

TRILLIUM: CITY OF ENCHANTMENT

BY ALEX KAMMER



TRILLIUM: CITY OF ENCHANTMENT



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An Adventure for 4-6 Characters Levels 6-8

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The Story So Far

The town of Ockney's Hold, located on the banks of the Oriana River, has long been home to a thriving mining industry. The area's chief mineral export is copper, along with its semiprecious derivative azurite, a deep-blue crystal produced by weathering copper ore deposits. But little did the folk of Ockney's Hold suspect that when azurite is crushed to powder, it produces an incredibly powerful euphoric effect when ingested by brain gorgers and other psychic-energy-feeding monsters of the Deep Dark.

Seeing an opportunity to exploit the area's azurite stocks, a criminal organization known as the Ceaseless installed operatives in Ockney's Hold, charging them with providing a steady supply of refined and powdered azurite for highly lucrative sale in the Deep Dark. Things started off well enough for the Ceaseless, whose operatives successfully rerouted a portion of the refined azurite out of Ockney's Hold and back to one of the mines in the Copper Hills where it had been originally dug. From there, the azurite could be shipped directly into the Deep Dark.

In *The Brain Gorgers' Appetite*, the first module in this series, this scheme was overseen by a Ceaseless operative named Marlipp—a brain gorger who directed the operation from his lair deep in the mine. And everything was working smoothly until

Marlipp decided to try “the Tasties”
(what the brain gorgers call
the powdered azurite)
for himself. The effect
was instantaneous



and powerful. The highly addictive substance quickly took hold of Marlipp, compromising his thinking and his actions alike.

Previously cold and calculating, the brain gorger became paranoid, irrational, and delusional. He convinced himself that without more direct action, the supply of Tasties would be compromised—an outcome that he could not endure. So Marlipp hit upon the drastic action of controlling the mind of Baron Reinson, the ruler of Ockney's Hold, with his Enslave ability. He then had the baron's chamberlain, Brice, captured and replaced with a doppelganger.

The effects were felt immediately in Ockney's Hold. The baron's personality seemed to change overnight, causing him to fire most of his long-term advisors, even as he elevated his chamberlain to his second-in-command. In broader terms, the governance of the barony began a steep slide that was noticed quickly by the baron's remaining advisors and many of the folk in Ockney's Hold.

At this point, one of the only remaining old-guard members of the baron's staff, High Steward Tavaras, took the extraordinary step of hiring a group of adventurers to find out what was affecting the baron and who was behind it. Following a series of clues and surviving a number of dangerous encounters, these adventurers traced the secret plots affecting the baron all the way back to the Ceaseless operative, Marlipp, in his Copper Hills mine hideout.

The final encounter in *The Brain Gorgers' Appetite* saw the adventurers clash with Marlipp and his minions deep in the mines. Despite the awesome power of the brain gorger, the characters drove Marlipp off into the Deep Dark, thereby freeing the baron from his mental enslavement.

When the party returned to Ockney's Hold at the start of *Into the Deep Dark*, the second module in this series, they found themselves ordered to an audience with a very angry Baron Reinson. Embarrassed by his loss of control and upset that the architect of his near undoing had escaped, the baron hired (some might say ‘commanded’) the party to pursue the decamped brain gorger—and to destroy him utterly.

This mission proved to be just as daunting as the characters expected. Setting forth back into the Copper Hills, they returned to the depths of the mine—then entered the mysterious and foreign realm of the Deep

Dark. Over a period of many days, the party trailed the fleeing Marlipp, braving many bizarre and dangerous encounters, including an attack by a vicious chuul, a drow ambush, and a meeting with a svirfneblin trading caravan. A sojourn in a Ceaseless stronghold called Dun Delve provided the characters with crucial information as to Marlipp's whereabouts, as did encounters with other helpful denizens of the Deep Dark—including an awakened and whimsical gelatinous cube.

In the end, the adventurers caught and battled the foul brain gorger. But before they could strike the killing blow and complete their mission, a trio of powerful Ceaseless mages intervened. They seized Marlipp and teleported away, but not before leaving a letter of introduction from one of their number. Rothan Westhill is the master of the Ceaseless—and also a noble from Trillium, a large commercial seaport well to the south of Ockney's Hold.

Into the Deep Dark concluded with the characters returning to Ockney's Hold to report the decidedly mixed results of their mission to Baron Reinson.

Character Advancement

This adventure is designed for four to six characters of 6th to 8th level. Characters should be 6th level at the beginning of the adventure, and are likely to attain 7th level after surviving Act 2 of the adventure, "The Osprey Attack." They should attain 8th level before attempting Act 5, "The Sewers."

Adventure Summary

**(If you are a player, stop reading!
The rest of this adventure is for DMs only)**

After the long and arduous pursuit of the foul brain gorger Marlipp, the characters have returned to Ockney's Hold to give a full report to Baron Reinson of their ultimately unsuccessful adventures. The Baron is outraged by the news of interference by the Ceaseless ("A mere band of thugs!"), and charges the characters with traveling south to the huge port city of Trillium. Their mission: to find and destroy Marlipp once and for all, as well as to chastise the Ceaseless ("Vile interlopers!") for their interference in the affairs of Ockney's Hold.

The party sets forth along the Great South Road before turning east on the Trade Way heading toward

Trillium—the magnificent seaport known as the City of Enchantment. This massive metropolis is comprised of four separate hills (Gull's Reach, Orison, Westhill and Eastend) and three islands (Tyle, Jesper and Gill's Rock). The great city might be overwhelming at first as the characters work to get their bearings.

Having only one real clue connecting them to the Ceaseless—the letter of introduction from Rothan Westhill—the characters start making inquiries. They are eventually directed to the Garden district at the very top of Westhill. The characters present themselves at an inn owned by Rothan Westhill, and are then sent to the Westhill estate. There, they once again meet the powerful Ceaseless mage who absconded with Marlipp.

Despite Rothan's obvious wealth and power, the characters quickly learn that all is not well in the Westhill household. Rothan's daughter, Sabine, is mysteriously ill, and the family's business interests are under attack. After a tense meeting regarding Marlipp, the characters are surprised when Rothan Westhill seeks their adventuring services, having need of a group of investigators unknown to his enemies. Rothan will pay well to have the characters deal with a disturbance at the mausoleum of a former rival merchant family—and promises further information about the location of the brain gorger.

In Highgate Cemetery, the characters discover that someone or something has turned the interred dead in an old mausoleum into horrible ghosts and skeletons. After destroying those creatures, the characters interrupt some sort of high-handed devil in the process of looting a sarcophagi.

When the characters return to the Westhill estate and deliver this news to Rothan, it only increases the mage's concern. He prevails upon the party to help him further by acting as security on a short voyage out of the city and beyond Cudgel Bay. Rothan explains that his ships—and only his ships—have been coming under attack by sahuagin raiders. In exchange for further payment and information, the characters are charged with helping defend a Westhill ship and getting to the bottom of who is behind the attacks.

Traveling to the island of Jesper, the characters meet Bartholomew Thompson, captain of *The Osprey*.

As expected, when the Westhill ship pulls out of Cudgel Bay and into the Sapphire Sea, it is immediately attacked by a force of sahuagin and other sea creatures.

The characters have a chance to help defend the ship, and to gain further information about who is directing the sea attacks against Westhill interests.

This information further confirms Rothan Westhill's suspicions that the Stafford family—one of the other great trading houses of the city—is responsible for his house's calamities. The characters learn that the Staffords now control a rival criminal organization, and that they hold Marlipp, the object of the party's pursuit. Their interests now inadvertently aligned with Westhill and the Ceaseless, the characters move against this rival criminal syndicate—the Doves. After surviving this clash, the adventurers receive an odd summons—an invitation to meet with Remly Stafford, the head of the Stafford family.

Before confronting Stafford, the characters have a final meeting with Rothan Westhill, who now believes that his daughter's ill health is part of Remly Stafford's plots against him. Neither Rothan's own magic nor the best healing services money can buy have been able to free his daughter from her illness. As such, his only hope is learning what Remly has done to her, and he swears to reward the characters heavily if they help him.

The adventure closes with the characters confronting Remly Stafford—and realizing that the evil noble is actually a devil, intent on making itself master of Trillium. After working their way through the devil's minion's in a secret network of abandoned sewer tunnels, the characters pursue the evil creature into a pocket dimension of the Nine Hells, facing off in a fight to the finish.

Important NPCs

Baron Oliver Reinson—Hereditary ruler of Ockney's Hold.

Chamberlain Andre Brice—Former captive of Marlipp's minions, now returned to his duties.

High Steward Braxton Tavaras—Tavaras hired the adventurers in *The Brain Gorgers' Appetite*, and remains one of Baron Reinson's chief advisors.

Marlipp—A brain gorgor formerly working for the Ceaseless, now a prisoner somewhere in the vast city of Trillium.

Rothan Westhill—Noble head of the Westhill family, head of the Ceaseless, and an accomplished mage. Rothan is a Coin Lord, holding a seat on the High Council of Trillium. He is the head of the Westhill

family and all its business ventures, which includes the Ceaseless crime syndicate.

Sabine Westhill—Youngest daughter of Rothan Westhill. Sabine became grievously ill ten months ago, and her condition defies all healing efforts.

Seline Summerstaff—Steward of the Ivy Inn, a property owned by the Westhills.

Tris Glandar—The Westhill family seneschal.

Vinda Dedelast—Proprietor of the Glimmering Heron inn (another Westhill property).

Slogmorph the Urbane—A legate devil (see the "Monsters" section of the adventure) and minion of Levistus currently posing as Lord Remly Stafford. Slogmorph sees Rothan Westhill as his chief rival for financial control of the city of Trillium, and seeks to destroy the Westhill family and its influence.

Zantos Prill—Proprietor of the Green-Eyed Floozy.

Delan Bilden—Street captain of the Doves criminal syndicate.

Adventure Start

The story picks up in Ockney's Hold, as the characters face Baron Reinson in the aftermath of their mission. (This section expands upon the summary events that took place at the end of *Into the Deep Dark*, providing a more detailed starting point for this adventure for those who want it.) The characters have returned to town either by using the *token of return* left to them by the Ceaseless mages, or by old-fashioned boot-leather trekking. If the characters did make their way back on foot, they might have been subjected to any number of encounters and challenges. Such are the perils of the Deep Dark.

After getting back to Ockney's Hold, the characters would have made contact with their old friend, High Steward Tavaras, and reported the details of their pursuit of Marlipp—the most important of those details being the kidnapping of the brain gorgor by Ceaseless operatives. The Baron will know of this by the time the characters meet with him.

The Angry Baron

As the characters deal with whatever other business they might have in town, they hear from Tavaras that a formal audience is scheduled with Baron Reinson for the next morning—and that they should expect

the baron to not be pleased with the news of Marlipp's abduction and escape.

As the adventure begins, read or paraphrase the following to set the scene:

After presenting yourselves at the main gates of the Central Keep, you are escorted along a now-familiar route past the great hall and into a small council chamber where you sat not that long ago. Baron Reinson is seated at the far end of the council table, flanked on either side by Chamberlain Brice and High Steward Tavaras. Four members of the Baron's Men, the keep's house guards, stand behind the seated trio, against the far wall.

The baron looks healthier and better rested than at your last audience. Without preamble, he speaks. "I understand that despite your dogged pursuit, the vile creature Marlipp has escaped again. I cannot pretend to be anything other than sorely disappointed and angry at this news. I understand that the blackguards who absconded with Marlipp were part of the Ceaseless. How dare they interfere! This sort of blatant thuggery cannot be tolerated!"

With visible effort, the baron calms himself. Then he continues in a more even tone. "I apologize for my outburst. These have been trying times. We cannot thank you enough for your service to the barony. But this crisis is not over. The threat to the barony remains, and will continue as long as the creature Marlipp is suffered to live. Will you accept one more charge from me? Will you travel south to Trillium, search out the criminals who stole Marlipp from us and destroy the brain gorgers once and for all?"

If the characters ask about the reward promised them for pursuing Marlipp into the Deep Dark, the baron pays each party member 1,000 gp—only one-fifth of what was promised for their previous service. But he promises to pay each character an additional 9,000 gp upon delivery of proof of Marlipp's death. The baron further assures the characters that his previous offer to bestow titles and land grants in the barony will be honored as well . . . upon completion of this task.

Baron Reinson also insists on supporting this new expedition by providing the characters with any mundane gear that could normally be purchased in Ockney's Hold (including equipment, armor, and weapons), as well as one *potion of healing* for each character.



To Trillium

Trillium is a large coastal city far to the south of Ockney's Hold, and which can be reached by two heavily traveled routes. One is the Great South Road, which runs due south to the small town of Wheaton, then intersects the east–west-running Trade Way. Traveling east on the Trade Way leads to Trillium after a journey of about two weeks. The other, faster, route is by way of the Oriana River, which flows through Ockney's Hold before eventually terminating in the Sapphire Sea. Trillium sits on both banks of the mouth of the Oriana, where it opens up to become the broad expanse of Cudgel Bay. Both routes are major trade ways passing through mostly civilized lands, but whichever way the party travels to Trillium, the journey can be as eventful as you wish it to be.

The characters should already have the letter of introduction from Rothan Westhill (Handout A). This letter and the promissory note the characters received (see the "Cashing In" sidebar) are the only starting points the party has in Trillium, so seeking Westhill is



likely their first task after arriving. The adventure proper starts as the characters arrive in the great city.

Cashing In

At the end of *Into the Deep Dark*, the characters received not just a letter of introduction from Rothan Westhill but a promissory note for 10,000 gp, redeemable at the temple of the Sun in Temple district. However, the manner in which the characters get access to this windfall is up to you.

If your sense of the players is that they have things to spend the money on, and that being suddenly flush won't diminish their interest in getting even richer, feel free to let them simply collect it. However, if you think there's any chance that having so much ready cash will make the players dismissive of Rothan Westhill's offers of employment, you can decide that the temple of the Sun has secret connections to Rothan and the Ceaseless. In that event, characters who go to the temple with the promissory note to collect are told that Rothan Westhill

must countersign it before the coin can be claimed. Rothan can then make full redemption of the note an additional part of his offer, on top of the fees negotiated during the adventure.

Arrival

This introduction assumes that the characters arrive in Trillium via the Trade Way. If they instead take the Oriana River or another route, make whatever adjustments are necessary. As the characters approach the city, read or paraphrase the following:

The long and tedious journey to Trillium is finally nearing its end. It is late afternoon, and over the last hour or so, you've noticed that the traffic on the Trade Way has become heavier, with merchant caravans, carters, wagons, and farmers on foot all seemingly headed in the same direction. Making the going all that much slower is that a nearly equal amount of traffic seems to be flowing in the other direction.

As the settlements become larger, with less and less countryside and farmland separating them, you finally sight the city. Well, at least you can see some of it. Tall and imposing walls block much of your view, but even so, your current vantage lets you see a set of massive open gates with densely packed pedestrians and teams of horses flowing through them. In the distance over the city walls, you catch a glimpse of the Sapphire Sea to the east, as well as the four major hills of Trillium. Like massive humps on the back of some great beast, these broad heights are crammed with buildings of all shapes and sizes.

