

DUNGEONS & LAIRS #48: ASSASSIN SCHOOL

Assassin School is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 3, 5, 8, or 11**. This document offers details for the **5th-level version**. For the full adjustments for all level ranges, sign up for the [DM Dave Patreon](#). The characters must infiltrate a school to recover a lost artifact. Little do they know that the school is a cover for a deadly assassin's guild.

CREDITS

The following creators made this adventure possible:

Writing and Creature Design. DM Dave
Cartography. DM Dave with Forgotten Adventures

Artwork. Forrest Imel, Matias Lazaro



ADVENTURE HOOKS

The table in the full adventure offers some ideas if you don't have a reason for the characters to investigate the assassin school. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

Seekers of Yil

You may also run this adventure as part of the *Dungeon & Lairs Megamodule #2: Seekers of Yil*. If you do, refer to the Seekers of Yil megamodule's adventure hook, "The God of Secrets Appears," to get your characters involved in the story. Learn more about the *Seekers of Yil Megamodule* on [DMDave's Patreon](#).

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

Spells and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the Appendix.

ALL FEMALE SCHOOL OR CO-ED?

The adventure assumes that all of the school's students, staff members, and leadership are female assassins. Of course, you are free to change this to better suit your campaign or players' tastes.

ADVENTURE SUMMARY

This module features an event-based adventure where the characters must uncover the secrets surrounding the school as well as the location of an artifact called the Tablet of Eternity. There is no limit to the number of ways this adventure will play out, nor is there one perfect solution that leads to its conclusion. What follows is a brief summary of how the characters should get involved with the story and how they find the tablet.

1. The characters' patron or another NPC asks or hires them to investigate Madame Spear's Boarding School for Gifted Young Women. Although their patron suspects something afoot at the school, they likely do not know that the school is a guild for assassins. Their patron suggests the characters do research before they barge into the school.
2. The characters infiltrate or sneak into the school. While there, they must uncover clues that a) point to the school's true purpose and b) detail the location of the Tablet of Eternity in the school's vault. Allow the players to devise creative ways to enter the school without fighting their way into it.
3. The characters enter the school's vault to seize the Tablet of Eternity.
4. If the characters fail to steal the Tablet, they still might convince Madame Spear to relinquish the Tablet to the party. After the Tablet injured three of the school's students, she wants nothing more than to be rid of it.

THE TABLET OF ETERNITY

Madame Spear heads the assassin school. In her youth, Spear worked with a group of successful adventurers. Her time with the group led her to great riches, including a powerful artifact called the Tablet of Eternity. After she retired from adventuring, she built the school, doing so for two reasons. First, with the help of her sister, Doctor Dagger, and her best friend, Assistant Headmistress Bolt, she wished to train the next generation of assassins. Second, she wished to house her impressive wealth and the tablet in a high impenetrable vault below the school.

Rumors that the tablet hides below the school travel across the land. Multiple factions desire the power it brings them. These rumors are what inevitably lead the characters to the school.

Recently, a trio of older students discovered the Tablet and tried to unlock its power. The Tablet left them in a catatonic state. Recognizing the danger it poses to her students, Spear wants to get rid of it as soon as possible.

The adventure leaves the tablet's true power and purpose intentionally vague. Refer to *Seekers of Yil* for a detailed description of the Tablet of Eternity.

THE ASSASSIN SCHOOL

Of course, the assassin school is not known as “the assassin school,” but as Madame Spear’s Boarding School for Gifted Young Women. A few miles outside a major settlement, the school looks like any other school its size. Well-manicured grounds encompass the school’s two buildings. The largest of the two buildings is the school itself. Classes and common rooms are on the ground floor, while the dorms are upstairs. The school’s infirmary and record hall are in the smaller building across the school’s lavish central courtyard. Below both buildings hides a series of tunnels within which the school’s secret assassins do their actual work.

GENERAL FEATURES

Unless stated otherwise, the assassin school has the following features in common.

Architecture. The school’s exterior walls are made from sturdy stone bricks reinforced with concrete. The interior walls are wooden. Some parts of the main building feature stone tile floors, while others are hardwood. Ceilings throughout both the ground and dorm floors are 15 feet high. The vaulted attic ceilings are 10 feet high at their highest point and 3 feet at their lowest. The basement ceilings are also 10 feet high.

Doors. The table below details the most common doors throughout the school. All doors are immune to poison and psychic damage. The lockpicking DC is for Dexterity checks using proficiency in thieves’ tools to unlock a locked door. The breakdown DC is for Strength (Athletics) checks made to break down a locked door.

The staff keeps exterior doors and gates locked at night.

Secret Doors. The school hides many secret doors. Finding a secret door requires a successful DC 20 Wisdom (Perception) check.

Illumination. Natural sunlight illuminates most of the aboveground chambers during the day. Those without lights are kept dark or have a few candles to maintain visibility. Underground, lanterns at regular intervals keep the chambers lit. However, the corridors downstairs are always dark, requiring darkvision or handheld light sources to see. The attics also have no lights.

Magical Protections. Permanent castings of *private sanctum* spells protect the school’s basement, creating the following properties:

- ▶ Sound can’t pass through the basement’s ceilings, floors, or walls.
- ▶ Sensors created by divination spells can’t appear inside the basement or pass through the basement’s ceilings, floors, or walls.
- ▶ Divination spells can’t target creatures in the basement.
- ▶ Nothing can teleport into or out of the basement.
- ▶ Planar Travel is blocked within the basement.

Guards and Wards (Optional). At your discretion, the *guards and wards* spell protects each trap door and door that offers access to the basement (areas 5, 9a, 13, 27, and 45). If any creature other than the headmistresses enter these trapdoors, it triggers the spell. When triggered, it creates the following effects:

- ▶ **Corridors.** Fog fills all the basements’ corridors, making them heavily obscured. In addition, at each intersection or branching passage offering a choice of direction, there is a 50 percent chance that a creature other than the headmistresses will believe it is going in the opposite direction from the one it chooses.
- ▶ **Doors.** All doors in the warded area are magically locked, as if sealed by an *arcane lock* spell. In addition, all doors within the basement are covered with an illusion (equivalent to the illusory object function of the *minor illusion* spell) to make them appear as plain sections of wall.
- ▶ **Ladders.** Webs fill all ladders in the basement from top to bottom, as the *web* spell. These strands regrow in 10 minutes if they are burned or torn away while *guards and wards* spell lasts.
- ▶ **Stinking Cloud.** The *stinking cloud* (as the spell) vapors appear at the secret entrance to the vault (between areas 53 and 54). The cloud returns within 10 minutes if dispersed by wind while *guards and wards* lasts.
- ▶ **Gust of Wind.** A *gust of wind* (as the spell) blows through **area 54**, forcing the intruders back into the vault.

Common Door Statistics

Door Type	AC	Hit Points	Lockpicking DC	Breakdown DC
Gates (steel reinforced wood)	18	25 (damage threshold 5)	15	20
Exterior (steel reinforced wood)	17	20	15	20
Interior (simple wooden)	15	12	13	15

The whole warded area radiates magic. A *dispel magic* spell cast on a specific effect, if successful, removes only that effect.

The headmistresses and any creature that speaks the passphrase “I am not going to talk about Judy” are immune to the spell’s effects.

NPC Stat Blocks. The school trains everyone in the art of stealth and martial arts. The level of the adventure determines the statistics for non-named NPCs (cooks, porters, etc.), older students, and younger students, as shown in the tables below. The Stealth column shows a given NPC’s modifier for Stealth ability checks. Use the given stat block when the text calls out **school staff member**, **older student**, or **younger student**, respectively. Assume that all NPCs are neutral-aligned female humans who speak Common, but feel free to change this as befits your campaign.

School Staff Member Stat Blocks

Version	Stat Block	Stealth
3rd	tribal warrior	+2
5th+	Available in the full adventure	

Older Student Stat Blocks

Version	Stat Block	Stealth
3rd	commoner	+2
5th+	Available in the full adventure	

Younger Student Stat Blocks

Version	Stat Block	Stealth
3rd	noncombatant	—
5th+	Available in the full adventure	

Day and Night Schedules. Each location in the Keyed Location section offers a day and/or night section, identifying the personnel present during that tie period. If these sections are not present, assume there is no one typically encountered in the given room. Assume day hours start a few hours after sunrise and night hours start a few hours after sunset.

