappear and reappear inside your backpack. If your character owns a library, it instead reappears on top of your library.



THE LARK LAMP

Wondrous item, Uncommon

As a bonus action a player may use the Lark Lamp to alter the shape of any shadow the player can see, provided the shadow is within 100 ft. of the player.

The Lark Lamp can also be placed on the ground to create the shape of any board game surface out of light and shadows within a 5 foot radius around it (board game pieces are not included).



LOVE LETTER

Wondrous item, Uncommon

This pink letter is sealed by a rose red wax stamp. If a creature would read from the letter they become enchanted. The next creature they see within 10 minutes after reading this letter they become Charmed by for 12 hours. If the creature is of a species and gender they are normally attracted to, they regard it as their true love while they are Charmed.



TYMORA'S POKER CHIP

Wondrous item, Uncommon

This small red poker chip bears the image of a four leaf clover on it. This chip has 1 charge counter. As long as this chip has a charge counter any sentient creature in possession of it gains an additional +2 to their passive perception.

As a free action a player may spend a charge to get advantage on any attack roll, ability check, or saving throw. Tymora's Chip regains all charges at dawn.

THE CRYSTLE EYE OF CLUEDO

Wondrous item, Uncommon

A player may use this magnifying glass to examine an object using divination magic, allowing them to view glimpses of events that the object was directly involved in. The object being viewed can't weigh no more than 25 lbs, and can only be examined once every long rest. When examined the player can learn one of the following things about the object.

- The identity of the last person to hold or use the object.
- The object's intended purpose and use.
- The time of the object's last use.
- What the object was last used for.



GIGAX SCREEN

Wondrous item, Rare

Said to have been used by the mythical story teller Gigax. Any sentient creature can use this item. When this screen is in front of a player they get an additional +4 to their Charisma score. A player incurs 1 level of exhaustion for every 4 hours spent behind this screen. This effect only happens if the creature is telling a story.

TRANSFORMING DICE SET

Wondrous item, Rare, requires attunement

This dice set appears as a normal wooden set of D6 dice when they are not in use. A player attuned to the dice can at any time telepathically transform the dice to take the shape of any other die they imagine. Any time these dice are rolled the player attuned to them can attempt to pass a Charisma check of DC 15. If they succeed they may determine what sides the dice land on.

WHISPER STONES

Wondrous Item, rare

These stones allow the wearer to send and receive Message spells to and from the other connected earrings within five hundred feet. To send a message, the wearer must activate the stone by touching it, although it will still receive messages.

These small blue gems can be forged into simple jewelry.

COMMUNITY CHEST

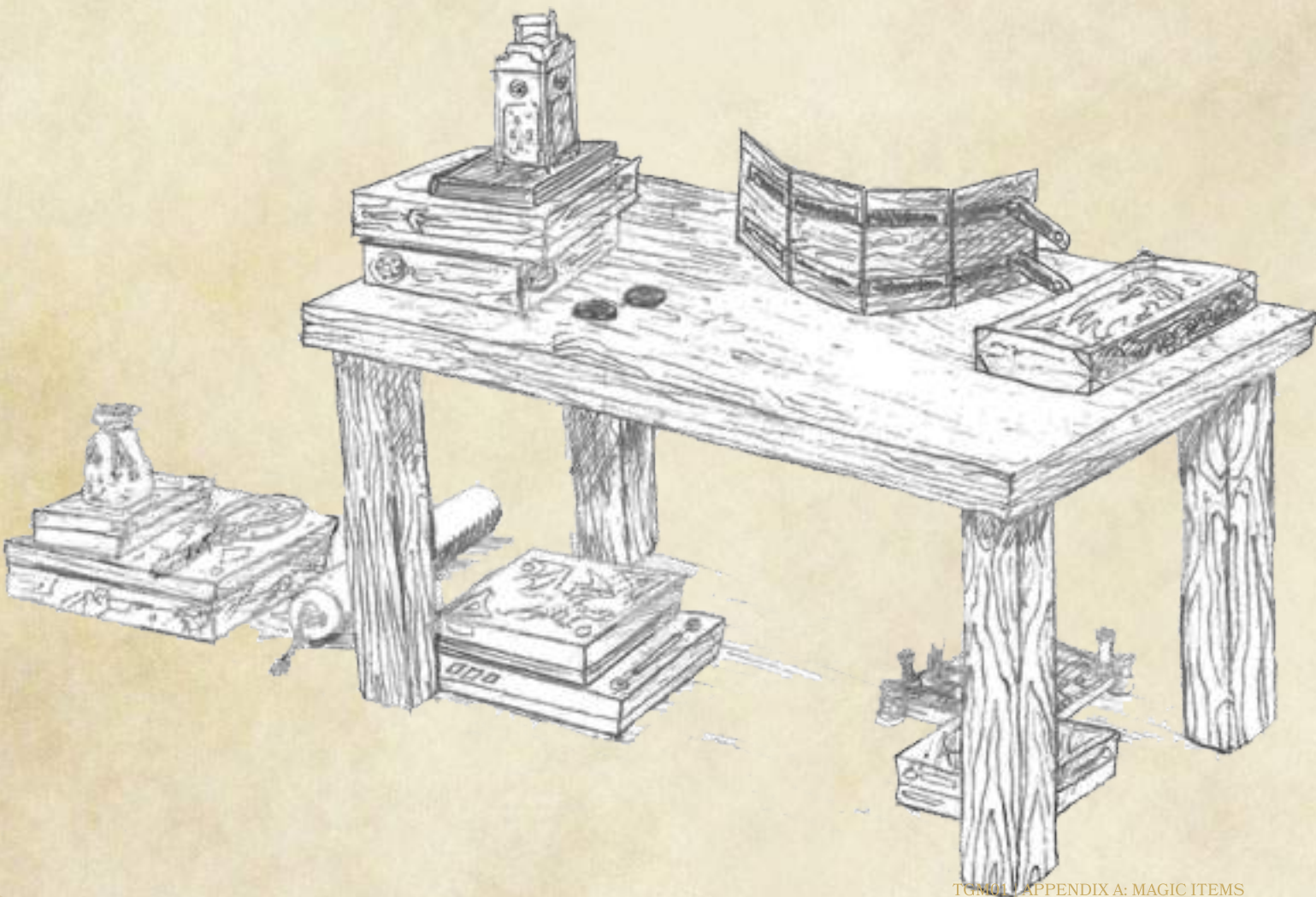
Wondrous item, Uncommon

This magic chest has an interior space considerably larger than its outside dimensions. The community chest can be magically linked with up to 6 Bags of Holding at a single time. As long as a Bag of Holding is linked to the Community Chest it shares its inventory space with it. In addition, any Bag of Holding linked to the Community Chest can retrieve items contained within all other linked bags of holding.

DUNGEON PAPER

Wondrous item, Uncommon

This piece of paper has a 16x20 1 inch square grid printed on it and the word "Novus" printed on the back. If a player would draw a dungeon layout on the paper a medium sized wooden door will appear within 5 feet of the individual. Inside the door is a dungeon with the approximate size and layout of the dungeon drawn on the paper with a ratio of 5 square feet to each square. If a player says the command word "Novus," the paper is wiped clean and returns to its original state, and the door vanishes. Any creatures still in the dungeon when this happens will be forced out of the dimension into the space where the door once was, and take 4d6 force damage.



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