At this point, give the players a copy of Handout B—Player’s Map of Trillium.

It takes an hour or so in the heavy traffic for the characters to make their way to the gates. However, the time does not pass without entertainment. When they are within 100 yards of the gates and in the thick of the crowd, read or paraphrase the following:

As you try to ignore the combined stench of unwashed bodies and draft animals, the hot, stale air, and the increasing humidity while pressing closer and closer to the gates, you spot a curious sight. Approaching from the east, high above the gates, a female figure is mounted on a griffon, flying in your direction and some hundred feet above the rooftops. Both rider and mount appear rather unhurried, beginning a slow banking turn over your position as the griffon passes the gate, turning back toward the city.

Suddenly, you notice something falling from the flyers—a brown, misshapen object about the size of a large loaf of bread. Before anyone can react, it lands about fifteen feet away from you, right in the middle of the crowd, in an explosion of purple liquid. Fortunately, you were outside the splash, but a handful of people in the crowd just got doused with wine.

Looking back up, you see the griffon and rider winging slowly away toward the east. If the rider noticed that she just lost her wineskin, she doesn’t give any outward sign. Around you, people are yelling (“Damned Griffons!”, “Useless bastards!”, “All drunken louts!”, and the like) as they shake their fists at the indifferent back of the retreating rider. You have apparently just encountered a member of Trillium’s famous Griffon Guard.

Trillium is an “open city,” in that just about anyone may enter. As long as the characters are not traveling with an obvious abundance of trade goods that are subject to tariff, a disinterested city guard waves them through the gates and into the city.

Getting to Know Trillium

Trillium is a big place, and the players are likely to have all manner of questions concerning locations and personalities in the city. As such, you should at least review the “Gazetteer” section before play starts, so that you’ll be familiar with the city and will know where to find the answers to the players’ questions.



As the characters enter Trillium for the first time through any gate, they are greeted by a chaotic scene. Assuming a daytime arrival, read or paraphrase the following:

After the cramped tedium of the slow shuffle forward and through the gates, your senses are suddenly assailed with a frenzy of movement. A cacophony of shouts rises from street vendors hawking all manner of things, and the intoxicating smell of heavily spiced food comes from everywhere at once. The press of the crowded city features people of all shapes, sizes, and races. While the chaotic and crowded scene is a bit overwhelming, it is also exciting. Streets radiate off in a number of directions from the gates, each seeming to promise intrigue and adventure.

Characters who have taken the overland route and are entering the city via the Trade Way come through the Dawn Gate, finding themselves in Guild district. That district is part of Westhill, in the southwest portion of Trillium.

Getting Started

The characters are likely to want to get their bearings upon arrival, and a number of inns and taverns stand near the gates. Characters who enter any such establishment with the goal of making general inquiries about the city can learn information about specific locations and the areas of Trillium with a successful DC 12 Charisma (Diplomacy) check. See the “Gazetteer” section for detailed information about the city.

If the characters want to explore the city, use the “Gazetteer” section to describe and highlight the districts and sites of Trillium. At any point when the characters are ready to ask after Rothan Westhill, most folk of the city know him. Read or paraphrase the following to guide those conversations:

“Business with a Coin Lord, eh? To be honest, you lot don’t look like the type to travel in such circles. But in any event, I can tell you that the Westhill estate is in Garden. Garden district, that is, up on Westhill. Not

sure of exact directions, as the likes of me aren’t usually welcome in such high places. The Westhills own the Ivy Inn, though, a fancy place up in Garden. If I was looking for them, I’d start there.”

If any characters ask why that part of the city is called “Westhill”, they’re informed that the Westhills were one of the founding families of Trillium, and an important part of its history.

The Ivy Inn

The entrance to the walled-in Garden district is along its eastern side. Characters who entered the city by the Dawn Gate can follow Commerce Way from Guild district into Market district, and then into the Neck before ascending the hill toward the gate into Garden district. The Ivy Inn is located adjacent to this entrance on the north side of the roadway. As the characters enter Garden district, read or paraphrase the following:

As you ascend the streets toward the Garden district on Westhill, you notice the crowds and the noise steadily diminish. The din and grime of the lower city recede behind you, and you easily recognize the improved quality of the streets and the buildings you pass. Ahead of you, a wide limestone archway is set in a wall that must mark the outer boundary of Garden. Wrought iron gates set into the archway stand open, and it’s obvious that they have not been closed in some time.

Stepping through the gates reveals much wider streets and tastefully planted boulevards replete with a variety of flowers in bloom. The crowded buildings



of the lower city are replaced by larger and well-spaced structures, many of them gated and sporting their own carefully manicured grounds. You have definitely found a much wealthier part of Trillium.

The Ivy Inn resembles a country manor more than it does a standard urban inn. The place is clearly marked with a tasteful carved wooden sign bearing the name in flowing script. A three-story building, the inn stands behind a broad cobblestone approach flanked by open gates that lead into a wide front courtyard. A narrower cobbled path leads to a stable to the right of and around the building.

True to its name, the limestone inn is covered in clinging green ivy vines that give it a bucolic yet refined appearance. The roof is slate, and the regularly spaced windows are of high-quality glazing.

Stepping through the front door reveals a finely appointed common room. Its rich woodwork, elaborately carved mantle, and stately furniture suggest the interior of a lord's manor more than an inn. As the characters enter, they find a handful of well-dressed patrons talking quietly among themselves, with many enjoying a glass of Bluebell Red (a favorite local wine among the well-to-do) or playing a hand of cards.

Unless the characters took specific steps to “dandy themselves up” before entering the Garden district, they might feel out of place. A few of the patrons of the common room tacitly communicate their disquiet regarding “the help” entering the inn's main entrance, with others giving sidelong dismissive glances and shakes of the head.

To the right as the characters enter stands a broad eight-stool bar constructed of some rich and dark wood. A woman of indeterminate years stands behind the bar, her sandy blonde hair perfectly coifed and her features showing elven heritage. Standing next to her is a young man with dark hair, dressed in some sort of formal livery. Both bear the same carefully neutral expression as they take in the party. The woman is the first to greet the characters. “Welcome to the Ivy Inn. I am Seline, the steward of this establishment. How may I be of service?”

Seline is terse yet professional. If the characters appear out of place, she makes it clear that her desire is to resolve whatever business they might have at the inn as quickly as possible, then get them gone. However, if the characters have taken any reasonable steps to appear

more affluent, her mood is much more welcoming.

In any event, if the characters present the letter of introduction from Rothan Westhill, Seline reads it with an arched brow. Then, after a quick nod to her associate, she asks the characters to follow her up a large staircase on the far side of the room. On the next level, she leads them down a long hall containing guest suites, then to her office. Windows behind a large desk offer a nice view of the walkways winding through the gardens behind the inn.

After taking a seat and gesturing to the characters to take chairs facing the desk, Seline speaks. “The letter of introduction you bear certainly seems authentic. What brings you to Trillium?”

Playing Nice

Throughout the adventure, certain types of characters (and players) might decide that threats and violence are the best way to deal with Rothan Westhill and his associates. So it's up to you to try to impress upon them that this is a bad idea.

The characters know that Rothan Westhill is an accomplished mage (using **archmage** stats). And his steward, Seline, is an accomplished spellcaster herself (using **mage** stats). If the characters threaten violence or act overly aggressive in their initial meeting with Seline, she uses *misty step* to slip outside, then summons the Westhill house guards. This would be a very unfortunate turn of events for the party.

The Westhill household has an extensive guard, and can muster ten soldiers (use **veteran** stats) under the command of a captain (use **gladiator** stats) within 5 rounds of Seline's call for help. The guards order threatening characters to stand down, and will attempt to forcefully subdue the characters—with Seline's aid—if they do not relent. More Westhill soldiers arrive every 5 rounds until the characters are subdued or manage to flee.

If the characters try to make trouble for other Westhill associates or at properties owned by the family, create a similar response of your own devising. And even if the characters escape from Westhill forces, they will quickly be pursued throughout the city—not only by the Westhill house guard, but also the Silver Pins (the City Guard) until they are finally arrested, subdued, stripped of all possessions, and dragged bodily before Rothan Westhill.

If any members of the City Guard or the Westhill guard were slain while subduing the characters, the only thing that can prevent Rothan ordering the characters executed is a successful DC 19 Charisma (Diplomacy) check. Even with a success, though, the characters are banished from the city. If none of the Westhill guards sustained any permanent injuries, a sincere apology combined with a successful DC 17 Charisma (Diplomacy) check returns the characters to Rothan Westhill's good graces.

Seline Summerstaff is a loyal employee of the Westhill family. Depending on what the characters ask, they can discover the following from her:

- Seline is the steward of this inn and has no other duties in the larger Westhill enterprise.
- She knows that the Ceaseless crime syndicate is one of the Westhill family ventures, and that Rothan is at its head.
- Rothan's place at the head of the syndicate is not public knowledge, but the secret Ceaseless insignia on the characters' letter informs Seline that Rothan has made that part of his identity known to them. She makes it clear to the characters that with Rothan having taken them into his confidence, their full discretion is expected.
- The Westhill family owns several businesses in Trillium, including Westhill Consignment (Jesper district), the Ivy Inn (Garden district), Tam's Breastplate (Damp district), Alembics Unlimited (Academy district), the Glimmering Heron (Jesper district), and the Red Apple (Prince district). The Westhills also own a number of tenements in the city.
- Rothan became the head of the Westhill family thirteen years before, upon the death of his father, Victor.
- Seline knows nothing of Marlipp, Ockney's Hold (beyond where it is), or the events that have brought the characters to Trillium.
- She can arrange an audience with Rothan Westhill.

If the characters wish an audience with Rothan Westhill, Seline casts *sending* to set it up. She then gives the party an address on Crest Flower Lane, along with directions. The Westhill estate is approximately 10 minutes west, then north from the Ivy Inn—and the characters should proceed directly there, as they are expected.

Rothan Westhill

The route from the Ivy Inn to the Westhill estate is an easy walk, and shows off the expansive homes, estates, and walking gardens of the district. As the characters make their way, read or paraphrase the following:

Your stroll through the Garden district of Trillium underscores one inescapable fact—there is a great deal of old wealth in this city. As you pass estate after estate, each one seems grander than the last, as if the residents here are locked into an ongoing competition of opulence. Virtually all the homes stand behind gates and are flanked by sumptuous gardens and perfectly manicured miniature groves. Many of the manors are staffed with armed guards, bearing the livery of the city's leading families as they watch your passing with a practiced and professional eye.

Eventually, your tour of ostentatious architecture and extravagant landscaping leads you to spot the marker for the address given to you by Seline Summerstaff. You have found the Westhill estate.

The Westhill estate is impressive even in comparison to the district's surrounding splendor. Built on the highest point of Westhill, it commands amazing views in all directions. An ornate but sturdy-looking guard house stands where the approach to the estate meets the street. A handful of guards are present, all wearing the Westhill family crest, but only two of them appear to be on duty. When the characters approach, the guards gesture up the drive toward the manor house, indicating that they are expected.



Stepping past the guardhouse, you are struck by the immensity of the Westhill estate grounds, the amazing view of the city, the Sapphire Sea beyond, and the opulence of the manor house. The crushed-gravel drive runs some three hundred feet toward the house, and is lined by duskwood trees and oaks. Before it reaches the house, though, the broad, crushed-gravel approach splits to circle around a huge fountain of white stone, featuring what appears to be merfolk at play.

The manor house is breathtaking. Three stories tall and built predominantly of brown stone, the building's riot of rooflines, dormers, balconies, garrets, and ornate windows is almost too much to process. As you make your way around the loudly bubbling fountain you see eight armed guards standing at attention, four to each side of the broad front steps.

In the middle of the steps stands an aged human male with upswept hair and spectacles, dressed in a finely tailored suit displaying the Westhill crest. He formally intones, "This way please. Lord Westhill is expecting you." With a sweep of his arm, he gestures for you to ascend the broad steps and follow him into the manor.



Tris Glandar is the Westhill seneschal (human male, **commoner**). He introduces himself as he leads the party through the manor on a meandering route past grand dining halls, libraries, sitting rooms, galleries, and solars on the way to the private study of Rothan Westhill. As the characters are guided through the magnificence of the manor, they see a dizzying array of fine art, expensive furnishings, a legion of domestic servants scurrying in all directions, and other trappings of the incredibly wealthy. But as the characters follow the seneschal, they see a more curious sight.

As you pass a luxurious sitting room filled with art, furniture, and other treasures, you see a young girl seated in the middle of the floor, staring down somewhat despondently at a doll in her lap. Perhaps six or eight years old, she wears a pale-yellow dress, and has pale skin and dark, almost-black hair pulled back in plaits.

At your passing, the girl looks up at you. Her face appears unhealthily thin, and there are dark rings around her eyes. She stares with a neutral expression that seems unnervingly odd for one so young. From somewhere unseen, a female voice calls out. "Sabine,

it is not polite to stare." Then an attendant in Westhill livery comes into view, scoops the young girl up, and exits the far side of the room.

The girl is Sabine, Rothan Westhill's youngest daughter. She is ten years old, though she appears younger as the result of a malady of unknown cause or cure. She has been afflicted with infernal plague, an extremely rare wasting disease, by Slogmorph the Urbane (posing as Remly Stafford)—part of the devil's campaign to undermine and destroy Rothan Westhill.

Westhill House Guards

Twenty Westhill house guards can be found on the estate, including those in the gatehouse, those in the manor, and those patrolling the grounds. If it becomes necessary, use **veteran** stats for each of the guards.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Rothan Westhill

Once the characters arrive at Rothan's study, read or paraphrase the following:

The polite and respectful seneschal stops before a dark-paneled double door. Without ceremony, he knocks, eliciting a muffled response from within. The door is opened, and a sweeping "enter" gesture beckons you to step into the room beyond.

That room is an elaborate study with tall bookcases on the walls to your left and right, a small sitting area comprised of a couch and a few great chairs immediately ahead of you, and a massive wooden desk at the far side of the room—seated at which is a familiar figure. Rothan Westhill is the Ceaseless mage who spirited away the brain gorger Marlipp just as you were about to finally destroy the creature.

With a smile that doesn't quite reach his eyes, Rothan beckons to a group of comfortable-looking chairs before the desk. "Well, I cannot say that I am surprised to see all of you, though I wasn't expecting you so soon after our brief brush in the Deep Dark. Tell me, what brings you to Trillium?"

The characters' meeting with Rothan Westhill might go in any number of directions, depending on how the characters want to undertake Baron Reinson's mission—and their attitude toward Rothan in the aftermath of his interrupting that mission in the Deep Dark. Hopefully, players and characters alike will recognize the futility of threatening or attacking Rothan. Rothan Westhill is an accomplished mage (use **archmage** stats) with the strength of the Westhill house guard behind him, and the characters will be quickly overwhelmed if they decide to pursue that course.

