

ESCAPE FROM THE DINKINS BUILDING

A SINGLE-SESSION ADVENTURE FOR PARTIES OF LEVEL 2-5

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SUMMARY

Having fallen asleep during a mandated training, the party awakens to find themselves trapped in the haunted basement of the Dinkins Building. To escape, they must face a series of challenges and find the sign-in sheet that proves they attended, lest they be cursed to repeat the training, forever.

This adventure assumes a four-hour playing time for experienced players and Game Masters. For a shorter version of the adventure, eliminate the Vendor Holding Room, Bid Processing Room, and Break Room and redistribute the subway tokens as needed (see “*Special Rules*”).

ADVENTURE HOOK

The members of the party have all been summoned to the Dinkins Building, an ancient structure located deep in the heart of the City, to receive their biennial mandated adventurer’s training on a variety of topics. Elaborate on the sorts of issues that might be covered, including security procedures on raven messages, regulations for the safe storage of broadswords, and of course EEO.

One session that the adventurers are surely going to look forward to is the training offered by the **Conflicts of Interest Board**. A successful History or Investigation check by the party (DC 10) will cause the characters to recall that COIB is responsible for ensuring that all adventurers are aware of the City’s ethics regulations. COIB’s Education & Engagement Unit exclusively hires Bards and Sorcerers to make this otherwise-dry topic passably entertaining – occasionally, they even create ridiculous supplemental materials outside of the mandated trainings themselves: anything, literally anything to help adventurers keep the City’s ethics laws in mind day-to-day.

Unfortunately, the COIB training has been scheduled in the middle of the day, which is otherwise packed with less... stimulating sessions, and the adventurers were up late last night clearing out a knot of goblin influencers that had nested under the Williamsburg Bridge and then celebrating at a local tavern in Tribeca.

SPECIAL RULES FOR THIS MODULE

The Dinkins Building is suffused with inchoate City magic. Thus, while within and beneath its walls, adventurers find themselves subject to certain restrictions on their actions.

SUBWAY TOKENS

In order to enter the subway station that leads to the end of the module, each character will need a **subway token**. Being obsolete anywhere other than this one station, these tokens are essentially worthless; for the purposes of this adventure, the taking of them does not represent a tip, gratuity, or other prohibited gift.

There are three locations where these can be acquired: the **Elevator Bank**, the **Server Room**, and the **Bid Processing Room**; this ensures that the players will need to “solve” every room in the module. It is left up to the GM which of these locations will provide multiple tokens, such that every party member will ultimately receive one.

If you wish to allow the party the option of bypassing rooms, offer additional tokens at each location, in other locations, or both.

ENFORCEMENT PENALTIES FOR VIOLATIONS

If the players violate any of the Laws of the Realm (specifically, Chapter 68 of the New York City Charter), or aid or encourage an NPC in breaking them, the party is subject to an **enforcement penalty**. Opportunities to violate the law are indicated in the room descriptions; however, as the GM, you may rule at your discretion that any illegal action or instance of aid or encouragement merits a penalty.

When a violation has occurred, one of the party members rolls one of their hit dice (if one player was the primary instigator of the violation, that player rolls; otherwise, the party may decide as a group who will “take the hit”). The player then reduces their current and maximum HP by the amount rolled, to a minimum of 1 HP. This effect **cannot be removed by any means** except by the Coordinator of Trainings, who will do so upon the completion of the adventure.

For low-level parties, the GM may opt to have a player take only half of the HP reduction, rounded down. For particularly egregious or willful violations, or for high-level parties, the GM may opt to have *each member* of the party roll.

THE DINKINS BASEMENT

The players arrive directly via portal to the training room. The portal closes behind them and vanishes.

0. THE TRAINING ROOM

The training room is located in the basement of the Dinkins Building and is approximately 12 feet by 20 feet, lit by buzzing fluorescent panels set into the ceiling. The walls are plaster with peeling beige paint. There are some beat-up chairs and tables. An empty water cooler sits by the single door to the east.

If the players inspect or attempt to open the door, note that it has a code lock and appears un-pickable. Give the players a few moments to introduce themselves and look around before **Bob, Coordinator of Trainings**, arrives to officially begin the day. He carries a **sign-in sheet**, which he sets on the table. He reads from a prepared introduction:

"In the interest of promoting efficiency, today's training will consist of numerous, consecutive instructional sessions. You will be here for some time. I will return after all of the mandated sessions have been concluded to collect this sign-in sheet. You must sign the sign-in sheet, or your trainings will not count, and you will be required to attend all of the day's trainings again. Should you forget to sign the sign-in sheet on the second day, you will be required to attend a third day of trainings, and so on. Our first presenter will be..."