Death and Total Party Kills (Optional). The assassin school does not wish to draw unwanted attention to itself. If the characters make the poor choice and fight the assassins directly and lose, they wake to find themselves in the school’s dungeon (**area 48**), relieved of their possessions. The headmistresses learn what they can from the characters, then bring in an enchanter to wipe their memories. It takes 2d4 days for the enchanter to arrive. In the meantime, the characters may try to talk their way out of their predicament or make an escape attempt.



If the characters play their cards right, they might learn that Madame Spear wants to rid the school of the Tablet. If they convince her they mean the school no harm, she may even give it to them.

THE HEADMISTRESSES

Three headmistresses run the school. Each is a deadly assassin with hundreds of kills to her name. No amount of nonmagical intimidation, persuasion, or perception will cause the headmistresses to betray the school, its staff, or the children. They always fight to the death.

Madame Spear

The school’s highest authority, Madame Spear, makes all the significant decisions for the school. Easily noticeable—she stands 6-foot-2-inches—when Spear walks through the school, students and staff members alike step out of the way for her. A person of few words, a quick glance from her is enough to intimidate her subordinates into action. Only her sister, Doctor Dagger, is brave enough to challenge her authority—but only in private.

The appendix details Madame Spear’s statistics.

Assistant Headmistress Bolt

Standing in stark contrast to Headmistress Spear, Bolt is charming, sloppy, and beloved by the staff and children. Still, she fears Spear just as much as anyone else does and quickly quiets when in the presence of the “big boss.” Although Bolt comes off as friendly, she is unwaveringly loyal to the school.

Assistant Headmistress Bolt uses the **assassin** stat block.

Doctor Dagger

Doctor Dagger is the school’s medical practitioner and Madame Spear’s older sister. Dagger spends most of her time in her office at the infirmary (**area 27**) but leaves a couple of days a week to teach classes on modern medicine. Although she frequently quarrels with her sister, Dagger is completely loyal to the school, its staff, and the children.

Doctor Dagger uses the **assassin** stat block, except she has expertise in Medicine (+6).

GETTING THE ARTIFACT

A party that rushes in with plans to fight the school's staff and headmistresses will quickly find themselves staying overnight in the school's dungeon. The challenges of this adventure demand that the characters take their time to learn what they can about the school and the people who work there. Once they get a sense of what's "really happening," they should formulate a plan to secure the artifact.

Information Gathering

Before the characters enter the school, give them a chance to gather information about the location. Learning about the school takes a week of downtime (5 days). At the end of the week, the characters may make a group DC 15 ability check. Each player may choose to make an Intelligence (History) or Charisma (Persuasion) check. How much they learn depends on the number of successes they gain, as shown in the table below.

Finding Clues

Once the characters devise a plan to enter the school, they will need to uncover clues that expose the staff for the assassins they are and then point them to the Tablet of Eternity's location in the dungeon. Many of the keyed locations offer such clues.

Speaking with Staff and Students

The characters may also befriend members of the staff or student body to uncover clues. The headmistresses won't reveal such clues, but disenfranchised staff members or students might. Before you start the campaign, choose or randomly determine using the table below one or more NPC staff members or students who might help the characters. These NPCs might approach the characters willingly, or the characters may stumble upon one through their research. Use these NPCs to drop certain clues that the characters have trouble finding. However, be careful not to give too much information—after all, you want the players to uncover the mystery themselves!

Helpful NPCs

d10	NPC	Stat Block
1	assistant teacher	school staff member
2	bullied student	younger student
3	concerned parent	commoner or noble
4	concerned sibling	commoner
5	cook	school staff member
6	custodian	school staff member
7	exiled student	older student
8	groundskeeper	school staff member
9	laundry worker	school staff member
10	private investigator	spy

Reason for Helping

d6	Reason for Helping
1	The NPC is afraid that someone close to them who goes to the school will get injured or killed.
2	The NPC secretly works for a rival organization and wants to sow chaos at the school.
3	The NPC is in love with a staff member or one of the headmistresses and wants them to leave the school.
4	The NPC wants the Tablet of Eternity for themselves.
5	The NPC wants the treasure hoard kept in the school's basement and doesn't care about the Tablet.
6	The school killed (voluntarily or involuntarily) a close friend or family member of the NPC; they are out for revenge.

Information Gathering Results Table

Result	Information Gathered
Everyone succeeds	The characters learn that the school is a cover for a deadly assassin's guild. Its headmistresses are among the most dangerous assassins ever to live. Charging into the school without first formulating a plan is suicide.
Half or more succeed	The characters learn the same information as above, except their research draws the attention of one of the school's headmistresses.
Less than half succeed	The characters hear rumors that the school isn't what it seems, and the school's headmistresses might be hiding something big.
All fail	The characters learn nothing significant about the school.

Clue Shared

d6 Clue

- 1 The school is a cover for a deadly assassin's guild. The headmistresses are among the world's most deadly assassins, and they train the girls to be rogues and assassins like them.
- 2 An influential noble named Hector Tannenbay disappeared somewhere on school grounds. The headmistresses covered it up. (See **area 48** for details.)
- 3 Three students went missing near the school; they were later found in a catatonic state in the forest to the north.
- 4 Headmistress Spear keeps a secret journal in her chambers (**area 34**).
- 5 Multiple trapdoors lead to a secret dungeon below the school.
- 6 The headmistresses keep all the school records locked in two rooms above the doctor's office (areas 41 and 42).

GROUND FLOOR KEYED LOCATIONS

The map below shows the position of the following detailed locations.

01 - Exterior Doors

The various exterior doors throughout the complex are unlocked during the day and locked at night.

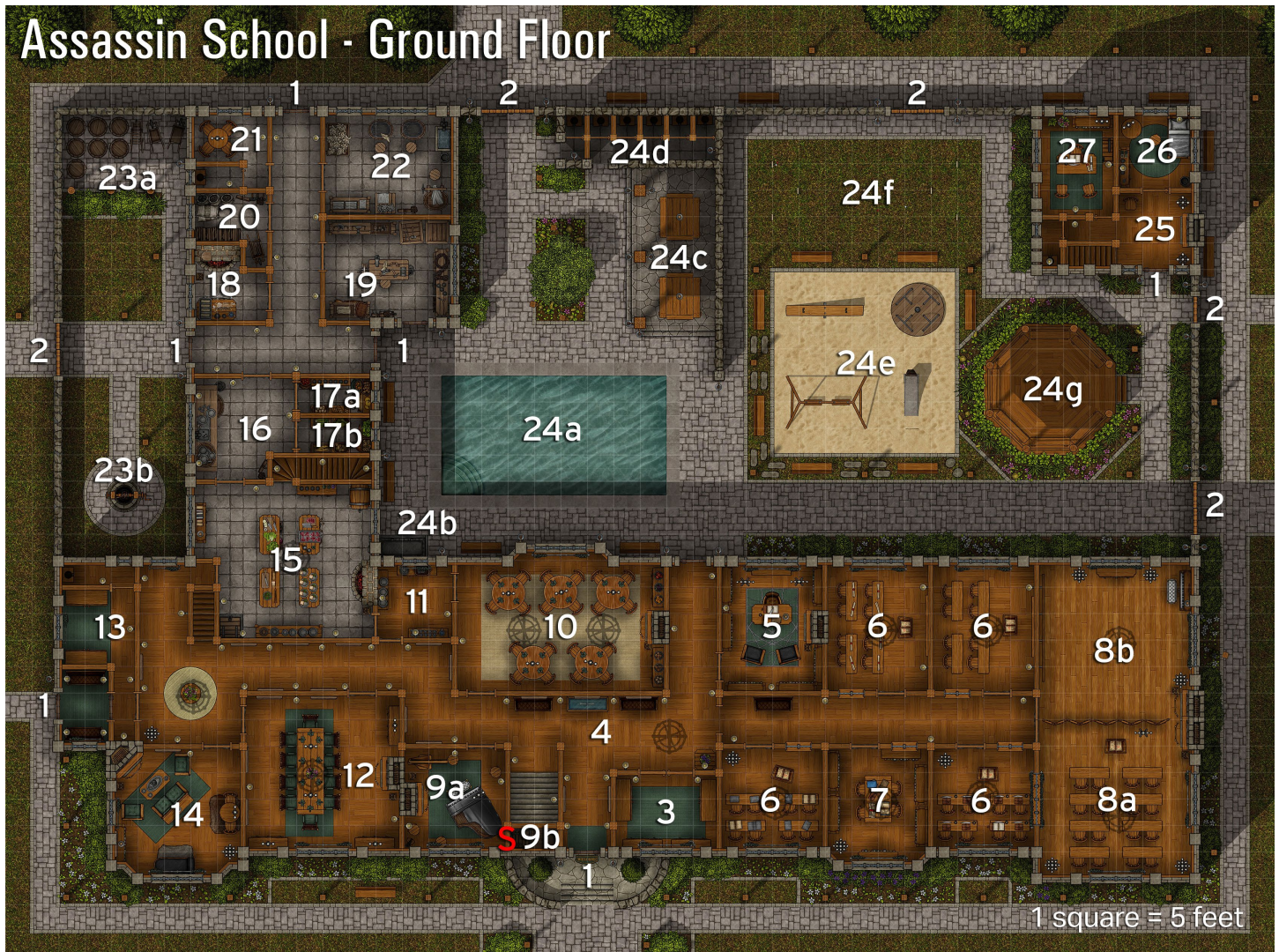
02 - Walls and Gates

The stone walls surrounding the central courtyard are 10 feet high. Climbing one requires a successful DC 10 Strength (Athletics) check. Gates are unlocked during the day and locked at night.