In response to any talk of having Marlipp turned over to them, Rothan is polite but dismissive. Worrying about Baron Reinson's peace of mind ranks quite low on his list of priorities. You can use the following responses to help guide the conversation:

- "Marlipp? Oh, don't worry about that. If the brain gorger still lives, it is in more torment than you could possibly imagine."
- "Where is the creature? Unfortunately, that's not information I can share right now. A complicated situation. I'm sure you understand."

- "Wheels within wheels, my friends. In regards to the business with Marlipp, there are other forces at play here that you know nothing about. For your own safety, it is better that way."

If any character asks Rothan about the sickly-looking young girl, the mage's expression darkens. He names her as his daughter, Sabine, but makes it clear that she is not the characters' concern.

Rothan's Offer

Though he does not offer up this information to the characters yet, Rothan actually has no idea where Marlipp is. The Ceaseless were in the process of interrogating the brain gorger after their return to Trillium, but unknown agents kidnapped Marlipp just a few days before the characters' arrival. However, Rothan believes he knows who the culprit is—and that the brain gorger's disappearance is connected to problems of his own.

Someone is targeting Rothan Westhill's business interests, with the apparent goal of undermining his family's influence—and he suspects Remly Stafford as the culprit. (Rothan has no idea that the legate devil Slogmorph has taken Remly Stafford's place.) The head of the Stafford family is a powerful and well-respected individual, as is Rothan. But just as Rothan is also the secret head of the Ceaseless, Remly has begun to engage in criminal activities of his own. The double life that Rothan leads puts him in a precarious position when it comes to dealing with such threats—and makes the characters' chance arrival a fortuitous event for him.

Read or paraphrase the following to set up the mage's offer:

Though it seems the conversation is over, it's clear that Rothan has something more than your quest for Marlipp on his mind as he speaks. "I do appreciate the time and effort you've invested in coming here. So perhaps we are in a position to help each other. I have a problem. Well, several of them actually. And if you help me, I might be able to arrange to deliver that piece of offal, Marlipp, to you. In addition to paying you for your assistance, of course. I have enemies who know me a little too well. As such, the services of a group of competent adventurers not known to those enemies would be an asset.

"I received some disquieting information just this morning regarding the De Vesci family mausoleum in Highgate Cemetery, not far from here. Something is

apparently stirring within. The De Vescis were a minor merchant house, recently fallen on hard times. I'm in the process of purchasing many of their assets and properties, in fact. The heads of the family have left Trillium, and to the best of my knowledge, the authorities have not yet been called to investigate the disturbances. For reasons of . . . personal interest, I'd like to know what's happening in the De Vesci mausoleum before word gets out."

Rothan Westhill's interest in the De Vesci mausoleum extends from his interest in that family's fall from power. Though only a minor house, the De Vescis were thought of as an up-and-coming political force—until a spate of bad luck, attacks on their business dealings, and personal tragedies destroyed the family's fortune and its power. Rothan suspects that the same forces that destroyed the De Vescis now target him, and he wants to know more.

Rothan can tell the characters that his information about the disturbance comes from his seneschal, Tris Glandar. Tris and two house guards had attempted to enter the site to appraise its contents (the mausoleum being one of the properties the savvy Rothan now owns), but saw undead at large within and fled. Rothan offers 500 gp in total for the characters' aid in investigating and cleansing the De Vesci tomb. He also says they can help themselves to anything they find there, as long as he has a chance to appraise it first.

After completing this task, the characters can return to the Westhill estate for payment and to report what they've learned. Rothan promises that once the job is done, the subject of Marlipp can be addressed in more detail.

Rothan Westhill

Whether Rothan Westhill is friend or foe to the party is an open question in this adventure. Players and characters alike undoubtedly harbor resentment toward the mage, based on their previous encounter with him. That said (and especially if this isn't clear to the players), it should be understood that a mage of Rothan's power could have simply destroyed them in the Deep Dark. Instead, he not only allowed them to live, but also provided the means of a safe return to the surface and paid them handsomely (despite any potential complications in their ability to collect). As such, Rothan is not intended to be a default villain, and the characters' interactions with him can be more about exploring shades of gray than making fixed pronouncements on his moral and ethical nature.

Rothan is a cautious and careful figure. The head of the Ceaseless crime syndicate, he also sits on the High Council of Trillium as a Coin Lord, and works carefully to keep his criminal enterprise a secret. If the players entertain thoughts of exposing Rothan as head of the Ceaseless, such a move is effectively impossible. Rothan has spent his whole life cultivating his public reputation and creating layers of plausible denial between his public and private faces. As such, the authorities of Trillium take any evidence of criminal activity by Rothan as attempts at slander, and react accordingly.

As the characters leave Rothan's study, Tris Glandar is waiting for them in the hall (clearly having heard everything said in the meeting). He proffers the elaborate key to the mausoleum, which features a stylized eagle in its bow. He then gives the characters directions to Highgate Cemetery, a short walk away on the west side of Garden district, next to the city wall.



ACT 1: The Troubled Crypt

The walk to Highgate Cemetery is quick and uneventful. The stately site looks more like an elaborate park than anything else, with high wrought-iron fences marking its boundaries.

Winding pea-gravel paths break up the cemetery's carefully tended burial plots, though there are relatively few simple grave markers. Instead, the cemetery is filled with elegant mausoleums and sumptuous vaults. Only the wealthiest and most powerful residents of Trillium are buried in Highgate.

Following directions provided by Tris, the characters can make their way to the mausoleum.

Like the district around it, Highgate Cemetery is quite the place. Each mausoleum you pass seems more elaborate than the last, looking more like miniature mansions than resting places for the dead. The stunning grounds around them must cost a fortune to maintain.

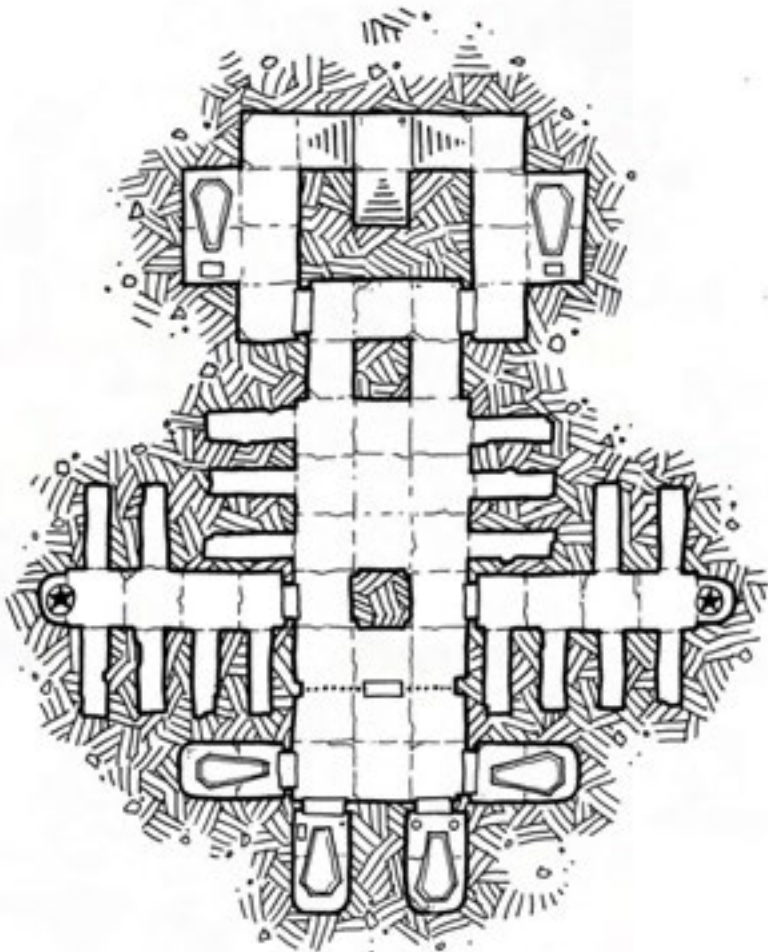
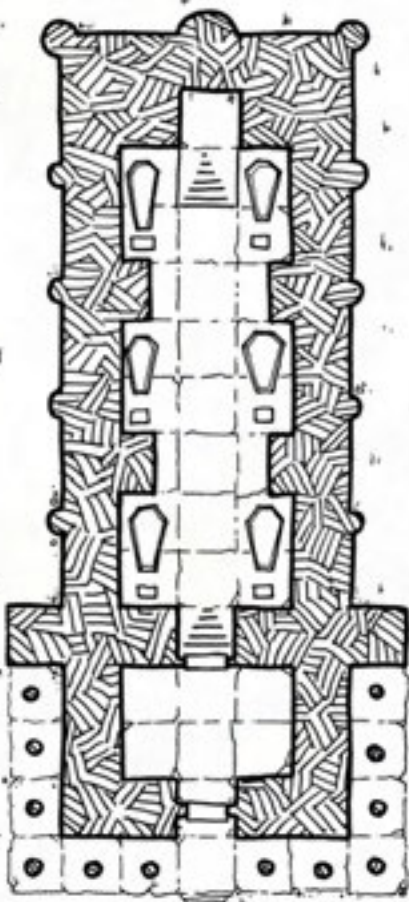
The De Vesci family tomb is easy to spot. More than thirty feet wide and several times longer, the mausoleum's only entrance is a door of burnished copper. A large padlock dangles just underneath the handle.

Ranks of fluted columns run to the left and right of the door, wrapping around the building away from you. Looking around, you see no other visitors in this part of the cemetery. You seem to be alone.

The key provided by Tris easily opens the well-oiled lock.

Ground Level

Opening the mausoleum door reveals darkness within. The air is stale and musty, and it is noticeably cooler inside the crypt than outside. Two narrow tables stand against the left and right walls, each bearing a handful of ornate vases, but the entrance chamber is otherwise empty.



On the far side of the room stands another burnished copper door, but this one has no lock. Pushing it open reveals a short flight of stone steps leading down into the tomb. A narrow passageway opens up at the base of the stairs, running some forty feet before terminating in another set of stairs going down. Unlit torches in brackets line the length of the passageway. To the left and right, three recesses on each side of the passage house six large sarcophagi. The lid of each sarcophagus is either lying nearby on the ground or has been tipped precariously against the sarcophagus's side.

The legate devil Slogmorph the Urbane (taking the form of Lord Remly Stafford) is the agent responsible for destroying the De Vesci family. Having stolen their fortune and driven the family from Trillium, Slogmorph decided to make their humiliation complete—and to make things complicated for the other families dividing up the De Vesci assets. He entered the crypt and used ritual magic to raise the De Vesci ancestors as undead.

Undead Assault

Twelve undead now defile the De Vesci crypt—six **ghasts** and six **skeletons**. Most of them have gravitated toward the lower level, but two of the **ghasts** lurk on either side of the passage behind the middle sarcophagi. They make no sound as the characters approach, hoping to take them unaware.

The sounds of a fight draw the rest of the undead starting in the second round of combat. The skeletons push mindlessly up the stairs followed closely by the ghasts, which are eager to taste mortal flesh. The undead all fight to the death.

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (–1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Treasure

The six open sarcophagi on this level each contain personal effects of the deceased. Most are worthless, but characters making a thorough search find a few things of value:

- **Sarcophagus 1:** A silver comb with inlaid pearls (200 gp)
- **Sarcophagus 2:** A gold picture frame holding an image of a young woman done in chalk (100 gp)
- **Sarcophagus 3:** Two formerly fine dresses, now ruined
- **Sarcophagus 4:** A platinum holy symbol of the sun (350 gp)
- **Sarcophagus 5:** A *+1 rapier* bearing the inscription “Valda De Vesci” on its hilt
- **Sarcophagus 6:** A small locked iron box (which can be opened with a successful DC 16 Dexterity check with thieves’ tools) holding a handwritten manuscript for a tawdry romance novel

Lower Level

A short flight of steps leads down to the lower level of the crypt. Though the characters are likely wary of more undead on this level, the tomb’s only remaining occupant is a minion of Slogmorth—a **patron devil** named Valgar. (See the “Monsters” section for more information on the patron devil.)

The stairs down take you past more opened sarcophagi, presumably the source of the undead you fought on the level above. As you enter the main area of the belowground crypts, you see no more undead—but another commotion catches your attention at the far end of the room. A final section of the tomb opens up there behind wrought iron bars, with a door set into the bars standing open. A tall figure works beyond the bars, digging through four ransacked sarcophagi visible beyond open crypt doors.

Valgar is rooting through the sarcophagi in the lower reaches of the crypt, and is obviously looking for something. The characters can attempt to sneak up on the devil, but even if he becomes aware of them, he continues his search.

As it catches sight of your approach, the figure straightens up as it turns toward you. “Ah, some of the De Vesci help. I will be gone in a moment.” Immaculately dressed in a waistcoat, trousers, black boots, and spectacles, the creature is even more notable for the two short horns protruding from its skull, and the unmistakable smell of brimstone that surrounds it.

Valgar’s fiendish nature is obvious, but it takes a successful DC 14 Intelligence (Arcana or Nature check) to identify the creature as a patron devil.



Devil Fight

This encounter can go in any number of ways. If the characters simply watch Valgar work, the devil spends another half minute searching, then stands holding a short statue that looks to be made of jade. It mutters, “Well, this will have to do,” speaks a quick incantation, then vanishes. A successful DC 15 Intelligence (Arcana) check confirms that the devil cast *teleport*.

If the characters confront Valgar, the devil reacts with contempt, ignoring all their questions and demands. You can use the following responses to help guide the conversation:

- “Questioned by the maintenance staff? How rich!”
- “Don’t you lot have some hedges to trim?”
- “The arrogance and stupidity of humanoids never ceases to amaze me.”
- “Am I to believe that you actually get paid to bother and harass your betters? Outrageous!”

If the characters attack Valgar, the devil defends itself to the best of its abilities. If reduced to half its hit points or fewer, it attempts to flee by casting either *dimension door* or *teleport*.

PATRON DEVIL

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Int +6, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +5, Persuasion +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, poisoned

Senses passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Magic Resistance. The patron devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The patron devil’s innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *darkness*, *detect magic*, *dispel magic*, *dimension door*

3/day: *teleport*

Actions

Multiattack. The patron devil makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

If the characters manage to slay Valgar, they find a few things left behind after the devil’s body disappears in a cloud of sulfurous smoke: 25 pp, a fine duskwood and onyx pipe (50 gp), the jade idol taken from the sarcophagus (an image of the Mother, worth 250 gp). Whether the devil is slain or not, another item is found among the goods pulled out of the sarcophagi (see below)—an unlimited bridge pass signed and sealed by Lord Remly Stafford.

Valgar’s burglary was done on the instructions of its master, Slogmorph. The devil was to find and return with the oldest item it could identify from the De Vesci tombs, as a personal trophy of Slogmorph’s victory.

Bridge Passes

Crossing any of Trillium’s many bridges (a necessity for those traveling between the north and south sides of the city by way of its three islands) costs 2 cp. A character with a bridge pass can avoid this toll—and, more importantly, can bypass the often-lengthy toll lines at many bridges, allowing them to cross quickly. Bridge passes cannot be purchased, but are dispensed exclusively by the city’s Coin Lords.