By this time, inform the players that their characters have already fallen into a deep sleep.

After some time, the party awakens to find the room empty. The sign-in sheet is gone, though the COIB trainer left some copies of the **Plain Language Guide** (see **Appendix**) on the table. Players who search the table or pick up a copy of the PLG also find a sticky note with **"6-8-6-8"** written on it. This is the door code and the only way out of the room.

There is nothing else of interest in the training room, nor has there ever been.

1. BASEMENT HALLWAY

The training room opens onto a twisting passageway, approximately 10 feet wide. Fluorescent lights and beige paint give it a drab municipal look.

The party can see a **broom closet** door standing slightly ajar immediately across from the training room.

As they move south and east along the twisting hallway, they come across a **rocky passageway** leading off to their right and an **elevator bank** on their left. After another turn in the hallway, they encounter a door on their left with a paper sign taped to it that reads **"Break Room"**. This part of the hall corners on a **statue** of Fiorello La Guardia standing amidst a pile of burnt and discarded artichokes. Beyond it is a heavy, well-worn

door marked **"Server Room"**, followed by two more doors on the right labeled **"Vendors"** and **"Bid Processing Office"**. Just beyond that, the hall terminates in a large, ornate, unlabeled **door**.

STATUE OF LA GUARDIA

The statue of La Guardia, life-size at 3 feet high, is a magic trap, detectable on a Perception skill check for anyone searching this section of the hallway for traps (DC 10), or by anyone with a Passive Perception of 15+.

Stepping on a hidden pressure plate in front of the statue causes it to spit fire in a 10-foot cone directly in front of it. Anyone caught by the flames takes 22 (4d10) fire damage, or half damage on a successful saving throw (Dexterity, DC 13).

The trap can be disabled by placing a wedge under the pressure plate, casting dispel magic (DC 13), or stuffing an artichoke in the statue's mouth. The plate can also be jumped or stepped over carefully, if a character is aware of it. Award 50 XP if the party disables the trap.

2. BROOM CLOSET

The door to the broom closet is slightly ajar. There are various office supplies here and a large basket of potions with a note attached.

The note reads:

"Hope the training day wasn't too rough, but this should help you all recover. Signed, your fave vendor, Steve of Steve's Staves, proudly supplying the City's Managerial Staff Managers with Managerial Staves since 1976."