03 - Eastern Cloak Room

This cloakroom contains all the rain cloaks for the students and staff and what few guests the school accepts.

Clue. There is a scrap of paper with the music notes G3-G3-G3-Eb3 scrawled onto it tucked into the pocket of one of the cloaks. Finding the note requires a successful DC 13 Intelligence (Investigation) check.



04 - Entry Hall

A glass display case holds the school's charter. Paintings of former headmistresses hang on the walls.

Day. There are 1d3 - 1 **school staff members**, 1d3 - 1 **older students**, and 1d3 - 1 **younger students** walking the halls.

Night. There is one **school staff member** standing guard in the hall.

Clue. One of the paintings depicts a storage closet holding hundreds of glass bottles—it is identical to the poison room (**area 51**). Although there is no one in the picture, the nameplate reads "Judy."

05 - Madame Spear's Office

The office door is locked when Madame Spear is not present.

Day. Roll a d6. On a result of 3–6, Madame Spear is here. Otherwise, she is somewhere else on the school grounds.

Night. This room is empty.

Treasure: Spear's Keys. The desk contains Madame Spear's keys. These keys lock and unlock all the doors on the ground floor and upstairs, including the rooms above the infirmary. They do not work on any of the doors in the basement.

Secret Trapdoor. A trapdoor hidden under the rug leads down to **area 53**. A character finds it with a successful DC 13 Intelligence (Investigation) check.

06 - Classroom

Students learn reading, writing, and arithmetic five days weekly from the school's teachers in these small rooms.

Day. A teacher (**school staff member**) leads a class of 1d6 + 1 **older students** or 2d4 **younger students** (your choice).

Night. The room is empty.

Clue. A character who listens at any of the classroom doors overhears one of the teachers addressing their students: "What happened to those girls is a tragedy. But do not fret, as Madame Spear will do all she can to ensure it never happens again."

07 - Library

The school's library contains a vivid collection of nonfiction books on multiple subjects.

Day. There are 1d3 - 1 **older students** or **younger students** here (your choice).

Night. The room is empty.

Clue. There is a book titled *Seekers of Yil* open on the table in the center of the room. The book mentions four powerful artifacts: the Scroll of Mysteries, Tablet of Eternity, Extinction Arch, and Canopic Chest of Lunacy. Someone underlined the section on the Tablet of Eternity, which explains that the Tablet has the power to grant a user the ability to see into the past.

Learn more about the other artifacts in the *Seekers of Yil* adventure series from DMDave.

08 - Studio

A wooden divider divides this large room into two halves. The south half (8a) holds an extra classroom, while the north half is used for dance lessons (8b).

Day. A teacher (**school staff member**) leads a class of 1d6 + 1 **older students** or 2d4 **younger students** (your choice) in the south end while another teacher (**school staff member**) trains a class of 1d6 + 1 **older students** or 2d4 **younger students** (your choice) in the north end.

Night. The room is empty.

Clue. If the characters enter this room during the day, there is a chance they witness the teachers training the students in the art of assassination.

09 - Music Room

This room contains multiple lutes, a pedal harp, and a grand piano.

Day. There are 1d3 - 1 **older students** or **younger students** here (your choice).

Night. The room is empty.

Secret Door. A secret door leads to a chamber hidden in the wall (9b). Playing the sequence G3-G3-G3-Eb3 on the piano opens the door. A character who first investigates the door and then investigates the piano learns this with a successful DC 20 Intelligence (Investigation) check. The secret chamber contains a trapdoor that leads down into the basement to **area 58**.



10 - Dining Hall

This large dining hall has enough room to hold half the students and staff.

Day. There are 1d3 - 1 **school staff members**, 1d6 **older students**, and 1d6 **younger students** dining here.

Night. The room is empty.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

11 - Servery

This thoroughfare offers plates, cutlery, and cups for diners.

12 - Formal Dining room

Headmistress Spear holds essential meetings in this lavish dining room.

Clue. The first time the characters pass this room in the hallway, they overhear an argument happening in the dining room. Unless encountered elsewhere, Madame Spear and Doctor Dagger stand by the fireplace and argue about "the artifact." Spear believes they should pass it off to someone qualified to use it, while Dagger thinks they should do more research.

13 - Western Cloak Room

The western cloakroom sees little use compared to its eastern counterpart. Its wardrobes are mostly empty.

Secret Door. The northern wardrobe hides a secret door that leads down to **area 46**.

14 - Parlor

Students frequently use this comfortable room to relax, read, or study.

Day. There are 1d3 - 1 **older students** or **younger students** here (your choice).

Night. This room is empty.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

15 - Kitchen

This spacious kitchen serves the entire school. A trapdoor in the southwestern corner of the room leads down to the kitchen storage (**area 45**).

Day. Three **school staff members** work here.

Night. This room is empty.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

16 - Scullery

Staff members use this cramped room to wash dirty dishes.

Day. One **school staff member** works here.

Night. This room is empty.

17 - Pantry

The school's two pantries remain well-stocked throughout the school year.

Clue. There is a tray with fresh fruit and bread with a note that reads "Cell 3" attached to it. This is food for the imprisoned noble, Hector Tannenbay, in **area 49**.

18 - Bakery

The smell of fresh bread and pastries waft from this room. Thanks to the large oven at the room's north end, it's always hot here.

Day or Night. One **school staff member** works here.

19 - Workshop

The school staff keeps all of its tools and extra supplies in this cramped, dusty workroom.

Day. Roll a d6. On a result of 4-6, there is a **school staff member** here. Otherwise, it is empty.

Night. This room is empty.

20 - Coal Room

The school staff keeps extra coal and firewood in this room.

21 - Break Room

Staff members take their breaks in this cramped room. The room includes a small toilet.

Day. 1d3 - 1 **school staff members** relax here.

Night. This room is empty.

22 - Laundry

Perhaps one of the few rooms with workers present 24 hours per day, this room handles the enormous load of laundry that passes through the school daily.

Day or Night. There are 1d3 - 1 **school staff members** working here.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

23 - Western Courtyard

The western courtyard offers a place for kitchen staff to get fresh air. The staff stores trash in barrels to the north (23a). The school gets its fresh water from the well at the south end of this courtyard (23b).

Day. There are 1d3 - 1 **school staff members** working here.

Night. This area is empty.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

24 - Courtyard

The school's impressive courtyard boasts plenty of space for the students to exercise and enjoy activities outside of their studies.

Day. There are 1d4 **school staff members**, 1d6 **older students**, and 2d4 **younger students** spread throughout this area.

Night. There are 1d4 - 1 **school staff members** here.

24a - Swimming Pool. This spacious swimming pool is 10 feet deep at its deepest point. The water is always warm and clean.

24b - Cellar door. Kitchen staff use this door to access the kitchen storage in the basement (**area 45**).

24c - Picnic Tables. These tables are a popular spot for students to gather and chat.

24d - Outdoor Restrooms. Men and boys who visit the school and guests during major activities must use these toilets instead of the ones inside.

24e - Playground. Younger students enjoy the swings, slide, merry-go-round, and see-saw in this sandy zone.

24f - Croquet Pitch. More competitive older students play croquet here on this grassy pitch.

24g - Gazebo. This sizeable roofed structure offers an open-air seating area for students and staff to gather and chat.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

25 - Waiting Room

The small building north of the school is its infirmary. Students waiting to see the doctor wait here.

Day. Roll a d6. On a result of 6, there is an **older** or **younger student** here (your choice).

Night. This room is empty.

26 - Infirmary

Sick and injured students visit the infirmary, where the school's practitioner, Doctor Dagger, treats them.

Day or Night. Roll a d6. On a result of 6, there is an **older** or **younger student** here (your choice).