Checking out the Dead

The rest of this level features numerous ossuary shelves, most of them full of humanoid bones. Two statues stand at the end of long corridors to the east and west of the main area, both depicting long-dead elders of the De Vesci line.

Just as on the ground level, six open sarcophagi are found on this level, each one containing personal effects of the deceased. Most are worthless, but a thorough search turns up the following:

Sarcophagus 1: A set of fine playing cards and two ebony dice (175 gp total)

Sarcophagus 2: A silver mirror and two fine cosmetics brushes (100 gp)

Sarcophagus 3: A magical thimble that allows the bearer to cast the *mending* cantrip at will

Sarcophagus 4: A +1 *shortsword* with a lightning bolt embossed on its pommel; a wielder attuned to the sword has resistance to lightning damage

Sarcophagus 5: A fine silver ring set with an opal (125 gp); a gold ring set with a diamond (1,000 gp); and a *ring of free action*

Sarcophagus 6: The last sarcophagus held the jade idol

Return to Rothan

The characters' return trip to the Westhill estate is short and uneventful, and they are taken quickly to an audience with Rothan in his study. As they describe what they found in the De Vesci tomb, the description of the devil and the discarded bridge pass are the only details that give him pause. Once the characters have completed their report, read or paraphrase the following:

Rothan Westhill turns away from you and gazes out the window for a moment before speaking softly, more to himself than to you. "It is as I thought, then. And he has allies in this effort more powerful than I expected." Then he turns back and continues. "Well done. Your willingness to help me is much appreciated. And it puts me in mind to ask for your assistance with another matter."

Rothan talks to the characters of the recent troubles plaguing his merchant ships. For reasons unknown, Westhill ships are coming under attack by evil sea creatures—including sahuagin—as they pull away from

Cudgel Bay and into the Sapphire Sea. Such attacks on the open water aren't unusual. However, the focus on ships flying Westhill colors seems to be a clear sign of a concerted effort against Westhill interests. As with the business at the crypt, Rothan is anxious to discover what's behind this without the authorities becoming involved. If asked what he knows about who might be coordinating the attacks, he says that he has suspicions—but he keeps any speculation to himself.

Rothan has a plan already in place to send a fighting force out in one of his merchant cogs, to try to capture some of the attacking creatures. Based on what he knows of the characters' talent for taking care of themselves in combat, he'd like them to accompany that fighting force. He offers not just another 500 gp stipend for the party, but first-class rooms at the Glimmering Heron, a Westhill-owned inn. They'll be contacted there by Bartholomew Thompson, captain of the Westhill ship *The Osprey*, in regard to accompanying the ship on a voyage out of the bay.

Rothan tells the characters the voyage will likely be short, as he fully expects the ship to be attacked almost immediately. He trusts the characters will help defend the ship, but is more interested in having them capture any leaders among the attackers—and to learn any information they can about who might be coordinating the attacks.

Before the characters go, Rothan also issues each of them an unlimited bridge pass bearing his signature and seal.

Moral Dilemmas

Good-aligned adventurers working for a crime boss might prove to be a quandary for some players. But it should become evident to the players as the adventure unfolds that there's a much greater and more dangerous evil at work in Trillium, and the "by any means necessary" approach is the best way to thwart that evil. (If necessary, focus on the presence of undead and the patron devil in Trillium as warning signs of what kind of foe the party might be facing.)

If Rothan Westhill is engaged on the subject of his secretly running the Ceaseless, he responds by talking of his criminal enterprise as a business like any other—and guesses correctly that the characters are no strangers to using force and violence to accomplish their own goals. One of Rothan's favorite sayings is: "We live in a world of thieves. Some of us are just better at it—and more noble in our approach—than others."

ACT 2: The Osprey Attack

The most direct route to the island of Jesper is back down the hill toward Market district, taking the River Bridge to Gill's Rock, then Seals Bridge to Jesper. At each bridge, the characters must either line up to pay the 2 cp toll, or show the bridge passes provided by Rothan to get them out of the toll line and quickly on their way.

Especially if this journey is the characters' first full exploration of the city, regale them with descriptions of a bustling metropolis. The bridges that connect the islands vary in height, but even the lowest rises to more than thirty feet above the water to allow for the never-ending boat traffic running up and down the Oriana. Along the streets, humanoids of all races and cultures are constantly on the move, whether for business or pleasure. Small groups of Silver Pins (the City Guard) are seen everywhere throughout Trillium.

At some point after the party leaves Market en route to Jesper, call for Wisdom (Perception) checks. If any character gets a 15 or higher, inform the players that they have a distinct sense that someone is following them—a cloaked figure moving in the same direction, who appears always just at the edge of the crowd. (This is a Doves operative ordered to watch the Westhill estate. Having seen the characters leaving the estate, they are intent on determining the group's relationship with Rothan Westhill. See "Ambush!," later in the adventure, for more information.) With any attempt to get closer to their pursuer or to get a better look, the figure melts back into the crowd and disappears.

The rest of the characters' journey is uneventful.

Meeting on Jesper

The Isle of Jesper might well be its own small city, set with imposing fortifications, wide and winding boulevards, and a variety of residences and businesses. Steeper and more elevated than the other islands of Trillium, this area is clearly highly sought after by the wealthiest members of Trillium society. Though not as expansive as the estates in Garden district, the views enjoyed by the manses of Jesper would make anyone envious.

Following Rothan Westhill's instructions, you make your way to the Glimmering Heron, located near the Crooked Bridge that connects Jesper to the eastern end of the hill of Orison. The inn is an impressively tall

building standing some hundred feet above the waters of Cudgel Bay.

As you enter the smoky common room, a female human of medium build and dark hair approaches, clearly recognizing you. "The Mother's greetings upon you, masters. You are the guests of Lord Westhill with a meeting set for tomorrow morning? How can I be of service to you?"

The woman introduces herself as Vinda Dedelast, proprietor of the Glimmering Heron. She reaffirms for the characters that their lodging, food, and beverages are all compliments of the house and Rothan Westhill, and tells them that Captain Bartholomew Thompson will meet them in the morning for breakfast. Vinda can provide any general information about Trillium that the characters might still be seeking. However, she does not know why the party has been hired or the nature of their meeting with Bartholomew.



The next morning, Captain Bartholomew arrives shortly after the characters are seated in the common room. He approaches the party and introduces himself without ceremony. His deep-blue skin and wavy green hair mark him as a sea elf, and he mentions being a native of the Ziemat Archipelago if asked. The captain has little interest in small talk, however, as he describes the mission to the characters.

“You have been informed about the repeated attacks on Westhill vessels. My ship is the *Osprey*, a well-known Westhill carrack, and we mean to use it as bait for these raiders. I’ve filed a manifest with the Port Warrant stating that the *Osprey* heads north to Marabiza in two days. We will depart as scheduled, but the osprey’s cargo is a counterstrike force, including all of you, in anticipation of the attack that’s likely to come as soon as we’re out of view of the bay. We seek to uncover any information we can about who is behind these attacks. Any questions?”

The *Osprey* is a three-masted carrack that can handle several tons of cargo in its holds. In addition to the characters, Captain Bartholomew will have a force of twenty experienced guards under his command. The party and the guards are to remain concealed until the attack starts, then emerge from the holds to spring the trap.

The *Osprey* is scheduled to depart in the morning two days hence.

City Interludes

Unless the players want their characters to simply stay at the inn for the two days before the *Osprey*’s departure, they’ll likely want to explore more of the city. You can make use of any of the following quick city encounters while the characters are at large in Trillium, or make up your own.

Trouble at Alembics Unlimited

Located in the Academy district of Gull’s Reach, Alembics Unlimited is a well-known glassware purveyor. As the characters are passing by, they hear an explosion, then see a plume of smoke pouring out of the open front door of the shop. Seconds thereafter, a harried-looking shopkeeper (Reva Downspur, female tiefling **mage** with 20 hit points and spells up to 2nd level) rushes out into the street desperately looking for help.

Spotting the characters, Reva blurts out, “An accident! Something went wrong and they are destroying my shop! Help please!” The mage’s tinkering with a poorly conceived summoning spell has resulted in two **imps** raising havoc in her store. If the characters can banish or destroy the imps, a grateful Reva rewards them with either a gem worth 500 gp or two 2nd-level wizard *spell scrolls*.

IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.

Devil’s Sight. Magical darkness doesn’t impede the imp’s darkvision.

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Way of the Leaf

The Leaf is a well-known sanctuary in the Temple district on Orison, dedicated to nature and to preserving the natural way. As the characters are walking the nearby streets, they are approached by Trill Zamshal, a human male **acolyte** wearing fine robes bearing a hemlock leaf insignia. Trill greets the characters by saying, “Blessings of the Leaf upon you, kind masters. I am not usually one to approach strangers with my problems, but I have a favor to ask of you.”

Trill has been charged with planting a special sapling this day—an eighteen-inch-tall specimen that he produces from a bag, and which looks to be a coniferous tree of some sort. However, he is behind on his more compelling duties, and hopes that the characters might take the sapling (a hemlock tree) and plant it on the grounds of the Sapphire Theater in Coin district. In fact, Trill does not have more pressing duties. This is simply the Leaf’s way of proselytizing—helping the residents of Trillium get in touch with nature by interacting with something natural.

A successful DC 17 Wisdom (Insight) check informs a character that Trill has ulterior motives, but that they are not sinister. If the party accepts his charge and plants the tree, each character receives a special magical reward. The next time the character makes a saving throw against being blinded, poisoned, or paralyzed, that saving throw has advantage. When this boon manifests, the character feels a faint tingling and senses a pleasing scent of the woodlands.

Wrongfully Accused

As the characters make their way through Eastend near the Old Keep, they witness an altercation in front of a tavern called the Keen Eye. Two obviously intoxicated soldiers are in a heated argument with a young man and woman. The soldiers are in light armor featuring helms with feathered wings sprouting from either side—the livery of the Griffon Guard, whose members are known as “Wings.”

The young woman is shouting, “I don’t care if you are Wings. Everyone pays their tab!” Her outburst inspires one of the soldiers to shout in response: “Enough! Maybe a few days behind bars will improve your attitude!” At the same time, six Silver Pins arrive and are ordered to arrest the woman for “the assault of a Griffon Guard officer!” The Silver Pins move in and seize the woman,

whisking her away up the hill toward the Old Keep as the two Wings depart.

The young man, left looking more than a little shaken, spots the party and approaches.

“Kind masters, did you witness this injustice? I cannot believe that my Caroline got arrested for simply standing up for us both. Forgive my boldness, but your appearance marks you as adventurers, and thus people of wealth and influence. I beg you, will you go to the Old Keep and seek Caroline’s release? If you do, I swear that you will never pay for a drink at the Keen Eye!”

If the characters take on this mercy mission, they find it an easy task. The Silver Pins are obliged to follow the orders of the Griffon Guard, but they do so unenthusiastically. The characters can convince the duty officer, Captain Vera Clamp (female half-elf **veteran**), of Caroline’s innocence with a successful DC 14 Charisma (Persuasion) check. Alternatively, the Silver Pins might be looking for a bit of fun, offering to release Caroline only if one of the characters bests their champion wrestler, Mongo, in a wrestling contest. The match is resolved by opposed Strength (Athletics) checks, best two out of three. Mongo’s checks have a +5 bonus.



Bar Fight

While visiting Gill's Rock and the famous fish markets there, the characters end up at Autry's, a seedy quayside tavern known for cheap drink and a dangerous clientele. Slogmorph has had the characters under surveillance since their initial meetings with his rival, Rothan Westhill. The devil's agents (all Stafford family guards out of uniform) use this opportunity to test the characters' mettle with a bar fight.

Using some innocuous provocation (bumping into one of the characters, spilling a drink, and so forth), the Stafford guards attack, with each character facing off against one **veteran**. This encounter should play out as a classic knockdown, drag-out bar brawl, with many of the other unruly patrons at Autry's quickly joining in. However, the guards have no interest in fighting to the finish. Instead, the first time one of them is reduced to half its hit point maximum, all the guards flee.

If any of the guards are captured and interrogated, it doesn't take long for one of them to admit they work for the Stafford family. However, all swear (falsely) that they're off duty, and that the altercation had nothing to do with anyone but themselves. (None of the guards know that Remly Stafford is secretly Slogmorph.)



Peril at Sea

On the appointed day, the *Osprey* is ready to sail from its moorage at the Westhill jetty, located on the west side of Jesper. The ship has finished loading and the crew is making final preparations for departure when the characters arrive. Captain Bartholomew meets the party on the jetty, then escorts them on board and down into the forward hold, where another twenty mercenaries are waiting. When the alarm is sounded, all the hidden combatants are to rush up onto the main deck and engage the enemy.

After the *Osprey* pulls away from the jetty and out onto the Oriana, the ship makes its way into Cudgel Bay, then the Sapphire Sea beyond.

The hold where you wait is a bit cramped, but not terribly so. With you are twenty other women and men busy checking weapons in preparation for the anticipated attack. You hear the creak of planks and rigging and the shouts of sailors above you on the main deck as the ship picks up speed. Through small open portholes, you watch the city fall away behind you as you enter the Sapphire Sea.

Even as you feel the cabin shift with the more substantial swells of open water, you suddenly hear a burst of short whistles. The alarm! The *Osprey* is under attack!

Osprey Attack

The characters and the hired mercenaries can quickly clamber up the ladder and onto the main deck, arriving topside just in time to meet the attack. Dozens of **sahuagin** and **merrow** clamber up over the rails, while a dozen **giant sharks** circle in the water nearby.

The fight for the *Osprey* is a large scale and dynamic battle, but you don't need to run every creature in it. Rather, simply narrate the action involving the crew and the hired mercenaries, and let the adventurers face off against one merrow each, plus one or two sahuagin, depending on the characters' level.

The merrow focus on using their harpoon attacks. If that attack and the subsequent attempt to drag a target toward the merrow are both successful, you can decide that a merrow hauls the target over the rail and down to the giant sharks waiting below.



MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (–1)	10 (+0)	9 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (–5)	10 (+0)	5 (–3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (–1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

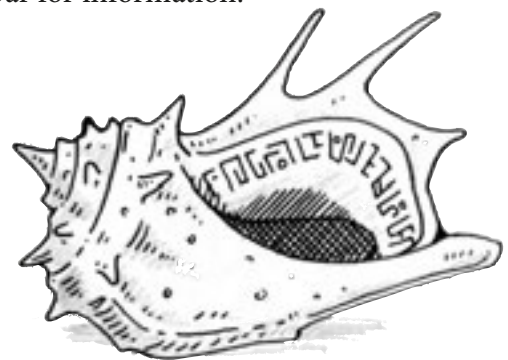


Captured Commanders

The leaders of the attack are a half-dozen sahuagin commanders, each of which tries to stay out of the fray. Any character who succeeds on a DC 14 Wisdom (Perception) check spots those sahuagin directing the fight, and notes the ornately carved conch shells that each holds. At some point during the fray, allow the characters to get within striking distance of one or more of these commanders, including having the commanders ascend to the deck of the *Osprey* if the characters have no means to fight in the water. A commander fights until reduced to half its hit point maximum. If it is clear that no quarter will be given by the characters, it tries to flee. Otherwise, it surrenders and agrees to trade information for its life.