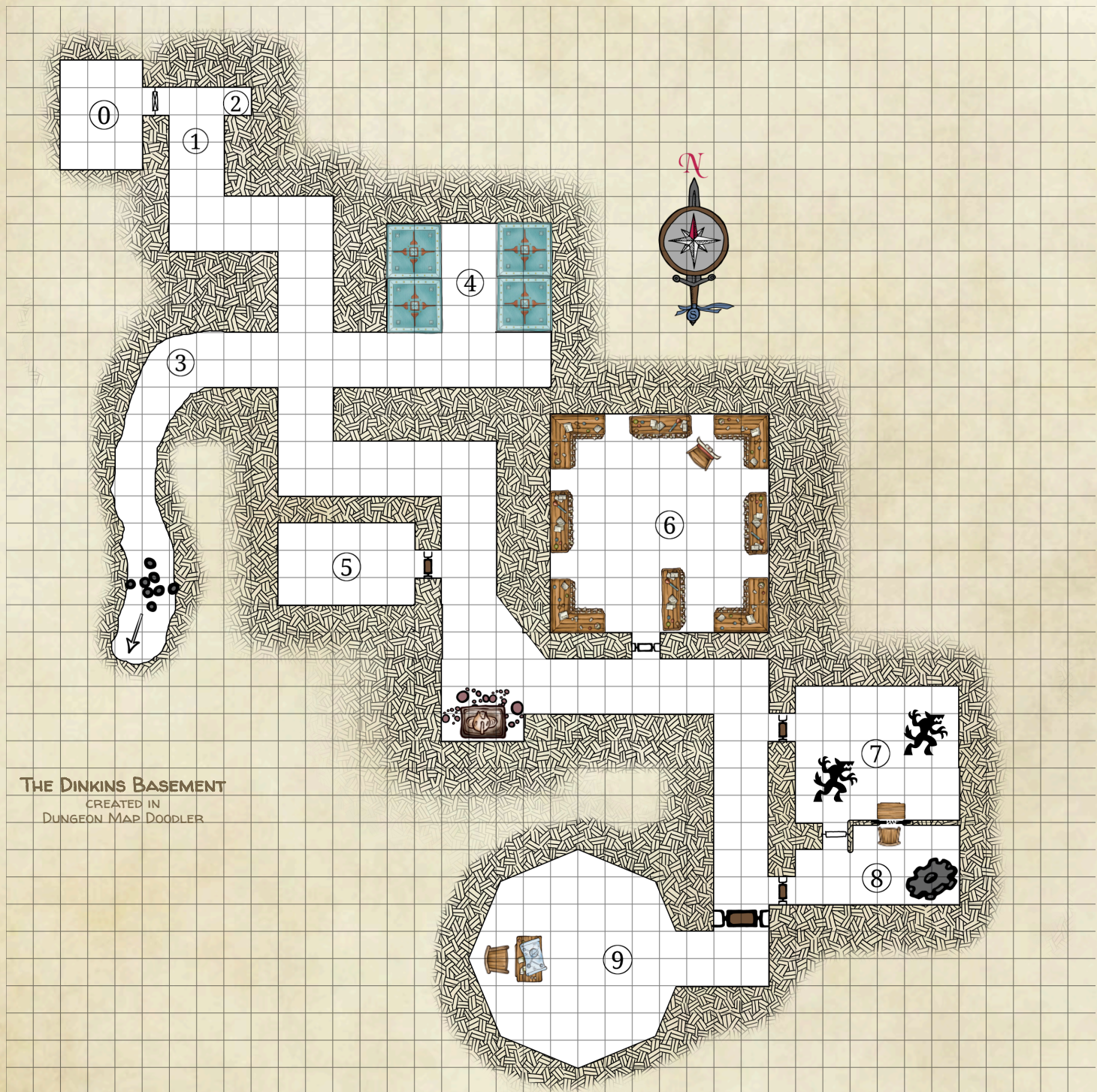
The basket contains 2 Potions of Healing, 1 Potion of Fire Resistance, and 1 Potion of Haste. A Detect Magic spell reveals Abjuration energy coming from the basket.

Taking one or more potions (even just "for later") represents a **violation** of the Valuable Gifts Rule (as each potion is worth 50GP or more) and triggers an enforcement penalty. An attempt to drink one of these potions will fail, violently, as COIB has the power of **disgorgement**, which is apparently to be taken literally in this accursed basement.

Award 50 XP if the party decides to leave the potions untouched.

3. ROCKY PASSAGEWAY / ABANDONED SUBWAY ENTRANCE

The hallway branches off to the right into something more akin to an unfinished tunnel, lit by torches. Natural crystal formations protrude from the rock walls, catching and reflecting the torchlight and humming with the City's natural psychic energy.



Following the tunnel as it curves and winds, the party eventually comes upon an abandoned subway station, whose entrance is guarded by a single, full-body **turnstile**. The station beyond beckons, with bright green and white tiles and an arching stained-glass ceiling.

The briefest glance at the turnstile will confirm that it, like everything else in the Dinkins Building, is unspeakably ancient and barely functional. There is a narrow, coin-sized slot embedded in the righthand frame post. Players trying to fit coins into the slot will

find that they don't quite fit, but a DC 10 History or Investigation check will cause a player to remember that the City's subway system used to operate on custom-made tokens, one for each rider. Perhaps some can be found elsewhere in the basement...

Inserting a subway token into the slot will allow one person to pass through the turnstile, which then locks behind them. An unbreakable magical field prevents

small-sized creatures from doubling up in one trip, or from destroying or defeating the turnstile in any way.

Warn players who try to use the turnstile before everyone has a token that they risk splitting the party. Should they persist and go through anyway, they will have to wait here while the others attempt to secure additional tokens. Once the whole party has passed through the turnstile, go to the next zone, **Abandoned Subway Station**.

4. ELEVATOR BANK

An elevator stands open just off the hallway. Inside is a bored-looking **attendant** in a Department of General Services (DGeS) vest.

If players attempt to use the elevator to reach the surface, the attendant, whose name is **Winston**, will helpfully inform them that, although this is a City building, the elevators are under State jurisdiction. It doesn't make any sense to him either, but that's how it is.

If the players attempt to force their way past the attendant, he won't try to stop them, but they will find that the floor buttons will not activate. Any attacks harmlessly glance off Winston's mighty DGeS vest; he doesn't respond to violence with any attacks of his own, as battling adventurers is outside his title.