27 - Doctor's Office

The door to this office is locked when Doctor Dagger is not here.

Doctor Dagger uses this room to meet with patients, guests, and other staff members.

Day. Roll a d6. On a result of 2-6, Doctor Dagger is here. Otherwise, she is somewhere else on the school grounds.

Night. Roll a d6. On a result of 6, Doctor Dagger is here. Otherwise, she is in her bed chambers (**area 38**).

Secret Trapdoor. A trapdoor hidden under the rug leads down to **area 57**. A character finds it with a successful DC 10 Intelligence (Investigation) check.

Clue. A file on Doctor Dagger's desk details the three girls who accessed the power of the Tablet of Eternity. Dagger suspects the girls saw into the past, which instantly shattered their psyches.

DORMITORY (UPSTAIRS) AND ATTIC KEYED LOCATIONS

The maps on pages 10 and 13 show the position of the following detailed locations.

28 - Upstairs Hall

Like the downstairs halls, the wall of this hallway features paintings of former staff members and students.

Day. There are 1d3 - 1 **school staff members**, 1d3 - 1 **older students**, and 1d3 - 1 **younger students** walking the halls.

Night. There is one **school staff member** standing guard in the hall.

Clue. One of the paintings here depicts an overgrown cave in the forest. If the characters spend a few minutes examining the painting then search the forest north of the school and succeed on a DC 15 Intelligence (Investigation) or Wisdom (Survival) check, they find the rear entrance to the school's hidden basement (**area 58**).

29 - Storage Room

This storage room holds excess furniture, seasonal decorations, and other odds and ends.

30 - Student Dorms

The students stay in these communal dorms. Each student has their own assigned bed. A trunk at the foot of each bed contains extra blankets, pillows, and a few personal items.

Day. There are 1d3 - 1 **older students** and 1d3 - 1 **younger students** relaxing here.

Night. All of the beds are full of either **older students** or **younger students** (your choice).

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

31 - Secret Armory

Each student dorm includes a secret room leading to a secret armory. Each contains enough swords for each student to arm themselves during times of trouble. The largest of the armories (31a) also includes ranged weapons and a ladder that leads to the attic (**area 43**).

32 - Student Baths

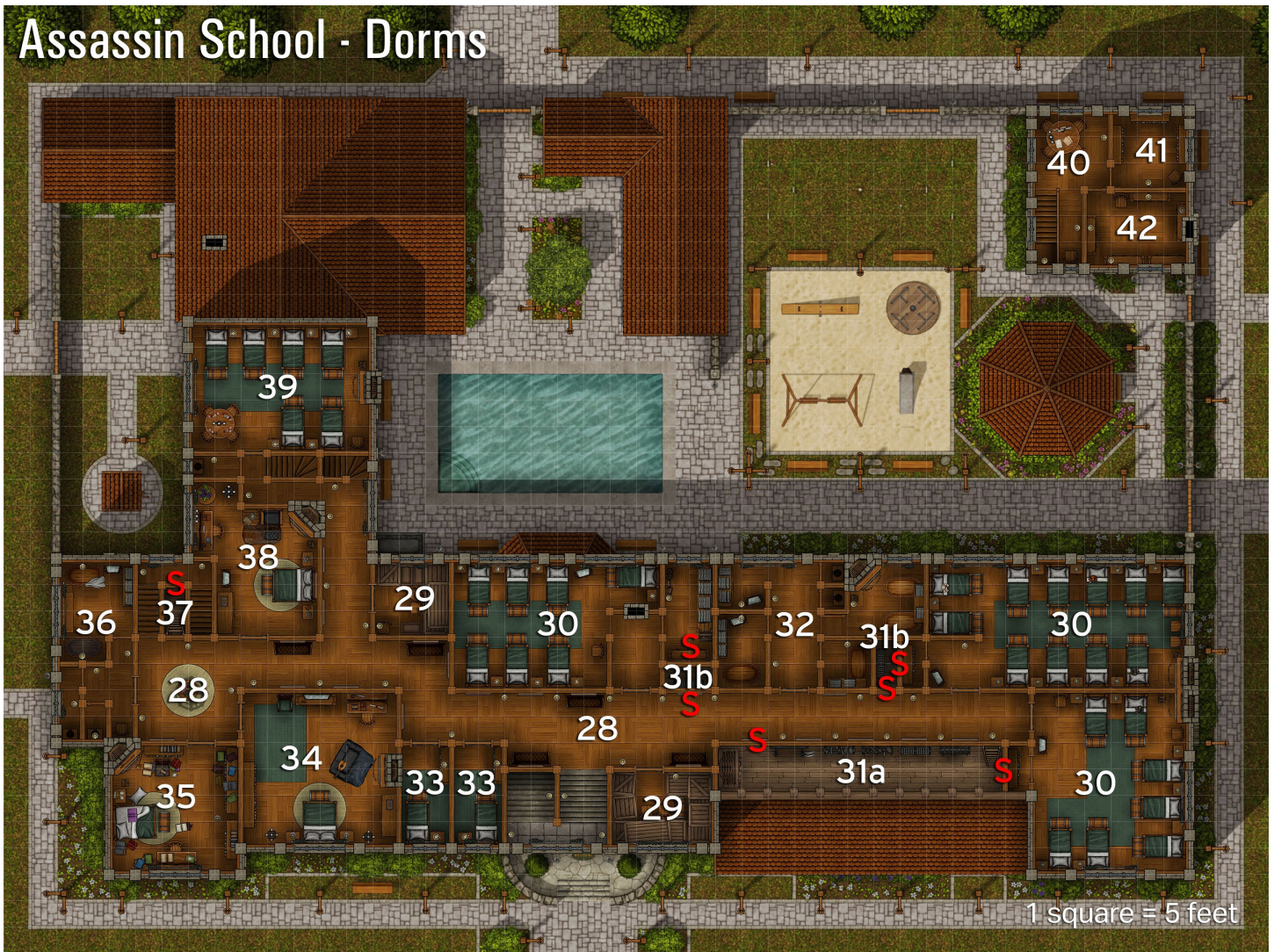
This room includes toilets, extra linens, and private bathrooms for the students to practice good hygiene.

Day. There are 1d3 - 1 **older students** and 1d3 - 1 **younger students** using the facilities.

Night. This room is empty.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

Assassin School - Dorms



33 - Assistant Teacher Rooms

This small private bedroom houses one of the school's two assistant teachers. The room includes a small bed, a bookshelf, and a trunk with extra blankets, pillows, and personal belongings.

Day. This room is empty.

Night. A school staff member sleeps here.

Clue. A character who searches the area and succeeds on a DC 13 Intelligence (Investigation) check finds the teacher's itinerary. In between the typical regiment of classes the teacher teaches, it also blocks out time for "weapon training," "poison application," and "how to avoid the authorities after a successful kill."

34 - Madame Spear's Chamber

Madame Spear keeps this room locked when she isn't here.

These chambers are clean and organized.

Day. This room is empty.

Night. Madame Spear sleeps here. A light sleep-

er, Madame Spear still makes Wisdom (Perception) checks to hear even when she is asleep.

Clue. Spear keeps her secret journal hidden in a compartment under her bed. Finding the compartment requires a successful DC 20 Intelligence (Investigation) check. An *alarm* spell protects the compartment, triggering a mental warning to Madame Spear when someone other than her opens it. So long as she is in the building, Spear reaches her room in 1d4 rounds to challenge whoever tampered with her journal.

A character must spend at least one hour reading the journal. The character makes an Intelligence (Investigation) check at the end of the hour. Refer to the Reading Spear's Journal Results table below to determine the number of vital clues the character learns. Then, choose or randomly determine the nature of the clues from the Spear's Journal Clues table. A character may repeat the check as often as they like, learning new clues each time they do, so long as they spend an hour reading the book.