These sahuagin come from a clan residing in a deep trench several miles offshore. The commander recounts how the clan was visited a few weeks before by an avatar of their evil god, which spoke to the minds of the strongest sahuagin warriors. (This was the legate devil Slogmorph, using its Shapechanger and Charm features, telepathy, *suggestion*, and natural charisma to take control of the sahuagin leadership.) The avatar whipped the sahuagin into a frenzied rage against the surface-dwellers trespassing across their ocean, and singled out one specific sigil for attack—the Westhill banner seen on the family's merchant ships.

Each of the sahuagin commanders carries a magic device called a *conch of underwater command* that lets them add sharks and other beasts to their forces. See the sidebar for information.



Conch of Underwater Command

Wondrous item, very rare (requires attunement)

Mystical runes appear across this large, pink-hued conch shell when it is placed underwater. As an action, you can blow the conch to cast *dominate beast* (save DC 15) from it, targeting any beast that has an innate swimming speed.

ACT 3: The Doves

Following the battle, Captain Bartholomew heartily congratulates the characters for their stout service, and orders the ship turned about for the uneventful return to Trillium. Once the ship is moored again, Bartholomew instructs the characters to return to the Glimmering Heron to meet and report to a Westhill representative. The captain will follow once his duties on the ship are discharged.

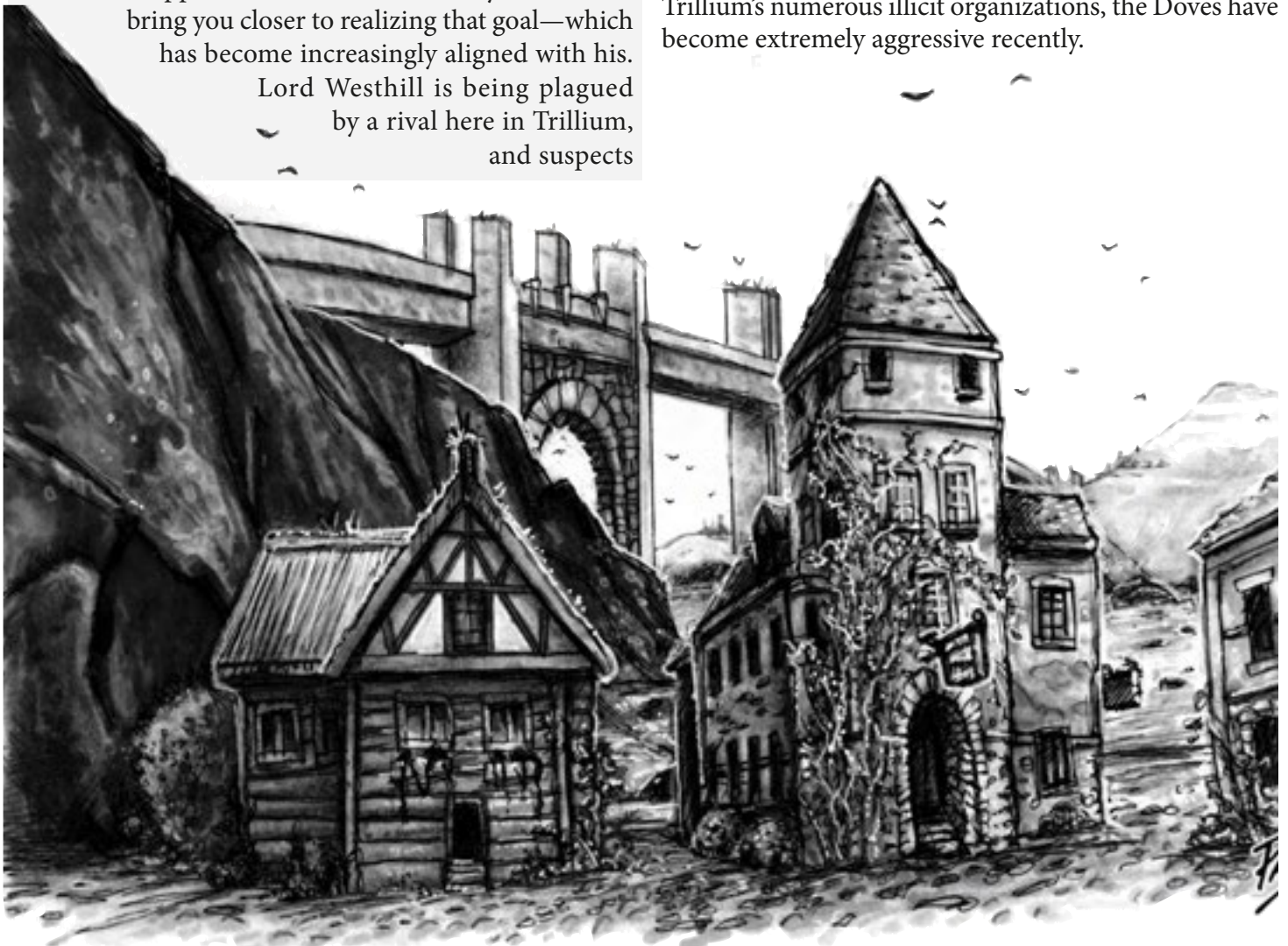
When the characters return to the Glimmering Heron, Vinda Dedelast escorts them to a private booth where Tris Glandar, the Westhill family seneschal, awaits them. Six Westhill house guards (use **veteran** stats) wait outside. Glandar is pleased to hear that the mission was a success, and asks what the characters learned of who might be behind the attacks. After hearing their story—and paying them the agreed-upon fee—the seneschal nods thoughtfully and speaks.

“Lord Westhill thanks you for your efforts. And if you are still interested in recovering the creature, Marlipp, he has another task for you that will bring you closer to realizing that goal—which has become increasingly aligned with his. Lord Westhill is being plagued by a rival here in Trillium, and suspects

that this same rival has custody of the foul creature you seek. By working together, he feels that you might be able to help each other substantially. Are you interested in continuing this arrangement?”

Glandar can offer up any of the following information in response to the characters’ questions:

- For reasons still unknown, a fellow Coin Lord and leading citizen of Trillium named Lord Remly Stafford has recently begun to challenge Westhill interests on a broad front
- Among those interests are a number of Westhill’s activities “outside the law.” The Stafford family has numerous legitimate business ventures, and Remly has never previously expressed an interest in clandestine commerce. In fact, he obliquely criticized Lord Westhill in polite society for years regarding the occasional rumors that circulated around his more nefarious business activities.
- The Staffords’ first foray into illegal activities came when they gained control of a known criminal syndicate known as the Doves, about six months previous. And while there has always been rivalry and occasional violence between Trillium’s numerous illicit organizations, the Doves have become extremely aggressive recently.



- An unspoken rule among those who work at the highest levels of such enterprises demands that clashes between criminal syndicates are never made public, as that's bad for business. It seems that the Doves have forgotten this rule, and are now acting more like common brigands and street thugs than a respectable criminal organization.

- The Doves have repeatedly, publicly, and violently attacked the assets of Lord Westhill's organization, the Ceaseless. The maritime attacks that the characters have now witnessed are believed to be part of the same pattern of aggression. But the recounting of what the sahuagin told the characters complicates the story, by making it clear that either Remly Stafford has powerful inhuman allies working with him—or that Lord Westhill's troubles are arising from more than one source.

- Rothan Westhill wants to strike back, but cannot risk provoking an all-out war. Likewise, he doesn't want the civil authorities involved. And as the characters are effectively unknown in Trillium, both to the Doves and the law, they remain in a unique position to help Westhill's cause.

Rothan and Glandar know the location of the Doves' main base of operations. The characters are tasked with assaulting it, and (as Glandar puts it) "doing what you do best." In addition to any Dove operatives taken out of commission, Rothan knows that the base holds a well-hidden trove of manifests and records. Stealing those documents will deal the Doves a crippling blow, and might distract them from their interference with the Westhill family's pursuits.

When the characters ask about their own business with Marlipp, Glandar can offer additional information.

"Yes, yes. That foul creature. After Lord Westhill seized the traitor, the brain gorger was returned to Trillium for a more detailed interrogation. But a few days before your own arrival in the city, Marlipp was somehow spirited away from us. Lord Westhill's guess is that Stafford has Marlipp, presumably thinking that the brain gorger holds useful knowledge of the Ceaseless's operations. The most likely place for the creature to be held would be with the Doves. But even if it isn't, they'll be able to confirm whether Stafford has the creature."

Tris has been authorized to pay the characters 1,000 gp for this assignment. He also expressly states that they are to help themselves to anything they find in the Doves' base of operations—a tavern called the Green-Eyed Floozy in Damp district.

Ambush!

Slogmorp's continued surveillance of the characters means that the devil knows of their continued involvement with Westhill interests. Wanting to make them rethink their commitment to the Coin Lord, the devil plans a surprise for them the next time the characters are out in the city.

Two figures slip through the crowd to suddenly emerge in front of you on the street—one a female human, the other a male dwarf, both looking lean and battle hardened. Without preamble, the human says, "I was just telling Midge here that the city does a terrible job of collecting taxes. So, being concerned citizens, we're going to help. It's time for you lot to pay your fair share. Give us everything you have, and we'll call your debts paid."

The human finishes with an extremely disingenuous smile. Her dwarven friend chuckles at this while fingering the axe at his belt.

Even as the woman finishes her proclamation, the characters notice three more figures closing in behind them. With a successful DC 13 Wisdom (Perception) check, a character recognizes the woman as the figure who was following the party on the way to Jesper.

All these Doves street toughs use **bandit captain** statistics, with the dwarf's axe attack using the modifiers for the scimitar attack. They fight until three of them are down, whereupon the survivors attempt to flee.

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

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

If the characters capture and interrogate any of the thugs, they do not reveal who hired them—knowing that informing on Remly Stafford means a brutal and certain death. They instead stick with a story about the characters looking like easy marks, and have nothing on them to connect them to the Doves, the Stafford family, or Slogmorph.

The Green-Eyed Floozy

This squat, ramshackle building in Damp district sits adjacent to the Hollowpond Docks along the river. The place is a dump—and as rough as the building is, the clientele is worse. The Floozy is well known locally as a front for the Doves, and is frequented by syndicate operatives, cutpurses, and other hardened criminals.

The proprietor, Zantos Prill, is a mean-spirited and cruel male human of middle years. His wife, Jasmine, left him years before—and inspired him to rename the tavern in her memory. However, he is the owner of the place in name only. The real master of the Floozy and the smuggling tunnels attached to it is Delan Bilden, the current street captain of the Doves.

With a name like “The Green-Eyed Floozy,” the Doves’ base of operations wasn’t likely to be found in one of the finer parts of the city. But you still weren’t fully prepared for your arrival in the Damp district. Though there are likely many squalid corners of Trillium, it’s hard to imagine one seedier than this. The air is so foul that it’s hard to breathe, filled by the overpowering stench



of rotting fish, garbage, and filth, all overlaid by the persistent humidity that gives this section of Trillium its name.

The ramshackle tavern matches the area’s aroma, with the building looking more as though it was sprouted from some foul seed than built by traditional means. Not a straight line can be seen, and every part of the squat structure looks like it’s ready to fall in on itself. Even the faded front sign is canted at an angle.

Pushing the partially stuck front door open reveals a dark, smoky front room with a handful of tables, about half of which are filled, and a ten-stool bar directly in front of you. The smell inside might actually be worse than that outside due to the hot, close air and the rank stench of bodies. Many heads turn in your direction as you enter—all of them hard eyed and bleary, and none of them friendly.

Zantos (use **commoner** stats) tends the bar with a permanent sneer on his face, and stares down the party with undisguised contempt. If they approach, he blurts out before they can speak: “Piss off, tourists. You’re not welcome here. Walk back out that door while you still can.” This elicits smatterings of laughter from the other patrons—even as many of them overtly reach for knives and other weapons.

Slogmorph’s surveillance of the characters means that the Doves have been warned of the potential for a visit from mercenary Westhill operatives. Short of the party turning about and leaving, violence is the only outcome here. The only question is whether the characters strike first.

Ten Doves in total (use **thug** statistics) sit among the other riff raff (twenty **commoners**) at the Floozy. All draw swords and attack at the earliest opportunity. The commoners (including Zantos) flee as quickly as they can through the front doors or the kitchen, but the Dove thugs fight to the death.

Delan Bilden (use **veteran** stats) is sitting in a back office beyond the bar. He rushes out at the first sound of any commotion, then watches the fight for 2 rounds. If the characters are having trouble, he joins in. But if things are going poorly for the Doves (or if Delan joins the fight and is reduced to half his hit points), he retreats to the office and escapes (see below).

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

What the Doves Know

At any point in their incursion into the Green-Eyed Floozy or the smuggling tunnels beneath it, the characters will have the opportunity to capture and interrogate operatives of the Doves. The low-ranking thugs who work for the organization are eager to give up what little they know to save their own skins, and can reveal general information regarding the syndicate's operations.

All the Doves are aware that the syndicate has been focused on attacking Westhill businesses and the Ceaseless lately, but none are aware of why that is. (The connection between the Ceaseless and Westhill is likewise unknown to them.) The rank-and-file operatives don't know about the secret room off the unoccupied cells in area 5, but Delan Bilden does.