If players inquire how Winston, also a City employee, gets to work, or gets home, he'll shrug. It's also outside his title to consider such questions.

Winston is bored, working all day in an elevator that he cannot operate. He'd like to travel around the City and work on elevators that actually function. He'll ask the players if they have any scuttlebutt, information that they've obtained only by virtue of being adventurers for the City. **Perhaps some other less-boring job that he might apply for will come up soon?** If the players tell him any specific, confidential information, especially about the draft job posting found in Area 9, Winston will be very appreciative, but it would be a **violation**.

Alternately, players can encourage Winston to generally keep his eyes open (Persuade, DC 10), or that his job is actually pretty great and he shouldn't be so quick to seek another one (Deceive, DC 15).

Winston will also ask for the basement Wi-Fi password (which recently changed) so that he can at least briefly check his e-mail on his personal cellphone. This would *not* be a violation, as it would be minimal, incidental, and personal: a textbook example of **Acceptable Use**.

If the players help Winston in any way, he provides them with one or more **subway tokens**.

5. BREAK ROOM

The break room is a standard office with a coffee machine, fridge, folding table, and motivational poster, which reads "PARTY BALANCE: Not Just a Good Idea; Required by the City Charter."

Several **skeletons** and a **skeleton foreman** sit around the table locked in a loud argument.

These City skeletons are part of the skeleton union (Local 206), and their argument revolves around a number of things that the foreman has proposed to sell to his subordinates: a car, a house, a computer, a fur coat, and tax preparation services. The subordinate skeletons are adamant that if they buy anything worth more than \$25 from the foreman, they could all "go to jail." Which doesn't seem right, does it? That can't be the way things work. The foreman, for his part, feels insulted. "These are bargain prices!" he says. The argument spins off in new directions and tangents, and any work orders will be brushed aside until it can be resolved (which it shows no signs of doing on its own).

At some point, the foreman demands that the other skeletons show him where in the regulations it says he can't sell stuff to his guys. They turn to the party, and the PLGs they're all holding, and ask for a ruling.

If the party points out that this would be a prohibited **prohibited superior-subordinate financial relationship**, the skeletons are satisfied (although the foreman is disappointed, he recognizes the importance of abiding by the rules; he self-reports to COIB that he misused his City position when he suggested to his subordinates that they buy his stuff). If the party tells the skeletons it sees no problem with the boss selling things to his subordinates, that's a **violation**.

Their argument now resolved, the skeletons are receptive to any requests for help from the **Bid Processing Office**. When presented with a work order for the machine there, a skeleton will helpfully break off a rib and provide it to the players to repair the machine with ("why do you think it's called the Break Room?"). This "skeleton key" will fix the machine in that room.

Their discussion turns to finding a replacement for their friend Gary, who left City service some years ago to work in a private sector dungeon, and whose job posting, which involves lift maintenance throughout the City, has been publicly posted but vacant for some time. Enterprising players might direct Winston at the **Elevator Bank** to this information, which would not be confidential.

Reward 50 XP for solving the skeletons' argument consistent with the law.

6. SERVER ROOM

The door is slightly warm to the touch. It is not locked. Entering, the players stand in a 40x40 room with floor-to-ceiling banks of computer equipment along each wall. Wires run from one rack to another, into the ceiling, and (presumably) into the rest of the Dinkins Building. Sitting on a comfortable golden throne in the far corner is a **woodchuck with an eyepatch**, focused on a City-stickered laptop perched on one of the chair's arms.

Unless the players entered stealthily (roll stealth vs. perception), the woodchuck immediately turns to face them and says "Oh, good. You're here. What's the new wifi password?"

The woodchuck is, in fact, **Staten Island Chuck**, who runs an extensive cryptocurrency mining operation from this room. Chuck was presumed deceased years ago; as he'll readily but somewhat bitterly explain, he's had to fake his death and go underground ("literally") to avoid his well-connected enemies in the cryptocurrency business.

Recently the Wi-Fi password was changed, interrupting his mining efforts, and he doesn't dare leave the room for fear of being discovered. He will task the players with finding the new password; in exchange, he will grant them information that will help them escape the basement. If pressed or persuaded, he will suggest that the offices at the end of the hall are the likeliest locations for the password.

If the players share the password (which they can indeed discover in those offices), this is a **violation**, a

Misuse of a City Resource for a business purpose. Nevertheless, Chuck will happily type it into his laptop and set to work, informing the party that the **Abandoned Subway Station**, which is back down the hall, has a service stairway that they could take to the surface.