Reading Spears' Journal



Result	Clues Learned
4 or lower	None
5–9	One clue
10–20	Two clues
21 or higher	Three clues

Spear's Journal Clues

d20 Clue Learned

- 1 The phrase "We are not the answer" appears repeatedly throughout the journal.
- 2 A passage hints that the Tablet of Eternity hides below the school in a locked vault.
- 3 Multiple passages refer to the magical protections on the basement (see General Features for details).
- 4 Spear suspects that the Tablet of Eternity was responsible for putting three of the school's students in a catatonic state. She regrets owning it.
- 5 Spear laments that her sister, Doctor Dagger, does not hide the trapdoor to the basement in her office as well as she should.
- 6 One of Spear's entries details the location where the escape route (**area 57**) exits in the forest behind the school.
- 7 Multiple entries detail assassination missions carried out by her, Dagger, and Bolt.
- 8 One entry details how she and her old adventuring guild came across the Tablet of Eternity. They discovered it in an old temple dedicated to the god of secrets, Yil.
- 9 Multiple entries detail interviews held with prisoners kept in the basement. The latest such entry names the missing noble, Hector Tannenbay. Spear wanted Tannenbay to tell her how the Tablet of Eternity works and what she could do to destroy it.
- 10 One journal entry suggests that one of the school staff members or students may feel resentment towards the school. This is the same NPC generated in the Finding Clues section (see page 5).
- 11 One entry details how each of the trapdoors throughout the complex has *alarm* spells that mentally alert the headmistresses if an intruder enters the basement. The phrase "I won't talk about Judy" is written in the margins.
- 12 There is an inventory of the poisons kept in **area 51**. There is a note in the margins that reads "Judy is the key."
- 13 An entry details the training through which all students go to become deadly assassins. This entry frequently refers to the dance studio as the "training room."
- 14 Spear laments that older students continue to sneak into the attic through the secret armory in the easternmost dorm room (**area 31a**).
- 15 Spear writes that Bolt's sloppiness will inevitably be their undoing. She recently discovered that Bolt keeps her door unlocked when she is not there and leaves the guild's secrets (and sometimes her keys) out in the open.
- 16 An entry lists all the treasures currently kept in the vault (the full list is in **area 56**).
- 17 Recently, Spear tested the school's defenses, boasting that she could reach any location in 30 seconds or less, including the basement.
- 18 Spear complains that she and her sister, Doctor Dagger, recently argued that some of the records in the archives (**area 41**) should be destroyed before someone discovers them.
- 19 Spear fears that she and her fellow headmistresses are too attached to many of the students. She is afraid that someone might use their safety against them.
- 20 Spear keeps detailed records of her own training. A character who reads the records recognizes that she is superior to the characters in nearly every form of combat.

35 - Assistant Headmistress Bolt's Chamber

Assistant Headmistress Bolt keeps her chambers messy and disorganized. A voracious reader, various books—most pilfered from the library—cover the floors, her bed, and any available surface.

Day. Roll a d6. On a result of 5 or 6, Bolt is here reading. Otherwise, she's somewhere else on the grounds.

Night. Assistant Headmistress Bolt sleeps here. Although she isn't as light a sleeper as Madame Spear or Doctor Dagger, her assassin training keeps her semi-conscious. Wisdom (Perception) checks that she makes to hear while sleeping are made with disadvantage.

Bolt's Keys. Bolt keeps her keys on the floor next to her bed. Her keys provide access to almost every room in the building, including the basement. However, she does not have a key to the doors leading to the trap room (areas 54 and 55).

36 - Senior Staff Baths

The teachers and headmistresses use these private bathrooms for their own hygiene needs.

Day. There are 1d3 - 1 school staff members here.

Night. This room is empty.

37 - Secret Passage

A secret passage hidden in the western stair landing offers a ladder to a trapdoor in the attic (area 43).

38 - Doctor Dagger's Chamber

Doctor Dagger keeps this room locked when she isn't here.

Obsessed with her work, Doctor Dagger rarely leaves her office. The school staff ensures that her room stays clean and tidy, even in her absence.

Day. This room is empty.

Night. Roll a d6. On a result of 6, this room is empty. Otherwise, Doctor Dagger is asleep here. A light sleeper, Doctor Dagger still makes Wisdom (Perception) checks to hear even when she is asleep.

39 - Staff Quarters

The members of the staff who don't teach classes use these quarters. Like the student dorms, each staff member gets an assigned bed, a trunk with pillows and linens, and a nightstand.

Day. There are 1d3 - 1 school staff members here.

Night. Sleeping school staff members fill the beds.

Clue. During the day, characters who listen to the conversations happening in this room overhear one or more of the clues listed on page 6.

40 - Office

This office space allows the staff to review the documents from the archives and record rooms.

A trapdoor in the ceiling at the south end of this area offers access to the infirmary attic (area 44).

41 - Archives

The door to this room is locked at all times.

The school places records that are ten years or older in this room.

Clue. A character must spend at least 10 minutes reviewing the records. At the end of the duration, the character makes an Intelligence (Investigation) check. Refer to the Reviewing the Archives Results table below to determine the number of essential clues the character learns. Then, choose or randomly determine the nature of the clues from the Reviewing the Archives Clues table. A character may repeat the check as often as they like, learning new clues each time they do, so long as they spend at least 10 minutes reviewing the records.

Reviewing the Archives Results

Result	Clues Learned
4 or lower	None
5-9	One clue
10-19	Two clues
20 or higher	Three clues

Reviewing the Archives Clues

d6	Clue Learned
1	The school was responsible for training dozens of dangerous assassins over the years.
2	Blueprints detail the school's secret basement, including the vault.
3	A file keeps the receipts detailing the expensive abjuration spells protecting the basement and many of the school's secret doors.
4	A large file details the research performed on the Tablet of Eternity, citing that its uses are still unknown. All of the research points towards the god of secrets, Yil.
5	Another file keeps receipts provided by the laborers who helped the guild dispose of dead prisoners.
6	Every staff member was once a student of the school—they are all highly-trained rogues and assassins.

42 - Record Room

The door to this room is kept locked at all times.

All current student records and those dating back nine years are in this room.

Clue. A character must spend at least 10 minutes reviewing the records to uncover clues. At the end of the duration, the character makes an Intelligence (Investigation) check. Refer to the Reviewing the Archives Results table below to determine the number of essential clues the character learns. Then, choose or randomly determine the nature of the clues from the Reviewing the Archives Clues table. A character may repeat the check as often as they like, learning new clues each time they do, so long as they spend at least 10 minutes reviewing the records.