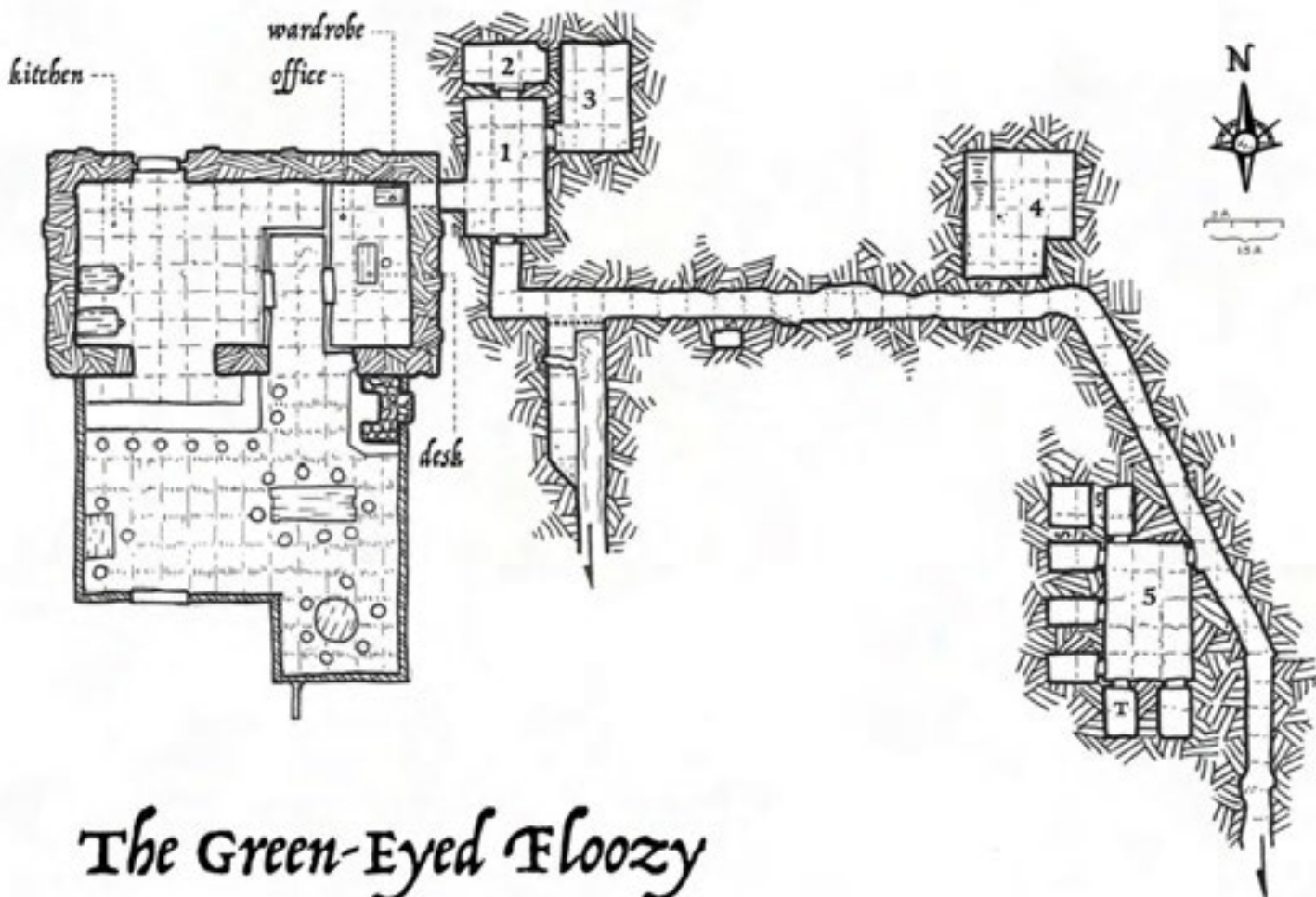
None of the Doves recognize the name "Marlipp" or know anything about a brain gorger. But with a successful DC 14 Charisma (Diplomacy or Intimidation) check, a character learns of a recent rumor working its way through the syndicate, talking about some high-level former Ceaseless operative now in Doves custody.

Back Office

This plain room contains a desk, a chair, and a wardrobe. The top of the desk bears a scroll with the Stafford seal and (legal) instructions concerning payment to certain officials in the Port Warrant, but nothing else of interest.

Three drawers in the desk hold only poor-quality office supplies. But the bottom drawer has a false bottom that can be detected with careful inspection and a successful DC 15 Intelligence (Investigation) check. A secret space beneath contains a +2 *dagger*, as well as a leather purse containing 25 pp and five 100 gp moonstones.

The wardrobe in the far corner of the office holds a half-dozen shabby coats and sweaters. With a successful DC 15 Wisdom (Perception) check, a character discovers a secret door at the back of the wardrobe. This leads to the Doves' smuggling tunnels below the tavern.



Smuggling Tunnels

The tunnels below the Floozy have long been used by the Doves as a sanctum and a site for storing stolen goods and prisoners. If Delan Bilden preceded the characters this way, they face a tough fight as a **river troll** lurches down the tunnel toward them. See area 5, below, for more information.

1. Entrance Room. This dark room contains only a weapon rack on the east wall, holding a variety of mundane swords and polearms.

2. Storage room. This area contains five barrels of fine wine and four crates of expensive fabric, all stolen and awaiting shipment elsewhere. If taken and sold, the lot is worth 500 gp.

3. Delan Bilden's Bedchamber. The door to this area is locked (Delan has the key), but can be opened with a successful DC 16 Dexterity check using thieves' tools. Beyond is a reasonably well-appointed bedchamber, featuring a large bed with feather pillows and comforter, a dresser, and a wardrobe. The dresser and wardrobe contain mundane personal affects and clothing.

An iron coffer under the bed bears a large metal padlock (Delan carries the key). A successful DC 14 Dexterity check using thieves' tools unlocks it, but the coffer is trapped. Delan spent significant coin to have a *glyph of warding* with the explosive runes option inscribed on the inside of the coffer. A successful DC 16 Intelligence (Investigation) check reveals the telltale pulse of magic along the seam of the coffer's lid. If the glyph activates, each creature within 20 feet of the coffer must make a DC 16 Dexterity saving throw, taking 5d8 lightning damage on a failed save or half damage on a successful one.

The coffer contains a *ring of protection*, two *potions of healing*, a *potion of diminution*, 75 pp, 5 pieces of fine coral (100 gp each), and one peridot (500 gp). If the glyph is triggered, the potions do not survive the magical blast.

4. Warehouse Access. The secret door leading to this area from the hallway requires a DC 17 Wisdom (Perception) check to locate. The stairs in the currently empty storeroom beyond ascend to a warehouse two buildings to the east of the Floozy. The door at the top of the stairs is barred from the other side, requiring a DC 25 Strength check to force open. If the characters go this way, you can decide how many Dove operatives might be working at the warehouse.

5. Dove Common Room. If Delan flees the fight upstairs, he makes his stand here alongside four other Dove gang members (all use **veteran** stats). The main room contains a large table and six chairs, discarded dishes and other refuse, and several broken crates. Two sets of well-worn dice are on the top of the table. The cell marked "T" is where Delan keeps his pet **river troll**. As soon as the street captain gets to the barracks, he unlocks the cell door and sends that monster back down the passage toward the Floozy, on an intercept course with the party.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

RIVER TROLL

Large humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	6 (−2)	9 (−1)	7 (−2)

Skills Athletics +5, Perception +3

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 4 (1,100 XP)

Amphibious. The river troll can breathe both air and water.

Keen Smell. The river troll has advantage on Wisdom (Perception) checks that rely on smell.

Poison Skin. The river troll's skin contains a powerful poison. Any time the troll touches another creature, the creature takes 7 (2d6) poison damage (included in attacks).

Regeneration. The river troll regains 10 hit points at the start of its turn as long as it is at least partially submerged in water; strong rainfall also allows the troll's regeneration to function. If the troll takes acid or lightning damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

The three other cells in the south half of the room are small bedchambers for Dove operatives needing to lay low, each notable only for a cot, worthless personal affects, and the smell of a space in sore need of cleaning. The two cells in the northwest corner are storerooms holding empty crates and boxes. But behind those boxes, two secret doors lead to the Doves' hidden records room.

The secret doors and the chamber behind them are known only to Delan Bilden and other leaders of the Doves. Both secret doors are well hidden, and require a successful DC 22 Wisdom (Perception) check to locate. The secret room features a large mural on the west wall that shows a kraken engulfing a two-masted ship at sea. Before that sits a small table covered with ledgers, manifests, and other records of the Doves' illicit activities.

None of the information contains any direct references to Remly Stafford, but seizing it creates big problems for the Doves and their leader (whether it is returned to Rothan Westhill or not). None of the information makes any reference to Marlipp.



Tunnel Exits. Along the tunnel south of area 1, a set of iron bars seals off a sewer drain that leads eventually to the river. To the south below area 5, the tunnel emerges onto the bank of the Oriana behind a boathouse. That entrance is obscured by a large canvas sheet.

ACT 4: A Strange Invitation

By taking out the operatives working out of the Green-Eyed Floozy, then stealing or destroying the hidden records below the tavern, the characters deal a sharp blow to the Doves and the Stafford organization. If there was any previous sense in Slogmorph's mind that the characters were simply a minor annoyance, he understands now that they are a force to be reckoned with—and that they must be either won over or destroyed as he engages in his game of seeking power in Trillium.

As the characters make their way out of Damp (likely heading either for Garden district or Jesper Island), they encounter a strange entourage: three scarlet-



robed figures moving on an intercept course toward them. Each of the robed figures (two female elves and one male human) bears the same device—a badge portraying a set of wings, a star, and a pile of coins. This is the Stafford family sigil.

As if oblivious to the press and hubbub of the city around them, the trio of scarlet-robed figures sweeps into synchronized deep bows before you. One of them straightens as she steps slightly forward. “Masters,” she says. “If you please, welcome to the City of Enchantment! We deeply apologize for not yet having formally greeted citizens of your obvious stature to our magnificent city.

“Our lord, Remly Stafford, begs your pardon for this obvious oversight. His grandness has charged us with the most illustrious of tasks, and that is to present this humble invitation to your august selves. You are requested to sup with Lord Stafford this evening at seven bells, at the Winking Lich tavern in Prince district. May we have the pleasure of communicating your acceptance?”

The three have nothing else to say to the party, and they stand mute in response to any questions. Whatever final answer the characters give them, the messengers turn on their heels and stride away.

Wherever the characters are headed after this encounter, one of them receives a frantic magical communication from Rothan Westhill. “We must speak

immediately about your meeting with Remly Stafford. Meet me at the Grinning Troll in Coin at four bells.” The link is then quickly severed, affording the character no chance to respond.

The Fate of Remly Stafford

Legate devils (see the “Monsters” section) love intrigue, manipulation, and high-stakes negotiation, often serving as the mouthpieces of the archdukes and archduchesses of the Nine Hells. The legate devil Slogmorph the Urbane decided that it would be fun to take the reins of a major humanoid city, choosing Trillium as its target based on the city's wealth and easily manipulated political structure.

After killing Remly Stafford, the devil assumed Remly's place at the head of the Stafford family, using its Shapechanger feature, magical abilities, and natural ability to manipulate. It then sent the rest of the family away to a country estate north of Trillium. If Slogmorph is slain or run off, Remly's wife, Victoria, assumes leadership of the Stafford family—and might feel greatly indebted to the characters if you plan on using Trillium as a base for further adventuring.

Rothan's Confession

The characters have plenty of time to seek out Rothan Westhill before their meeting with Remly Stafford. The Grinning Troll is a well-to-do Coin district tavern that is another Westhill family business. Waiting for them in a private dining room, Rothan is clearly distraught, and has much on his mind.

“I confess that when I first thought to take advantage of your services, it was little more than a means of keeping you busy. But as the tasks I set you have grown more complex, and as you have executed those tasks most expertly, you have left me in your debt. Now I must appeal to you again, for the sake of everything I hold dear.”

Westhill explains that he and Remly Stafford have known each other all their lives. Both were contemporaries raised in Trillium high society, and groomed to eventually take over their respective houses. Though the trade rivalry between families in Trillium can be fierce at times, the Staffords and the Westhills always strove to work together for the good of the city.

All of that changed a little less than a year ago. As if overnight, the mild and bookish Remly became an outgoing and aggressive political figure—who quickly let his ambition of becoming the head of the city’s High Council known to any who would listen.

Remly believed that Rothan Westhill opposed his planned rise to power—a correct assumption, as Rothan is quick to point out. And almost overnight, Westhill business interests started experiencing setbacks. Unexplained fires plagued various Westhill properties. Couriers and agents would suddenly disappear. Then came the attacks on the fleet. But that is not the thing that has left Westhill nearly broken.

“Though all that is vexing, I am more than capable of responding to those sorts of offenses. But Sabine, my beloved youngest daughter, became grievously ill. She suffers from some sort of wasting disease that defies the efforts of Trillium’s greatest healers. This morning, that scum Stafford sent me a telepathic communication to say that he had inflicted some sort of horrid and incurable curse on poor Sabine. He seeks to challenge my power by showing me how powerless I truly am . . . and he is right.”

Even as Rothan has searched in vain for a cure for his daughter’s illness, his complicated political situation has so far prevented him from being able to directly respond to his rival’s aggressions—and kept him from suspecting that his former friend would be capable of such a dark deed. He now seeks to move against Remly—and needs agents with no direct connection to him if he hopes to maintain the secrecy that is his power.

“Whatever hold Remly has over my daughter, it must be ended. Anything that I can provide is yours for the asking. I control a vast fortune. If you can free my daughter, anything you desire will be yours.”

Rothan knows that the Stafford estate is located on Westhill, and the family owns many businesses on

the island of Tyle. Their flagship business is Stafford Drayage, a large carting concern. The family wields tremendous influence on Tyle, having funded the construction of Pigeon Bridge and Northbridge (by both arcane and mechanical means) that link Eastend to Jesper, and thus to the north bank of the Oriana.

The Winking Lich

The Winking Lich tavern in Prince district is another Stafford business. The characters’ journey to that district and the hill of Gull’s Reach is uneventful.

As you make your way through University and Academy districts and into Prince, it is obvious that this must be one of the oldest districts in the city. Deeply worn cobblestones communicate their age through the bottoms of your boots. And though the estates and manors here are not as sumptuous as those on Westhill, the old villas on Prince have their own stately elegance and enjoy spectacular views of the Sapphire Sea.

The Winking Lich is easy to locate, and a fine establishment by the look of it. Its elegant furniture is well polished, and the walls are decorated with fine art flanked by elegant drapes that border the windows. As you take stock of the tavern, you are approached by a young figure bearing the Stafford badge on his jacket, and who has obviously been waiting for you.

“Welcome masters,” the young man says. “You are expected. If you would do me the honor of following this way?” Then he gestures ahead of you with a smile and starts to lead the way through the establishment.



As the characters follow, they are guided around a common area, past private booths and a broad bar, then down a narrow hallway toward the back of the building. The Winking Lich is busy, but none of the well-dressed patrons pay the party any mind.

If asked, the servant states his name as Falzor Bods, and acknowledges that he works for the Staffords. He was told to await the party's arrival, and to escort them back to Lord Stafford's office immediately.

Falzor stops at the end of the hallway before a heavy wooden door, then knocks. A few seconds of silence is followed by a voice intoning, "Enter" from the other side. At this, Falzor opens the door and gestures for the characters to enter.

You are greeted by a view into a grandiose office. A cluster of high-backed leather chairs sits to your right, while shelves full of books, objects of fine art, and other curiosities stand to the left. Directly ahead sits a massive black desk, the wall behind which is hung by a large map of Trillium. Sitting behind the desk is a large, bald figure who greets you with a broad smile.



"At last. The newcomers to Trillium that I have heard so much about. Welcome! Please make yourselves comfortable so that we may discuss how we might be able to help each other."

Remly is a **legate devil** (see the "Monsters" section) named Slogmorph, playing the role of a Trillium noble. As such, the devil oozes charm. Each character should make a Wisdom (Insight) check contested by Slogmorph's Charisma (Persuasion) check. (Slogmorph has advantage on the check). The results inform how each character initially feels about Remly Stafford. A failed check does not mean that the character is charmed or loses their ability to judge Remly for themselves, but just that his distinctive charisma has impressed them—at least to the point where hearing the Coin Lord out seems like a worthwhile idea.

Any character who beats Remly's check gets the distinct feeling that something is not right with the noble, despite his perfectly normal countenance and mannerisms.