He will also toss them one or more **subway tokens** as thanks.

If the players refuse to help Chuck, or try to take the laptop away, pointing out that it's a Misuse of City Resources to operate a cryptocurrency mining operation using a City laptop or electricity, Chuck will grow angry and attack them.

Upon his defeat, Chuck will resurrect and tell the players to leave, preferably by the subway "like the rats you are," giving them the **subway tokens** as an incentive to leave him alone.

Should the party be defeated, they will awaken outside the door (which is now locked), having taken a **short rest**, covered in woodchuck bite marks. Better get those looked at later.

Fortunately, from their vantage point on the floor they discover one or more **subway tokens** lying in a forgotten corner of the hallway.

If the players fight and defeat Chuck, award them 700 XP.

STATEN ISLAND CHUCK

Small beast (immortal woodchuck), Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 36 (8d6+8)

Speed 30 ft., burrow 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Dex +4, Con +3

Skills Stealth +4

Damage Vulnerabilities fire

Damage Immunities necrotic

Condition Immunities grappled

Senses darkvision 60 ft., passive Perception 11

Languages Common, Undercommon

Challenge 3 (700 XP)

Immortal Curse. Chuck cannot die or be killed. If he would be reduced to 0 HP, he instead takes a free reaction to burrow, emerging on his next turn at full health but in a mood to talk rather than continue fighting.

Teeth of Iron. Instead of his move action, Chuck can burrow through the solid stone floor to emerge on his next turn within 15 feet of his current location. On a successful Stealth check, he cannot be targeted while underground and has advantage on his next attack.

ACTIONS

Multiattack. Chuck makes two attacks: one with his bite and one with his claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) slashing damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, Chuck can bite only the grappled creature and has advantage on attack rolls to do so.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 7 (2d4 +2) slashing damage.

Six Weeks of Winter (recharge 5-6). Chuck stands in front of a light source, revealing his shadow, and exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

7. VENDOR STORAGE ROOM

As the party enters, they are confronted by the smell of wet fur and money in equal amounts. **Werewolf vendors** snarl and hiss and demand to be seen by **Grace**, the lone public servant covering the window at the far end of the room. The room has a few scattered chairs, most of which have been thrown against the wall in rage.

A flimsy swinging door by the bidding window is labeled “City Employees Only” and leads to the **Processing Office** area where Grace sits. Although driven nearly mad with rage at not being served, the werewolves do not dare cross the threshold.

The werewolves have been locked in this room for hours, waiting for their bids to be processed. They will not leave until that can happen. Most have been reduced to frankly reductive stereotypes of either werewolves or hustle-grindset entrepreneurs (or, somehow, both).

OVERHEARD FROM THE PACK

Roll	Quote
1	“My business is like a family; nobody knows each other’s salaries.”
2	“This whole building could be on the blockchain!”
3	“Twenty-five years of experience in straw, stick, and brick-backed securities!”
4	“Imagine this entire place in beautiful high-res VR...and much worse!”
5	“I’m gonna huff and puff and blow this entire housing market down!”
6	“ <i>feral wolf noises</i> the Deficit!”
7	“This delay only motivates me to grind harder.”
8	“Awoooooo baby! Interest rates!”
9	“I ate my lobbyist but I can always get another.”
10	“Yeah, they made me sign an NDA: Non-Devour Agreement.”

One vendor approaches the party, handing them a card (it says BB Wolf, inc – “call me Bigby”). **Bigby** knows how to spot two things: the scent of a single drop of blood from a dozen miles away and opportunity, and it’s the latter he’s after today. Something has gone very wrong with the system: usually bids are processed quickly, but nothing seems to be happening. Perhaps if the players would offer Grace a sizeable “donation,” his bid could be the one that gets accepted, and quickly? He would of course repay them for any... expenses.

If the players recognize that this is an attempt at a bribe (an obvious **violation**) and refuse, Bigby will instead offer to hire the party as “consultants” and have them represent his company at the window, where they are likely to receive a warm welcome as fellow City workers. He will pay them a reasonable fee for their time, of course. However, this would ALSO be a **violation**: a Compensated Appearance before the City on behalf of a private party.

If the players refuse to help Bigby, he will simply rejoin the others in howling (literally) for a timely resolution to the bidding process.

8. BID PROCESSING OFFICE

Entering through the swinging door, the party finds themselves in a cluttered, crowded office area. Much of the back corner is taken up by an elaborate machine stuffed to the brim with papers. A harried public servant sits at the window and tries to appease the vendors.