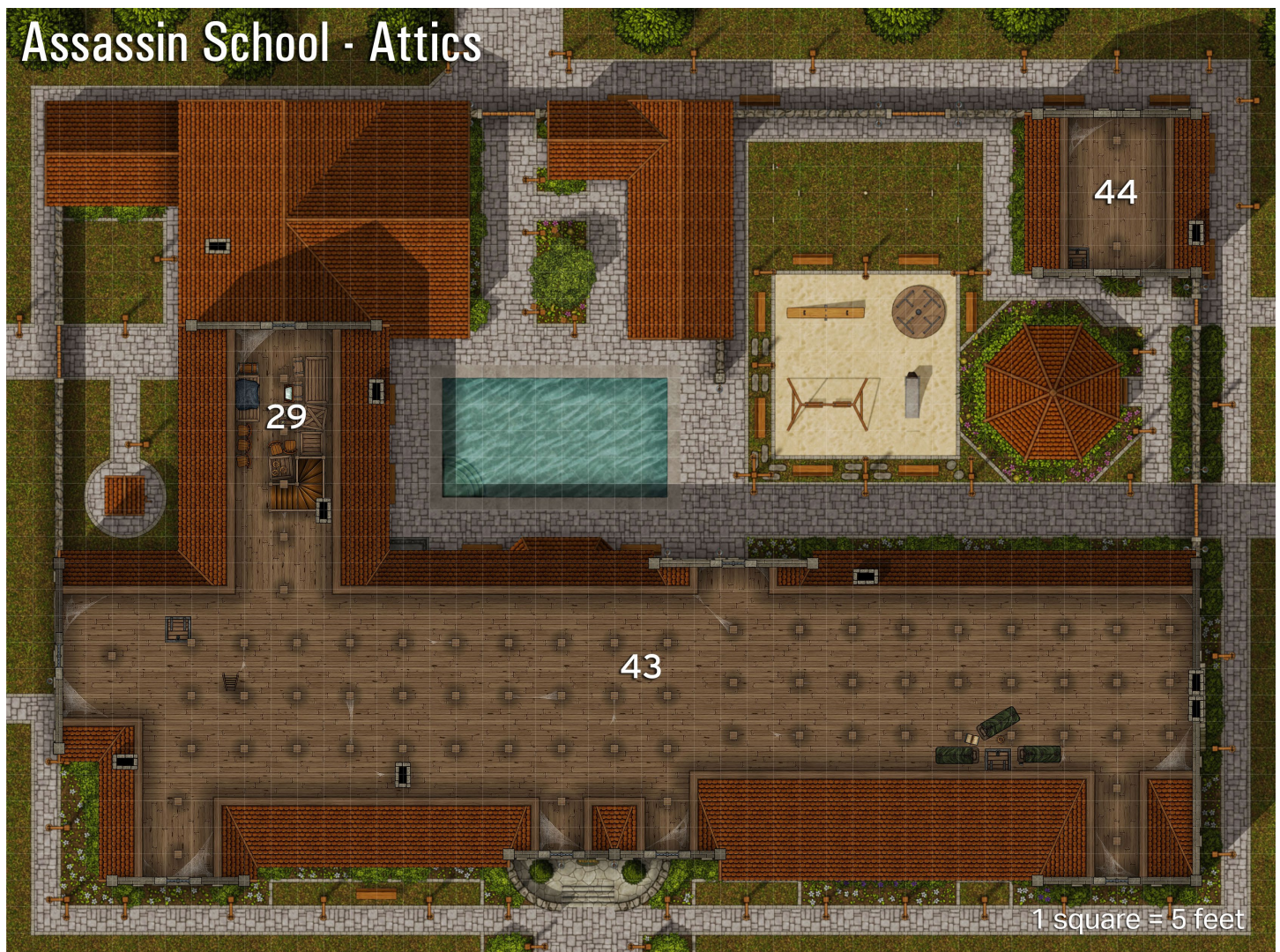
Reviewing the Records Results

Result	Clues Learned
9 or lower	None
10–19	One clue
20 or higher	Two clues

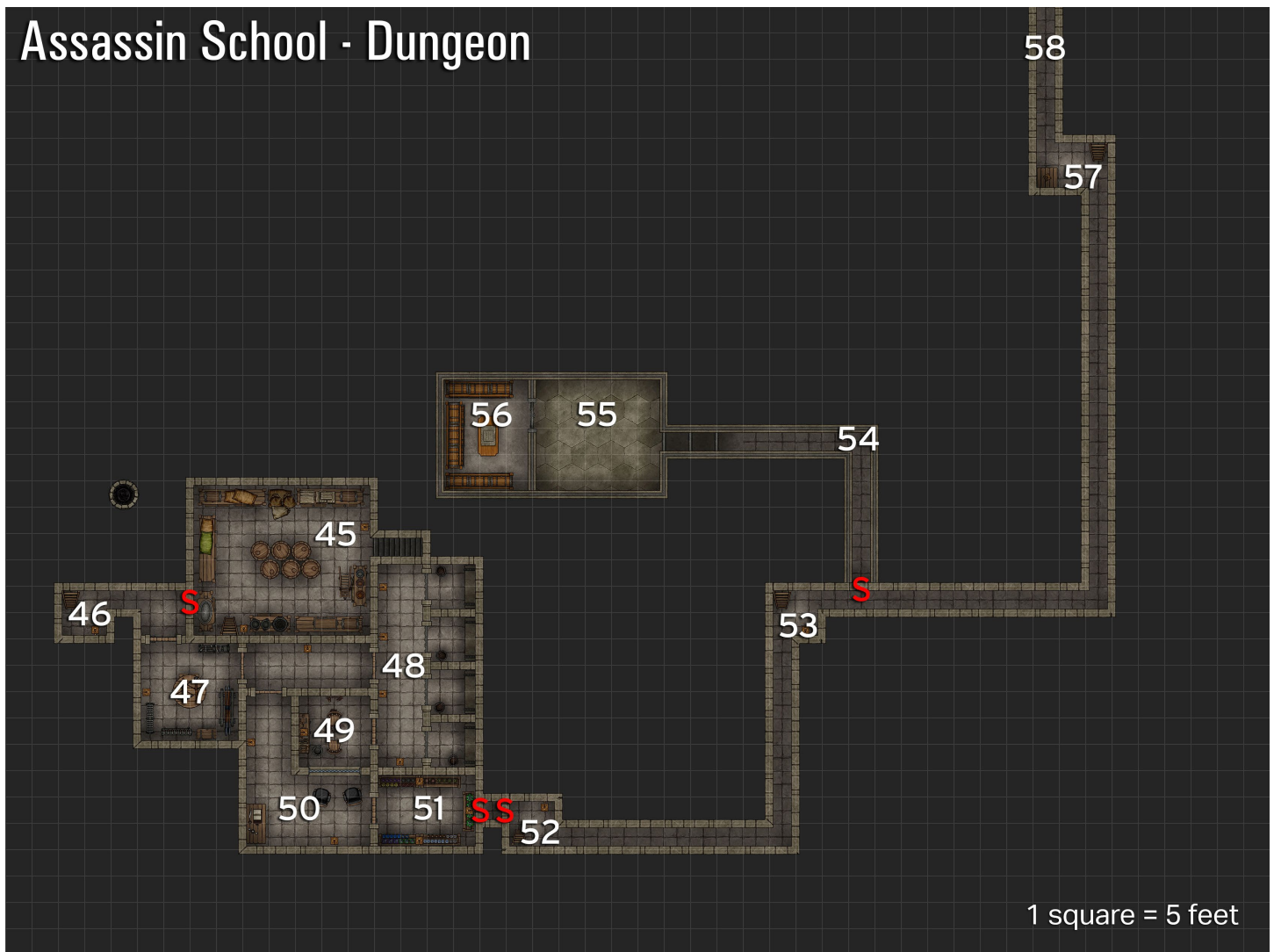
Reviewing the Records Clues

d4 Clue Learned

- 1 The school trains its students to become rogues and assassins.
- 2 Three students discovered the Tablet of Eternity. It rendered them into a catatonic state. A note in the file says that Madame Spear wishes to get rid of it.
- 3 A new medical record details the exam of a man in his mid-fifties who walks with a limp. A note in the file says that he is currently being held in Cell 3. Furthermore, Doctor Dagger recommends that "he not be interviewed for more than one hour per day." A character who succeeds on a DC 10 Wisdom (Medicine) check recognizes that this description matches a missing noble, Hector Tannenbay.
- 4 The school recently hired a wizard for the purposes of "memory modification." The wizard won't arrive until a day after the characters discover this note.



Assassin School - Dungeon



43 - Main Building Attic

Only a small portion of this attic holds storage (see [area 29](#)). Most of it is empty, dusty, and covered in cobwebs. Students from the easternmost dormitory sometimes sneak through the armory ([area 31b](#)) and camp here, trading ghost stories. Evidence of their trespass remains here year around.

A ladder and trapdoor on the west side of the attic offer a way onto the roof.

Clue. Characters who examine the camp at the east end of the attic discover an open journal that shows a map of the downstairs vault (areas 55 and 56). Give the players a copy of this map. There is also a book on divination rituals amid the sleeping bags. Someone tore pages out of the book.

44 - Infirmary Attic

The trapdoor from [area 41](#) leads here to this dusty old attic.

DUNGEON BASEMENT KEYED LOCATIONS

The map above shows the position of the following detailed locations.

45 - Kitchen Storage

Extra kitchen utensils, plates, and preserves go into this dark, dusty basement storage area.

Secret Door. A shelf in the southwestern corner of this area hides a secret entrance to the basement's dungeon.

46 - West Basement Entrance

The secret trapdoor in the western cloakroom leads down to this area.

The door connecting this area to [area 47](#) is locked.

47 - Armory

The guild keeps its ample supply of weapons in this room.

The door connecting this area to [area 46](#) is locked.

48 - Dungeon

The door connecting this area to **area 47** is locked.

The assassins keep vital suspects, perpetrators, and other persons of interest in this four-cell dungeon.

Locked Cell Doors. The barred cell doors are locked. Each door requires a successful DC 15 Dexterity saving throw using proficiency in thieves' tools to unlock. Breaking a door open or bending the bars requires a successful DC 21 Strength (Athletics) check. Otherwise, the doors have AC 18, 25 hit points (damage threshold 5), resistance to piercing damage, and immunity to poison and psychic damage.

Clue. One of the cells—the third one from the top—looks recently used. This is where the headmistresses keep the noble Hector Tannenbay.

49 - Interrogation Room

There are two chairs in this room. The northernmost chair comes with shackles and restraints. A wide array of surgical implements, carpentry tools, and other small weapons line the surfaces of a table pressed against the western wall.

A large mirror covers the south wall. It is a two-way mirror, allowing observers in **area 50** to witness the goings-on here.

The headmistresses pull prisoners into this chamber to extract secrets from them.

Clue. When the characters first enter this chamber (or view it from **area 50**), they discover the noble Hector Tannenbay restrained. Unless encountered elsewhere, Doctor Dagger "interviews" the noble, using various torture devices to pry information out of him. If Doctor Dagger is elsewhere, then it's one of the **school staff members** performing the interrogation. If the characters listen to Tannenbay's answers or free him, they discover Tannenbay is not actually an innocent victim but tried to hold one of the school's students for ransom in exchange for the Tablet of Eternity. The headmistresses rescued the student and captured Tannenbay. Now, they hope to learn why Tannenbay wanted the tablet. Tannenbay claims that a cult of Yil worshippers hired him to recover the artifact.