Roleplaying Slogmorph

Like all powerful fiends, Slogmorph is eternal. Thus, the legate devil views all humanoids as merely insects to be manipulated for amusement and gain. There is nothing that the characters can say or do to elicit an emotional response from the devil, whether playing the part of Stafford or otherwise. No matter which way the interaction goes, the creature merely maintains an unctuous smile and an oily demeanor of amused indifference.

The conversation with Remly/Slogmorph can go in many different directions. If the characters take a "let's see what he has to say" approach, Slogmorph delightedly mocks Rothan Westhill as a fool, even as the devil tries to convince the characters to change their allegiance. You can use the following responses to help guide the conversation:

- "Westhill is an incompetent, who simply has no head for business—and even less ability as a leader."
- "Why not work for me instead? My resources are vast, and my generosity is legendary."
- "That fool probably tried to convince you that I see him as a rival. Does the lion see the mouse as a rival? Outrageous!"

- “Westhill is a spoiled child who is upset about his decreasing market share. It is hardly my fault that the man is so inept.”

- “What is it that you desire? You have but to ask.”

If the characters take a confrontational approach, Slogmorph maintains an amused demeanor and dispenses with their concerns:

- “Please. As if I have either the time or the interest to act in such a fashion.”

- “The Westhill hysteria is legendary. I am not surprised that he has tried to convince you of such nonsense.”

- “While I was sorry to hear of his child’s illness, to suggest that I had anything to do with it is absurd. What am I? Some fell creature from a children’s tale? Preposterous!”

- “Yes, and I am also responsible for foul smells in the Damp, the pox on every unwashed ass in the city, and the incompetency of the Silver Pins. Why not?”

- “Friends. It pains me to hear that I have been so slandered. What can I do to convince you of my gentle and generous soul?”

- “Marlipp? Westhill’s fool brain gorger? Why do you think I would have any interest in such a half-witted and foul creature?” (At your discretion, Slogmorph might accidentally reveal that he knows Marlipp is a brain gorger if the characters only provide the name.)

While speaking to Remly, each character can make one Wisdom (Perception) check to notice one of several subtle details about the noble. Any character whose initial Wisdom (Insight) check did not succeed against Slogmorph’s Charisma (Persuasion) check has disadvantage on this check. Depending on the check result, a character notices the following:

- **13 or Higher:** The characters note a faint but acrid smell of brimstone.

- **15 or Higher:** Remly bears a mark on his neck, just under the collar, resembling an odd tattoo. A successful DC 13 Intelligence (Arcana or Religion) check identifies an Infernal rune.

- **19 or Higher:** Arrayed among the papers on Remly’s desk, the character sees a symbol that looks



like a rapier embedded in a block of ice. A successful DC 15 Intelligence (Arcana or Religion) check identifies the symbol of Levistus, archduke of Stygia.

Slogmorph’s Exit

If the characters become overtly threatening or aggressively argumentative toward Slogmorph—or if the devil comes to believe that they are too stupid to be swayed to proper thinking—the interview quickly concludes. If the characters pledge their loyalty to Remly (whether honestly or as a ruse), the devil is quick to test them—by telling them they can prove that loyalty by “killing that dolt Westhill tonight.” Any hesitation by the characters also ends the meeting.

Whenever Slogmorph has had enough, the devil attacks while maintaining Remly Stafford’s form. Its overconfidence leads it to believe that it can easily best any group of Westhill lackeys. But when it takes 20 or more damage, it realizes its error and frantically disappears using *dimension door*. With a successful DC 14 Intelligence (Arcana) check, a character identifies the spell (but cannot tell that it was cast innately).

LEGATE DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Int +6, Wis +6, Cha +8

Skills Deception +11, Insight +6, Intimidation +8, Persuasion +11

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 13

Languages all, telepathy 120 ft.

Challenge 7 (2,900 XP)

Shapechanger. The legate devil can use its action to polymorph into a form that resembles a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn’t transformed. The devil reverts to its true form if it dies.

Innate Spellcasting. The legate devil’s innate spellcasting

ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *animate dead*, *confusion*, *major image*, *nondetection*, *sending*, *suggestion*, *telepathy*

1/day each: *dimension door*, *greater invisibility* (self only), *mislead*, *programmed illusion*, *telekinesis*

Magic Resistance. The legate devil has advantage on saving throws against spells and other magical effects.

Actions

Charm. One humanoid the devil can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. While charmed, the target regards the legate devil as a trusted friend to be heeded and protected. Although the target isn't under the legate devil's control, it takes the legate devil's requests or actions in the most favorable way it can. Each time the legate devil does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. If the target successfully saves against the effect, the target is immune to this devil's Charm for the next 24 hours.

The devil can have only one target charmed at a time. If it charms another creature, the effect on the previous target ends.

Talented Liar. The legate devil has advantage on Charisma checks.

Multiattack. The legate devil makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

After Remly/Slogmorph vanishes, a successful DC 13 Wisdom (Perception) check alerts a character to the faint but resonating sound of something cracking open, somewhere below the office. (This is the magic door that Slogmorph uses to make its escape. See the next section for more information.)

On Remly's desk, the characters find various documents related to the Stafford family business—bills of lading, invoices, and manifests. Any search of those papers finds the symbol of Levistus (see above). In addition, the characters find a purse containing 35 gp and five garnets (50 gp each) in one of the desk drawers, along with a *wand of magic missiles*.

Many of the books and the artwork in the office are valuable, but it takes time to sort out what is valuable and what is not. Characters who spend an hour sorting through these items can amass a collection worth 250 gp and weighing 100 pounds.

A successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check of the Trillium map on the office's back wall reveals a hidden pocket door, which opens up to a small landing and a flight of stairs leading down into darkness.

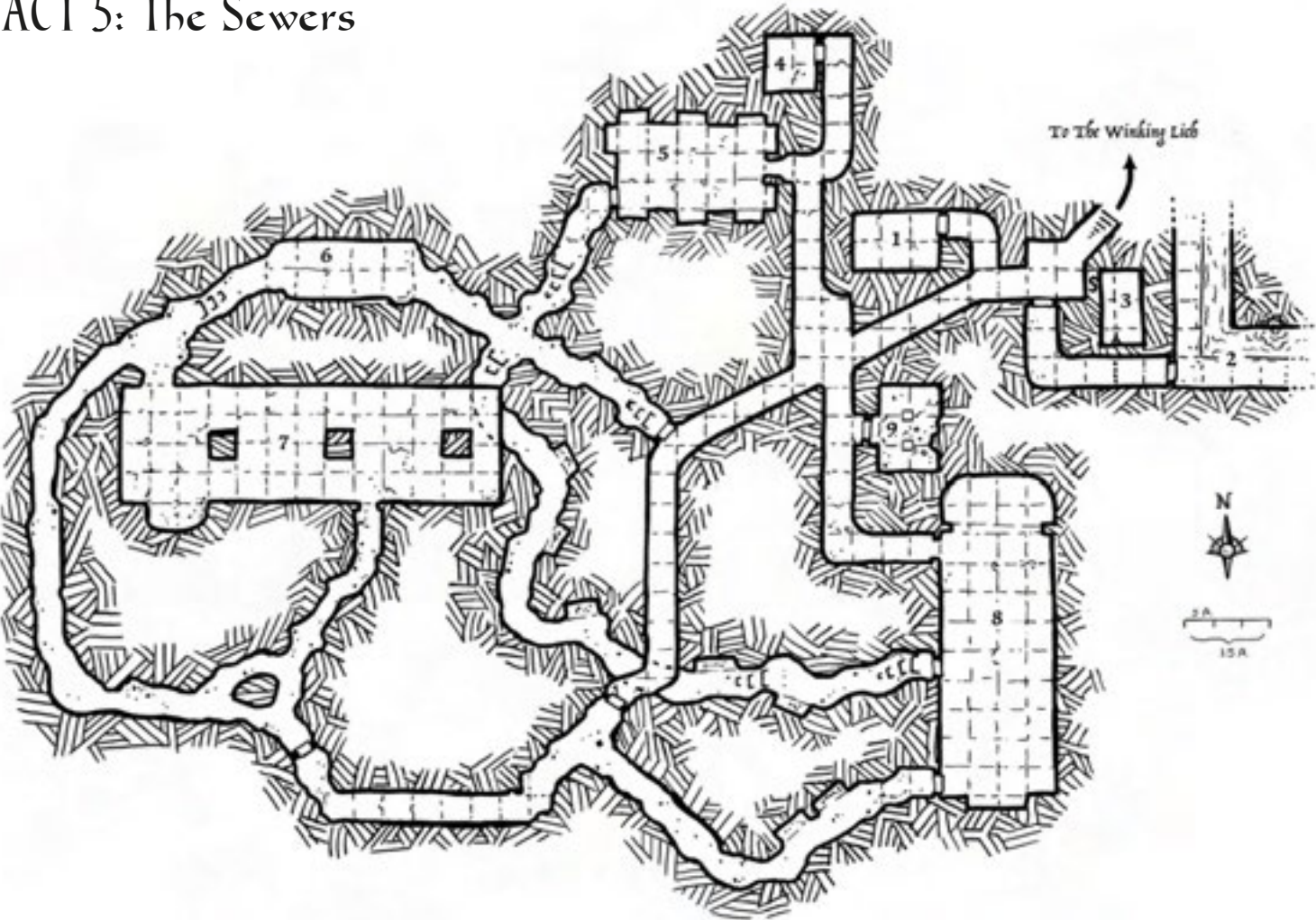
Slogmorph's Secrets

No one in the Stafford family organization knows that Remly Stafford is dead and has been replaced by Slogmorph. As such, when the staff at the Winking Lich discover this, or when the characters reveal the secret passages and foul creatures below the inn, the result is likely to be chaos of your own devising. (If the characters don't discover the secret door, or if they take their time evaluating the loot in the office, you can have the barbed devil guards in area 1 of the sewers come through the secret door from the other side. They attempt to kill the characters on Slogmorph's orders, and likely instill panic in the staff and patrons of the tavern as the fight spills out from the office.)

The larger implications of Slogmorph being revealed extend outside the scope of this adventure, but might be fuel for further events and adventures in Trillium. For Rothan Westhill, having his foe exposed and the threat to Sabine ended is a clear victory. But the revelation of the Stafford family's involvement in the Doves might bring new scrutiny on the activities of the other leading families of Trillium—and lead to serious problems for Westhill in the long term.



ACT 5: The Sewers



All areas within the sewers below the Winking Lich are dark unless stated otherwise. Sewer passages are 5 feet wide and vary between 8 feet and 10 feet tall. The air is markedly cooler beneath the streets than above them, and is very humid. Doors in the sewers are made of wood and bound with iron. They open with effort, but do not need to be forced with Strength checks.

The terrible stench of the sewers means that any Wisdom (Perception) checks that rely on smell are made with disadvantage.

The stairs descend approximately 20 feet before arriving at a small stone landing, from which the characters hear rushing water to the east. A wooden door stands on the south wall, and a passage leads to the west.

The secret door on the east wall leading to area 3 can be found with a successful DC 20 Wisdom (Perception) check. However, the characters have no time to explore this area before the guards from area 1 engage them.

(As Slogmorph passed this way, the devil telepathically alerted the guards.)

1. Guard Post. Three **barbed devils** lair here, awaiting Slogmorph's orders. When alerted by Slogmorph, they immediately move into the corridor. As soon as two or more characters reach the bottom of the stairs leading up to the Winking Lich, or if any character moves far enough to spot the guards, the devils attack.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

2. Sewer Main. The wooden door to this area leads to rank-smelling sewers and abandoned tunnels under the city.

3. Slogmorp's Treasure Cache. Boxes, chests, and crates fill this area, and shelves against the walls are stacked with treasure. Characters who have time for a thorough search of the area discover and can claim the following:

- A +1 greataxe
- A +2 longsword
- A mace of smiting
- A quiver with twenty +1 arrows
- Boots of speed
- An amulet of health
- A deck of illusions
- An ever-smoking bottle

- A headband of intellect
- An Ioun stone (awareness)
- A medallion of thoughts
- A potion of diminution and a potion of superior healing
- A ring of evasion and a ring of animal influence
- A robe of stars
- A shield of missile attraction
- A staff of healing
- A staff of the woodlands
- A wand of wonder

Nonmagical treasure in the room amounts to 1,000 gp, 700 pp, ten 50 gp bloodstones, five 500 gp peridots, two brass mugs with ivory inlay (250 gp each), a small gold idol of Levistus (1,000 gp), and a platinum bracelet set with moonstones (2,000 gp).

4. Office of Ulrog. Slogmorp's imp assistant lairs here, ostensibly working as the legate devil's bookkeeper—but doing a terrible job of it. The room contains a small desk in great disarray, covered with random financial documents written in Infernal.

Ulrog has no desire to fight, and is in fact a tremendous coward. When it hears the party approach, the imp turns invisible and flies to an upper corner of the room in an effort to not be discovered. It flees if the characters try to find it or spend a significant amount of time here, and it spills any information it can if captured and interrogated. (Use this as an opportunity to fill in any details of Slogmorp's plots not yet revealed.)

There is nothing of value in the room.

IMP

Tiny fiend (devil, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

5. Cavern Lizards. Slogmorph had its devil guards coax an immature pair of **cavern lizards** up from the Deep Dark by way of the adjacent sewers. The legate devil's goal is to assemble a monstrous menagerie in the secret spaces beneath Trillium, creating chaos in the city with monstrous attacks against his rivals.

The lizards lurk in the alcoves to either side of the doorway, attempting to hide and ambush the characters if they pass this way.

CAVERN LIZARD

Medium monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	3 (–4)	12 (+1)	2 (–4)

Skills Athletics +5, Stealth +4 (+6 in areas of natural stone or rock)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Surprise Attack. If the cavern lizard surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus the target is grappled (escape DC 13), and the cavern lizard can't grapple another target.

6. Ochre Jelly. This enlarged section of the passage is empty except for an **ochre jelly** lurking on the ceiling. Unless any of the characters specifically say they are checking the ceiling as they pass, a successful DC 22 Wisdom (Perception) check is necessary to spot the ooze, which strikes as the characters pass underneath it.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	14 (+2)	2 (–4)	6 (–2)	1 (–5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

7. **Rothe Pen.** To feed the monstrous menagerie in these tunnels, Slogmorph maintains a small herd of rothe in this area (a cattle-like creature common in the Deep Dark). The herd is watched over by a pair of **ogres** named Bucket and Mop. Those creatures' main job is to make sure that the cavern lizards of area 5 and the demon spider of area 8 do not consume the herd. If the ogres spot the characters, it takes the dim pair a round to figure out how to respond, granting the characters surprise if they attack at once.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (–1)	16 (+3)	5 (–3)	7 (–2)	7 (–2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

8. **Demon Spider Lair.** Slogmorph's favorite pet lairs here—a **demon spider** that the devil is painstakingly training. Coming through any of the room's three entrances, the characters find the hall filled with webs. Pushing in reveals that the floor is littered with bones, scraps of clothing and armor, and other detritus. The demon spider waits in the north section of the chamber, and attacks as soon as any character moves more than 5 feet into the room.