The public servant, **Grace**, has been here for many hours (possibly days, possibly years), taking bids but from the vendors but unable to process them as the machine to do so is broken. She has a **work order** for the Skeleton Union to come and fix it, but she can’t leave the window to deliver it, as she is the only person on staff and allowing the werewolves to roam about unsupervised would be unspeakably dangerous. “I swear, I hate this situation almost as much as La Guardia hated artichokes” she mutters. “And it’s not like I’m getting comp time for this. If I can just process these bids I can get on the subway and go home.”

She’ll be grateful if the party can track down the skeletons, give them the work order, and get them to fix the machine. The machine was made when skeletons were a much bigger part of City government, and requires them though how exactly they would fix it is beyond Grace’s knowledge.

Investigating the machine (Investigation, DC 15) reveals a small notch that would appear to take a curved object that ends in a point. However, there is no such object nearby.

Once the players return with the **Skeleton Key** and insert it into the notch, they can easily tighten a bolt that had come loose, and the machine immediately springs to life. The bids are processed in short order, and Grace rewards the players with one or more **subway tokens** and her sincerest thanks.

9. OFFICE OF THE SPECIAL COMMISSIONER OF ELECTIONS AND HORSE SANITATION

The doors at the end of the hall open out, revealing a sumptuous and well-appointed octagonal office. Sturdy bookshelves contain numerous first edition novels and texts; a chandelier sends beautiful light throughout the room. There’s even one of those globes that flips open and is actually a liquor cabinet. Behind a large desk covered in official-looking documents and paperwork sits a man appearing perhaps 40 or 50, dressed in a finely tailored waistcoat and sporting a fashionable monocle and moustache.

The man is **Harrison Coleman III, Esquire, Special Commissioner of Elections and Horse Sanitation**. Nobody has visited Mr. Coleman in quite some time, but technically, his agency was never formally abolished, just forgotten when Tammany Hall fell. He has thus continued its extremely important work for the past century, mostly by publishing newsletters for a small but loyal audience.

“Would you like to read the latest one?” he asks. If the party says yes, he’ll tell them the new Wi-Fi password (**bosstweed123, no capitals**). If they decline, he’ll tell them the password anyway, so they can enjoy the newsletters at their leisure.

The newsletters are full of limericks, and the party is surprised to see just how many words rhyme with “manure.”

On top of the papers on the desk is a **draft of a job posting** for an elevator-attendant job at Gracie Mansion. The pay and benefits are startlingly good. The posting is marked “*CONFIDENTIAL DRAFT: not yet public knowledge.*”

ABANDONED SUBWAY STATION

The walls are tiled in green and white, with graceful archways at regular intervals. The arches support a gorgeous but decaying 30-foot-high stained glass ceiling that throws colored patterns onto the concrete floor below. The station is beautifully illuminated by globes suspended in chandeliers. A beat-up wooden bench, some trash cans overflowing with food debris (including numerous discarded pizza boxes), and huge piles of garbage bags remind you that even though you’re in a very pretty subway station, it’s still, ultimately, a subway station.

To the west, the platform ends in a 5-foot drop (indicated with a bright yellow safety line). Beyond, the electrified subway track curves into the darkness from the southwest to the northwest.

Players enter the station at the top of the stairs (see map).

GARBAGE PILE

A pile of trash stretches to the ceiling and smells terrible. It is impassable and precariously balanced. Characters investigating the pile, or with 13+ Passive Perception, will discover a fat envelope amongst the garbage. The envelope has a note on it: “thanks for taking our trash away; here’s a little something extra for the good work you’re doing for the City” and contains 40 gold. Keeping the gold (a Prohibited Tip) is a **violation**.

Disturbing the pile in an attempt to obtain this letter will also cause a **garbavalanche**, which is an avalanche of garbage. Any characters standing within 10 feet of the pile take 1d6 damage from falling debris unless they make a Dexterity saving throw (DC 12 to take half damage; all damage avoided on a 16+). Any characters damaged by the garbage must then make a Constitution saving throw (DC 12) or be Sickened, granting disadvantage on attack rolls and ability checks. Sickened characters may roll to remove the condition with a Wisdom Saving Throw (DC 10) after getting some fresh air for 10 minutes, their first and every subsequent round of combat, or upon being magically healed, whichever comes first.

Even after a garbavalanche, the garbage pile remains impassable, meaning exit through this area is not an option.