50 - Observation Room

Two chairs face the giant window built into the northern wall of this chamber. The window is a one-way mirror, granting a clear view of **area 49**.

Clue. When the characters first enter this chamber, they may discover the missing noble Hector Tannenbay restrained to the chair in **area 49**. See **area 49** for details.

The door to **area 51** is locked.

51 - Poisoner's Room

The assassins keep their vast array of poisons in this closet.

Treasure: Poison Collection. This impressive collection contains 10 vials or jars of each of the following poisons.

- ▶ assassin's blood
- ▶ basic poison
- ▶ burnt othur fumes
- ▶ carrion crawler mucus
- ▶ drow poison
- ▶ essence of ether
- ▶ malice
- ▶ midnight tears
- ▶ oil of taggit
- ▶ pale tincture
- ▶ purple worm poison
- ▶ serpent venom
- ▶ torpor
- ▶ truth serum
- ▶ wyvern poison

Treasure: Hidden Key. A character who searches through the jars extensively and succeeds on a DC 20 Intelligence (Investigation) check discovers a vial labeled "Judy." There is a key hidden in the liquid of this vial. This key opens the vault doors between areas 54 and 55 (but not the one to **area 56**).

Secret Door. A pair of secret doors behind the easternmost shelf connect this area to **area 52**.



52 - Secret Entrance

The trapdoor in the music room (area 9b) leads down to this secret entrance.

53 - Secret Entrance

The trapdoor from Madame Spear's office leads down to this secret entrance.

54 - Vault Entrance

A secret doorway in the hallway leads to this narrow hallway.

Blast Doors. Three iron blast doors prevent water from the trap room (see area 54) from escaping into the greater complex. Each blast door is locked, requiring a DC 20 Dexterity saving throw using proficiency in lockpicking tools to unlock. The hidden key in area 51 also surpasses the doors. Only a DC 25 Strength (Athletics) check breaks these doors open. Otherwise, the doors have AC 19, 50 hit points (damage threshold 10), and immunity to poison and psychic damage.

55 - Trap Room

This seemingly empty room is the first part of the guild's vault. The door that leads to the vault proper (area 55) is magically locked. There are six buttons on the door arranged in two columns of three. Beside each button is an image of a weapon. They are, reading left to right and up to down: a dagger, mace, spear, crossbow, longsword, and greataxe. When the characters discover this, give the players the Trap Room Handout from the appendix.

Pressing the buttons next to mace, longsword, and greataxe unlocks this door (as indicated by Madame Spear's journal as well as the students' map of the vault).

Trap: Alarms. Unfortunately, the correct combination doesn't disable the *alarm* trap. If anyone other than one of the headmistresses enters the vault (or triggers the trap), it triggers a silent *alarm* that alerts all three headmistresses to the intrusion. So long as they are still alive and conscious, all three arrive in the basement in 1d6 rounds, joined by a group of ten **school staff members** as reinforcements.

Trap: Flooded Chamber. Any other combination of buttons pushed disables the door's opening mechanism for 24 hours and closes and locks the three doors connecting this area to area 54. Then, the water from the pool directly above this room floods into the chamber at a rate of 2 ½ feet per round (initiative count 20, losing ties). The room automatically drains itself after an hour passes.

Identifying these traps requires a successful DC 20 Intelligence (Investigation) check. Only a successful DC 25 Dexterity check using proficiency in thieves' tools disarms the flooding room trap.

56 - Vault

Multiple wooden treasure chests hold the guild's exorbitant wealth. At the center of the room lies the prized Tablet of Eternity atop a plain wooden table.

Treasure: Guild's Hoard. The assassin guild's hoard includes the items listed in the table below.

- ▶ 100,000 cp
- ▶ 100,000 sp
- ▶ 40,000 gp
- ▶ 20,000 pp
- ▶ 300 gems worth 10 gp each
- ▶ 300 gems worth 50 gp each
- ▶ 100 gems worth 100 gp each
- ▶ 10 gems worth 500 gp each
- ▶ 2 black opals worth 1,000 gp each
- ▶ 1 ruby worth 5,000 gp
- ▶ 100 art objects worth 25 gp each
- ▶ 25 art objects worth 250 gp each
- ▶ 10 art objects worth 750 gp each
- ▶ 5 art objects worth 2,500 gp each
- ▶ 1 jeweled gold crown worth 7,500 gp
- ▶ 10 *potions of climbing*
- ▶ 5 *bags of holding*
- ▶ 2 *bags of tricks*
- ▶ 2 *goggles of night*
- ▶ 2 *potions of invisibility*
- ▶ 2 *ropes of climbing*
- ▶ 1 *amulet of the planes*
- ▶ 1 *bracers of defense*
- ▶ 1 *cloak of the manta ray*
- ▶ 1 *dancing sword*
- ▶ 1 *gloves of missile snaring*
- ▶ 1 *headband of intellect*
- ▶ 1 *helm of comprehending languages*
- ▶ 1 *luck blade*
- ▶ 1 *mace of terror*
- ▶ 1 *mantle of spell resistance*
- ▶ 1 *potion of clairvoyance*
- ▶ 1 *robe of useful items*
- ▶ 1 vial of *sovereign glue*
- ▶ 1 vial of *universal solvent*
- ▶ 1 *wand of secrets*

Cursed Items. One out of five copper pieces in the hoard is enchanted. The coins do not radiate magic, as an *arcaneist's magic aura* spell protects them. A creature that removes one of these coins from the vault becomes magically cursed. Until the curse ends, the target is marked; all creatures have advantage on any Wisdom (Perception) or Wisdom (Survival) checks made to find it. Returning the coins to the vault removes the curse. The *remove curse* spell and similar magic also removes the curse.

AFTERMATH

Treasure: Tablet of Eternity. The Tablet of Eternity is the artifact that the characters seek. It radiates a strong aura of divination magic. This adventure doesn't provide information on the tablet's function, as it only serves as a plot device to motivate the characters. Learn more about the Tablet of Eternity in the *Seekers of Yil Megamodule* from DMDave, or fit its effects to your campaign.

57 - Secret Entrance

The trapdoor from Doctor Dagger's office (area 27) leads to this part of the basement.

58 - Escape Route

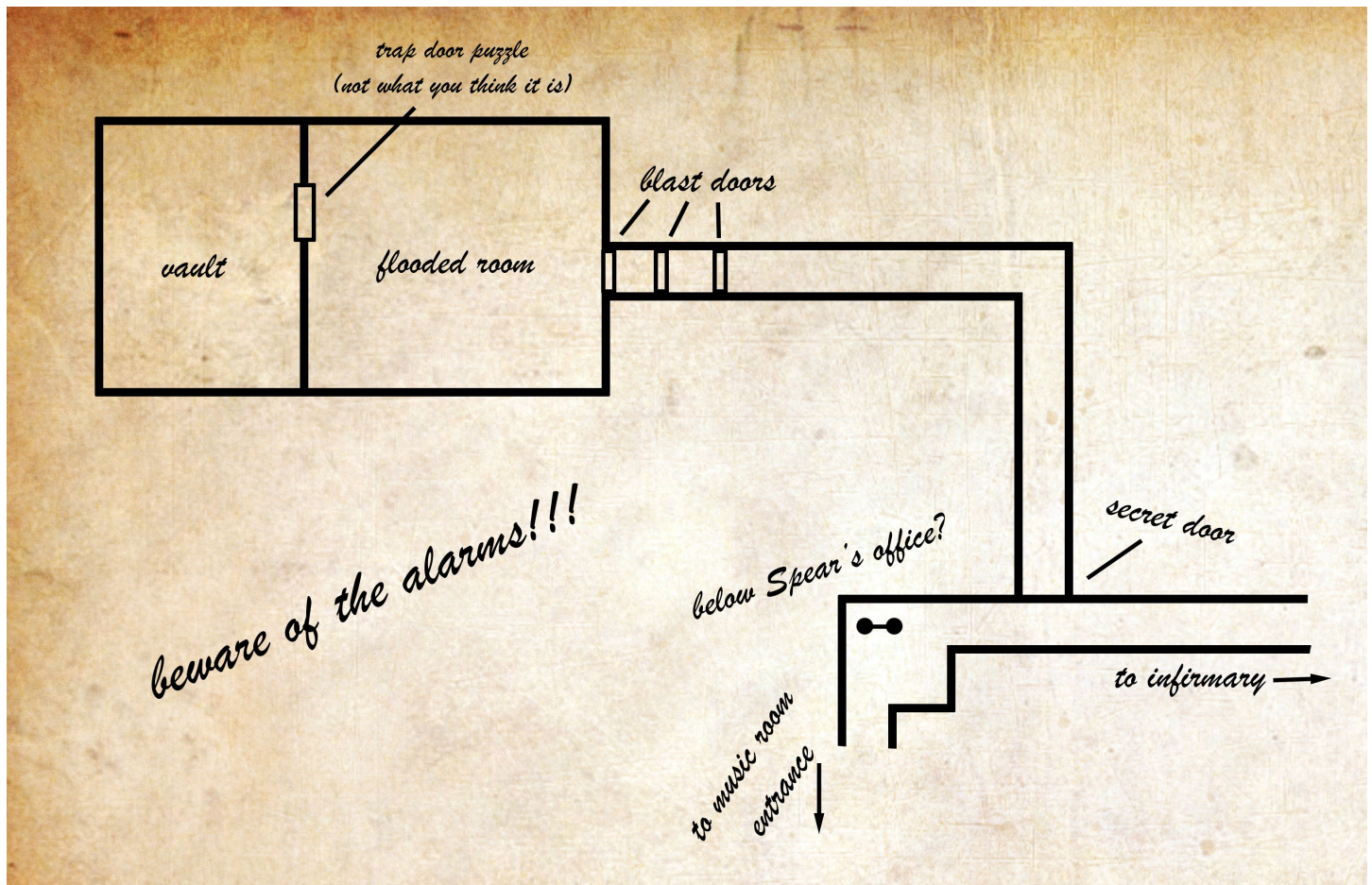
If the guild needs to escape, they may do so via this route. The passageway goes north for 2,500 feet, then exits through a cave into the forest behind the school.

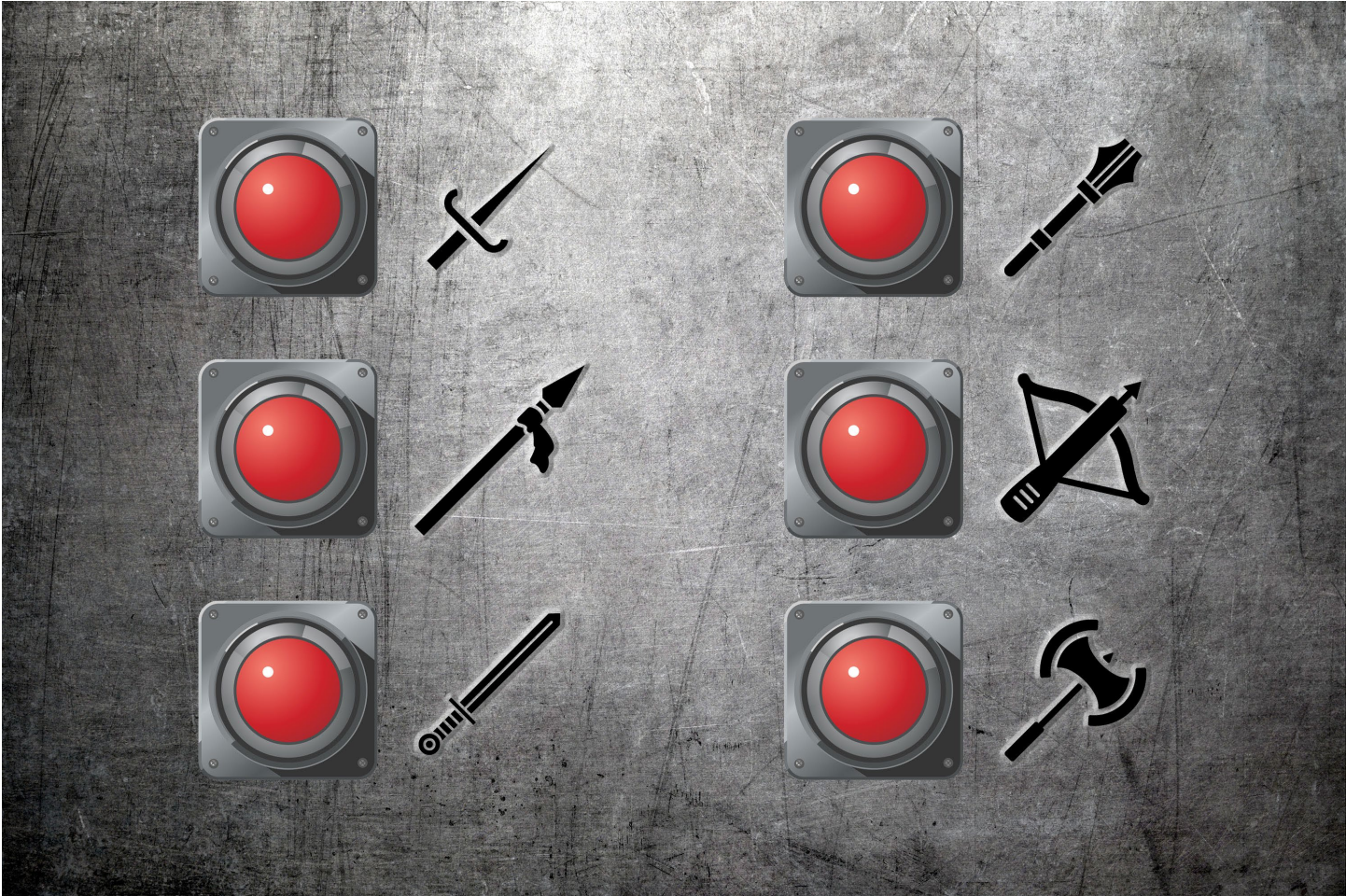
The best outcome for the characters is to convince Madame Spear to relinquish the tablet to them. Insightful and cautious, Spear won't give them the item unless she trusts their intentions are good. If the characters harm the school's students or staff members or project an evil persona, she refuses to give them the item. Characters captured by her will have their memories modified and made to forget they ever entered the school in the first place.

If the characters manage to escape with the guild's sizable treasure hoard, the headmistresses stop at nothing to hunt them down. Dozens of assassins from around the world—all trained by Madame Spear and her associates—attack the characters on an almost daily basis. Despite the wealth gained from the school, the characters may never know peace. Ω

APPENDIX

VAULT MAP HANDOUT





MADAME SPEAR

The school's highest authority, Madame Spear, makes all the significant decisions for the school. Easily noticeable—she stands 6-feet-2-inches—when Spear walks through the school, students and staff members alike step out of the way for her. A person of few words, a quick glance from her is enough to intimidate her subordinates into action. Only her sister, Doctor Dagger, is brave enough to challenge her authority—but only in private.

Madame Spear

Medium humanoid (human), neutral

Armor Class 18 (+1 studded leather armor, shield)

Hit Points 187 (34d8 + 34)

Speed 30 ft.

STR
18 (+4)

DEX
16 (+3)

CON
13 (+1)

INT
16 (+3)

WIS
14 (+2)

CHA
15 (+2)

Saving Throws Str +9, Con +6

Skills Acrobatics +8, Athletics +9, Insight +7, Intimidation +12, Perception +7, Stealth +13

Senses passive Perception 17

Languages Common, Dwarvish, Elvish, Thieves' Cant

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Brave. Madame Spear has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Madame Spear hits with it (included in the attack).

Legendary Resistance (3/Day). If Madame Spear fails a saving throw, she can choose to succeed instead.

Superior Critical. Madame Spear's weapon attack rolls a critical hit on a roll of 18-20.

ACTIONS

Multiattack. Madame Spear makes four melee attacks or three ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if wielded with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Intimidate. Madame Spear targets one creature that she can see within 30 feet of her that can see her. The target must make a DC 15 Wisdom saving throw. On a failed saving throw, the target becomes frightened of Madame Spear for 1 minute. While frightened in this way, Madame Spear has advantage on attack rolls made against the target. The target may repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A target that succeeds on its saving throw or the effect ends for it is immune to Spear's Intimidate.

BONUS ACTIONS

Second Wind (Recharges on a Short or Long Rest). Madame Spear regains 25 hit points.

REACTIONS

Parry. Madame Spear adds 4 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

Madame Spear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Madame Spear regains spent legendary actions at the start of her turn.

Move. Madame Spear moves up to her full movement speed without provoking attacks of opportunity.

Spear. Madame Spear makes one melee attack with her spear.

Stealth (Costs 3 Actions). Madame Spear takes the Hide action.

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