PIZZA BOXES

The pizza boxes by the trash cans contain 3 (1d4+1) half-eaten **slices of pizza**. After the rats attack, a character may use an action to pick up a slice and throw it to a location on the ground within 30 feet. The nearest rat will immediately move towards the slice and spend 1d4 turns eating, unless attacked.

WOOD BENCH

It is covered in graffiti dating from at least the Beau James Administration. Crouching behind the long side of the bench offers **half cover**.

GLASS CEILING

At the GM’s discretion, glass falls from the ceiling onto a 5-foot area below. Any creature underneath takes 6 (1d10) slashing damage, or half damage on a successful Dexterity saving throw (DC 12). The affected area is subsequently difficult terrain and causes 4 (1d6) slashing damage to the first creature passing through it, which removes the glass shards.

Characters may also intentionally target the ceiling with a ranged attack to cause glass to fall in a specific spot or spots. A hit causes glass to fall where desired; a miss either doesn’t break the glass at all, or causes it to fall in a random nearby location, per GM’s discretion.

THE TRACKS

The tracks beyond the platform are considered difficult terrain. Any creature that falls or is pushed off the platform takes 4 (1d6) falling damage, and must also make a Dexterity saving throw (DC 10) to avoid coming into contact with the electrified third rail and taking 18 (3d10) lightning damage. Climbing up from the tracks requires either an Athletics or Acrobatics skill check (DC 10); there is also a ladder at the south end of the platform.

RATS

As players explore the station, they will be set upon by **Giant Rats**, led by a **Giant Rat King**. Rats spawn from the tracks and garbage pile as deemed fit by the GM, until the Giant Rat King is dead and the number of rats is reduced below one per adventurer, whereupon any remaining rats flee on their next turn.

Award XP for any Giant Rats / Giant Rat King killed. They have nothing of value for the party.

EXIT

There is a service stairwell to the northwest, at the edge of the platform. If the party manages to make it to the exit without defeating the rats, allow one final attack from each surviving rat.

GIANT RAT KING

Huge monstrosity (King of the J-Train), Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10+16)

Speed 40 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	14 (+2)	8 (-1)	11 (+0)	5 (-3)

Saving Throws Str +5

Damage Vulnerabilities fire, radiant

Damage Immunities necrotic

Condition Immunities frightened

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 10

Languages understands Infernal

Challenge 2 (450 XP)

Strong Stomach. The Rat King has advantage on saving throws to avoid the effects of rotten food or incapacitating spells.

Many Heads. The Rat King has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

ACTIONS

Multiattack. The Rat King makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (2d4 +3) slashing damage.

Clear the Train (recharge 5-6). The Rat King shakes out its damp, disgusting fur, spraying trashwater and subway juice in a 15-foot radius around it. Each non-rat creature within range must succeed on a DC 11 Constitution saving throw or take 1d4 poison damage and be poisoned until the end of the Rat King's next turn.

DINKINS LOBBY (SOUTH)

The party emerges from the stairwell into the lobby of the Dinkins Building, a Beaux Arts masterpiece with sweeping arches, banks of elevators, and public servants bustling about the business of the taxpayers. The stairwell door locks behind them.

Bob, Coordinator of Trainings, is among the crowd with the sign-in sheet under his arm.

Upon request, Bob will provide the party with the opportunity to complete the sign-in sheet. However, since he noticed that they did fall asleep during the training, he will quiz them on some aspects of the Conflicts of Interest Law to ensure that they still understood it. They may consult their Plain Language Guides and discuss, and he will gently correct any misunderstandings.

Once satisfied, he will provide them with the sign-in sheet and quill, where they may enter their names and thus be released from the curse of mandated training, at least for two years.

He will also provide each party member with a **Bracelet of Advice**.



BRACELET OF ADVICE

Wonderous Item, Uncommon (requires attunement)

A beautiful bracelet consisting of seven stone crystals, (not unlike the ones in the **Rocky Passageway**) tied to a small leather band. Each crystal glimmers with light and powerful spiritual energy. From certain angles, the numbers **4-4-2-1-4-0-0** are visible and pulse softly.

The crystals, which may each be activated for one conversation before their light fades, function during business hours and recharge each week. Speaking into them connects the wearer with the Warlock of the Day at the Conflicts of Interest Board, who can provide sage advice on the wisest course of action.

The Warlock's name is, literally, **Sage Advice**.

Award the party members an additional 700 XP for successfully completing the adventure.

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Conflicts of Interest Law Plain Language Guide*

1. **Misuse of Position.** Public servants may not use their City positions to benefit themselves, their close family members, or any person or firm with whom they have a business or financial relationship.
2. **Misuse of City Time and City Resources.** Public servants may not pursue personal activities (especially business or political activities) during times when they are required to work for the City, nor may they use any City resources (such as City supplies, letterhead, telephone, e-mail, computer, or equipment), their City title, or City personnel for any non-City purpose.
3. **Gifts.** Public servants may not accept anything valued at \$50 or more from any person or firm that does or seeks to do business with the City.
4. **Gratuities.** Public servants may not accept anything from anyone other than the City for performing their official duties.
5. **Volunteer Activities.** Public servants may have an unpaid position (such as a board member) at a not-for-profit with business dealings with the City if they do this work on their own time, the not-for-profit has no dealings with their City agency, and the public servant is not involved in the not-for-profit's business with the City. If the not-for-profit has dealings with the public servant's City agency, they may only have the position with their agency head's approval.
6. **Seeking Other Jobs.** Public servants may not seek or obtain a private sector job with any person or firm with whom they are dealing with in their City job.
7. **Moonlighting.** Public servants may not have a job with any firm that does business with the City. For certain part-time public servants, this prohibition applies only to their City agency.
8. **Owning Businesses.** Public servants may not own any part of a firm that does business with the City, nor may their spouses, domestic partners, or unemancipated children. For certain part-time public servants, this prohibition applies only to their City agency.
9. **Permission to Moonlight or Own a Business.** Public servants may, with the written authorization of the head of their City agency, seek permission from the Board (called a "waiver") to have a job with a firm that does business with the City or to own some or all of a firm that does business with the City.
10. **Confidential Information.** Public servants may not disclose confidential City information or use it for a private advantage, even after they leave City service.
11. **Lawyers.** Public servants may not act as a lawyer, whether paid or unpaid, against the City's interests in any lawsuit brought by or against the City.
12. **Expert Witnesses.** Public servants may not act as a paid expert in any lawsuit brought by or against the City.

13. Paid Appearances Before the City. Public servants may not communicate with any City agency on behalf of a private employer or client, when they are seeking City business, or are otherwise paid. For certain part-time public servants, this prohibition applies only to their City agency.

14. Buying Office or Promotion. Don't.

15. Business with Subordinates. Public servants may not enter into any business or financial dealings with another public servant who is their subordinate or supervisor. A public servant is the superior of another public servant if they can affect the terms and conditions of the subordinate's City employment.

16. Political Solicitation of Subordinates. Public servants may not ask a subordinate to make a campaign contribution or to participate in any electoral campaign activity.

17. Coercing Political Activity. Public servants may not force or try to force anyone to participate in any electoral campaign activity, nor may they directly or indirectly threaten anyone or promise anything to anyone to obtain a campaign contribution.

18. Political Activities by Certain High-Level Appointed Officials. Deputy mayors, agency heads, deputy or assistant agency heads, members of boards or commissions, or any other person designated by their City agency as exercising substantial policy discretion may not ask anyone to contribute to the campaign of any candidate for City elected office or to the political campaign of any City elected official running for any elected office. These officials, as well as elected officials, may not hold certain political party positions.

19. Post-Employment Communication Ban.

- For one year after leaving City service, former public servants may not communicate with their former City agency on behalf of their private employer or client, when they are seeking City business, or are otherwise paid.

For certain high-level officials, if leaving after January 1, 2022:

- For two years after leaving City service, a former agency head (except if listed below), the executive director or highest-ranking paid public servant employed by a board or commission, and any paid member of a board or commission; may not communicate with their former City agency on behalf of their private employer or client, when they are seeking City business, or are otherwise paid.
- For two years after leaving City service, elected officials, deputy mayors, the chair of the City Planning Commission, and the heads of the Office of Management and Budget, the Law Department, and the Departments of Citywide Administrative Services, Finance, and Investigation may not communicate with their former branch of City government on behalf of their private employer or client, when they are seeking City business, or are otherwise paid.

20. Post-Employment Particular Matter Bar. After leaving City service, former public servants may never work on a particular matter they personally and substantially worked on for the City.

* This material is intended as a general guide. It is not intended to replace the text of the law (City Charter § 2604). For more information or to obtain answers to specific questions, you may write or call the Board. Also, individual agencies may impose additional restrictions on its employees, such as on the acceptance of gifts or moonlighting. Contact your agency's ethics liaison for more information.

New York City Conflicts of Interest Board
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