If the characters search the hall, they find a reasonably intact dungeoneer's pack, a +1 *hand crossbow*, a +2 *dagger*, a suit of +2 *studded leather*, and a leather pouch containing 35 gp and a small sealed scroll. The wax seal on the scroll bears the Westhill crest. If the characters crack the seal, the note reads:

Lord Westhill:

As instructed, I have tried to keep Remly Stafford under surveillance. His hours and movements are extremely erratic, making it a challenge to keep up with him. There is definitely something very strange going on here. I will report back when I discover something more certain.

Regards,

Pild

Pild was a Ceaseless operative and one of Westhill's most talented spies. When Slogmorph caught him, Pild was unceremoniously fed to the demon spider.

DEMON SPIDER

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	5 (–3)	12 (+1)	3 (–4)

Skills Stealth +6

Damage Vulnerabilities fire

Damage Resistances cold, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Challenge 8 (3,900 XP)

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

Magic Weapons. The spider's weapon attacks are magical.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The spider can make one bite attack and two puncture attacks with its legs.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make

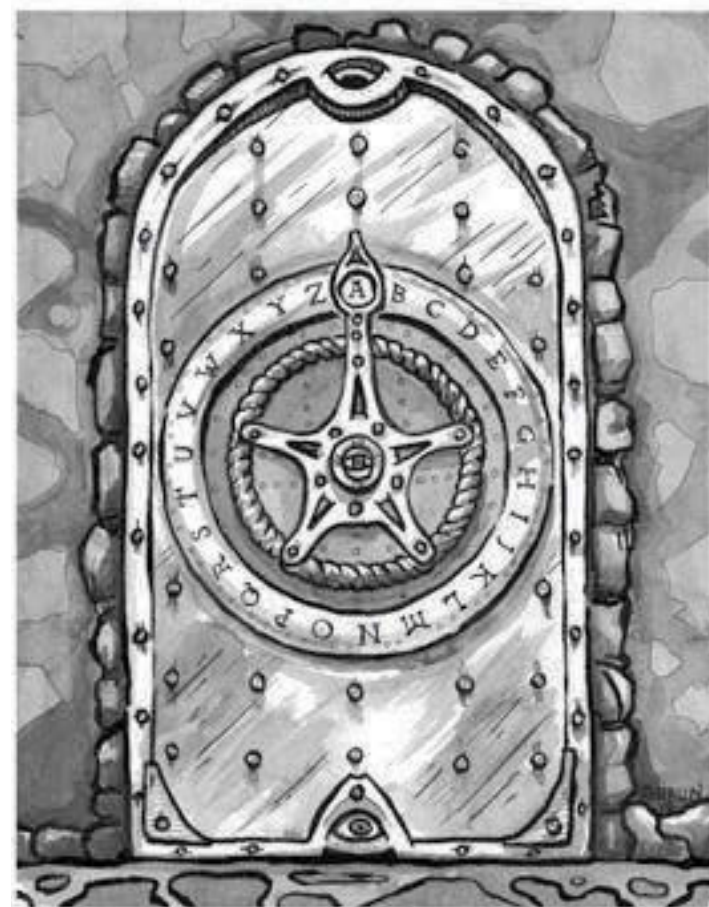
a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Puncture. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

9. Riddle of Hell. When the characters approach this door, read or paraphrase the following:

Cold radiates out from an alcove to the east as you approach it. A stout, odd-looking iron door stands in the alcove, with the full alphabet embossed into its face in a clockwise circle. Inside of this alphabetic circle, a circular handle appears to operate as some sort of dial, with a rotating indicator that can be aligned to any of the letters.

Provide the players with a copy of the puzzle door image (Handout C). The door is locked and cannot be opened by any physical or magical means. Teleportation magic can't be used to enter area 9 beyond the door, and the stone that makes up the walls, floor, and ceiling of that area can't be transmuted in any way that allows access into the room.



If the characters inspect the door, a successful DC 16 Intelligence (Investigation) check reveals the faint pulse of a permanent *glyph of warding* spell centered on it. Slogmorph cashed in a lot of favors to get the infernal aid necessary to craft the door and protect the room beyond it. The door's opening mechanism is a combination lock whose password is 'STYGIA'—the home plane of Slogmorph and the devil's master, Levistus.

Puzzling Out the Door. The cold radiating from the door is magical but not dangerous, and it might provide the characters with a clue as to the door's function and password. Any investigation of the central dial indicates that it rotates both clockwise and counterclockwise. A successful DC 12 Intelligence (Investigation) check suggests that the dial is designed to be turned clockwise and counterclockwise in succession, just like the dial of a combination lock.

If the players don't remember the symbol of Levistus found upstairs among Slogmorph's papers, a successful DC 13 Intelligence (Arcana or Religion) check reminds the characters of it. If the characters haven't already identified the symbol, a successful DC 15 Intelligence (Arcana or Religion) check does so, and allows a character to recall that Levistus is archduke of Stygia, a frozen wasteland that is one of the Nine Hells.

For characters who want to approach the lock from a purely mechanical perspective, careful movement of the dial and a successful DC 10 Wisdom (Perception) check reveals a faint click associated with certain letters. A series of six successful DC 10 Wisdom (Perception) checks thus reveals each of the letters necessary to spell the password.

If the characters attempt to open or break down the door without first entering the correct password, they trigger the *glyph of warding* and its explosive runes option. If the glyph activates, each creature within 20 feet of the door must make a DC 16 Dexterity saving throw, taking 5d8 cold damage on a failed save or half damage on a successful one.

A *dispel magic* spell suppresses the glyph for 10 minutes. This does not allow the door to be opened, but it allows characters to try different passwords without setting the glyph off.

ACT 6: A Little Bit of Hell

Once the characters are past the door, read or paraphrase the following:

A loud cracking sound, akin to splintering ice, echoes along the corridor as the vexing door swings open away from you. A blast of cold air erupts from a small room, which contains two short columns set five feet apart from each other, both covered in runes. The room is otherwise empty, but its walls, floor, and ceiling are all covered with frost.

Slogmorph escaped this way, passing through the magic door to create the cracking sound the characters might have noticed from the devil's office. The columns are magical, and the space between them is a gate to a pocket dimension channeling the power of Slogmorph's home plane of Stygia. The legate devil uses this space as a sanctum, taking its rest here when it finds itself missing all the comforts of home.

A successful DC 10 Wisdom (Perception) check reveals that the source of the cold in this room is the space between the columns. If the check result is 16 or higher, a character notes a slight distortion and shimmering in the air between the two columns. A successful DC 13 Wisdom (Survival) check allows a character to note humanoid footprints leading up to the space between the two columns, then vanishing.

A *detect magic* spell or similar effect reveals that the columns and the space between them are imbued with powerful conjuration magic. A successful DC 18 Intelligence (Arcana) check confirms that the columns form a two-way planar gateway, similar to a permanent *gate* spell. If the check result is 20 or higher, a character determines that the destination of the gate is a pocket dimension drawing planar power from Stygia, one of the Nine Hells.

Following Slogmorph

Characters brave enough to pursue Slogmorph to the bitter end have only one chance to do so—pursuing the fleeing devil through the gate.

As you step forward into the bitter cold between the two rune-marked columns, you experience a sickening lurch. As your senses reorient, you first feel that the cold has intensified. You then realize that you are standing

in ankle-deep snow on a vast frozen plain—and that something is chuckling behind you. An eight-foot-tall, well-dressed figure with ruddy skin and a pair of twisting horns atop its forehead sweeps into a low bow and speaks. “The late Remly Stafford at your service.”

The devil that has assumed the form of Stafford laughs. “I admire your determination. But following me to my sanctum is a reckless effort. And for what? That fool Westhill? Or this pathetic creature?” The devil casually gestures to something half buried in the snow at its feet, then reaches down to grab hold of a body. “Wake up Marlipp! You have visitors!” And sure enough, an unconscious brain gorger is slumped in the snow.

“You wanted this creature so badly that you see fit to interfere in my business?” the devil cries out. “So be it. Take the wretch if you can!” Around you, the ice explodes in a cloud of steam. Two monstrous blue worms shoot up before you, their skin pulsating with an internal heat, and their wide mouths filled with jagged teeth.



LEGATE DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Int +6, Wis +6, Cha +8

Skills Deception +11, Insight +6, Intimidation +8, Persuasion +11

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 13

Languages all, telepathy 120 ft.

Challenge 7 (2,900 XP)

Shapechanger. The legate devil can use its action to polymorph into a form that resembles a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The devil reverts to its true form if it dies.

Innate Spellcasting. The legate devil's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *animate dead*, *confusion*, *major image*, *nondetection*, *sending*, *suggestion*, *telepathy*

1/day each: *dimension door*, *greater invisibility* (self only), *mislead*, *programmed illusion*, *telekinesis*

Magic Resistance. The legate devil has advantage on saving throws against spells and other magical effects.

Actions

Charm. One humanoid the devil can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. While charmed, the target regards the legate devil as a trusted friend to be heeded and protected. Although the target isn't under the legate devil's control, it takes the legate devil's requests or actions in the most favorable way it can. Each time the legate devil does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. If the target successfully saves against the effect, the target is immune to this devil's Charm for the next 24 hours.

The devil can have only one target charmed at a time. If it charms another creature, the effect on the previous target ends.

Talented Liar. The legate devil has advantage on Charisma checks.

Multiattack. The legate devil makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	4 (–3)	10 (+0)	5 (–3)

Damage Immunities cold, fire

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

Languages —

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target. In addition, at the start of each of the target's turns, it takes 14 (4d6) fire damage.

Slogmorph uses all its magic to hinder the party, employing *confusion* and *suggestion* to take characters out of the fight. But the devil's two **young remorhazes** are the much more potent threat as they hurl themselves at the characters. (These monstrosities are the deadliest of the creatures Slogmorph hopes to unleash on its enemies in due course.)

Marlipp remains unconscious throughout the fight.

Final Battle

This is a tough fight even for 8th-level characters. Slogmorph is the easier target to take out (having already been wounded), but the remorhazes fight on even after the devil falls. If the characters need to flee the fight, they can do so by returning to the rune-marked columns, which take them back to the sewers. What happens then is up to you.

If the characters are still in good health, you might have one or both remorhazes follow them through the gate—then continue on into the sewers. (If the staff and patrons of the Winking Lich haven't yet been made aware of what's below the inn, they'll find out in a

hurry.) But if the characters have fled the fight for their lives, you can have the remorhazes remain behind in their pocket dimension, content to be left alone.

Resolution

Even after Slogmorph is killed, the final fate of the devil is in your hands. The strange nature of the pocket dimension means that you can decide whether that space is treated as Stygia or as some other plane. If the former, destroying Slogmorph there has the same permanent effect as destroying the devil on its home plane. But if you consider the pocket dimension as its own plane, destroying Slogmorph there merely returns the devil to Stygia—from which it might begin to plot its furious revenge.

When Slogmorph is killed, the curse on Sabine is broken, and her mysterious illness begins to fade at once. Having dispensed with the threat against Trillium, the characters are free to wrap up their business in the city. They can report their success to the extremely grateful Rothan Westhill and claim their final reward. Depending on whether the characters want to stick around Trillium (or make it known that they plan to return), that reward might include deeds to properties or businesses in the Westhill holdings.

The characters can then return to Ockney's Hold with Marlipp, either dead or alive. (The events of the previous adventures will likely determine how much of a vendetta the characters have against Marlipp, or whether they're content to let the baron mete out justice to the brain gorger.) Completing the baron's quest sees the characters bestowed with lands and titles in Ockney's Hold—potentially making them important figures in two areas of the campaign world.

No matter whether the adventurers decide to make their new home base in Ockney's Hold, Trillium, or both, they might in time run into the vengeful Slogmorph. The devil might pose as some other resident of Trillium or some powerful figure of Ockney's Hold, seeking to get close to the characters—and anxious to complete its unfinished business.

So ends Trillium: City of Enchantment

Monsters

Cavern Lizard

(From *Tome of Horrors* by Frog God Games)

A cavern lizard is typically very aggressive and often travels far away from its lair in order to hunt. While not territorial, a cavern lizard is rarely encountered with others of its kind. Each cavern lizard often has a hunting ground covering up to 2 miles in the Under Realms.

(This Medium cavern lizard is an alternative version of the Large lizard in *Tome of Horrors*.)

CAVERN LIZARD

Medium monstrosity, neutral

Armor Class 13 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	3 (–4)	12 (+1)	2 (–4)

Skills Athletics +5, Stealth +4 (+6 in areas of natural stone or rock)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Surprise Attack. If the cavern lizard surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage plus the target is grappled (escape DC 13), and the cavern lizard can't grapple another target.

Demon Spider

(From *Tome of Horrors* by Frog God Games)

Created in the bowels of the underworld, the extremely rare demon spider is one of the largest varieties of its kind. Although not actually a demon, the creature has been given its name by survivors because of its appearance and especially malevolent attitude; it not only kills to feed itself, it enjoys the hunt and subsequent torture of its victim.

DEMON SPIDER

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	5 (–3)	12 (+1)	3 (–4)

Skills Stealth +6

Damage Vulnerabilities fire

Damage Resistances cold, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Challenge 8 (3,900 XP)

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

Magic Weapons. The spider's weapon attacks are magical.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The spider can make one bite attack and two puncture attacks with its legs.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a success. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Puncture. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Legate Devil

The diplomats of the Nine Hells, legate devils most commonly act as envoys and negotiators for archdevils. They compensate for their relative inferiority in physical strength and power with cunning and guile, using careful lies and artful speech as their primary weapons. As masters of deception, legate devils delight in assuming humanoid guises on the material plane and setting themselves up as local potentates in order to amass wealth and power.

LEGATE DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Int +6, Wis +6, Cha +8

Skills Deception +11, Insight +6, Intimidation +8, Persuasion +11

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, psychic

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 13

Languages all, telepathy 120 ft.

Challenge 7 (2,900 XP)

Shapechanger. The legate devil can use its action to polymorph into a form that resembles a Medium humanoid, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The devil reverts to its true form if it dies.

Innate Spellcasting. The legate devil's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *animate dead*, *confusion*, *major image*, *nondetection*, *sending*, *suggestion*, *telepathy*

1/day each: *dimension door*, *greater invisibility* (self only), *mislead*, *programmed illusion*, *telekinesis*

Magic Resistance. The legate devil has advantage on saving throws against spells and other magical effects.

Actions

Charm. One humanoid the devil can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. While charmed, the target regards the legate devil as a trusted friend to be heeded and protected. Although the target isn't under the legate devil's control, it takes the legate devil's requests or actions in the most favorable way it can. Each time the legate devil does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. If the target successfully saves against the effect, the target is immune to this devil's Charm for the next 24 hours.

The devil can have only one target charmed at a time. If it charms another creature, the effect on the previous target ends.

Talented Liar. The legate devil has advantage on Charisma checks.

Multiattack. The legate devil makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

Patron Devil

Patron devils are often referred to as the "secretaries of the Nine Hells." Archdevils and greater devils keep patron devils at their beck and call to run errands, deliver messages, and complete routine administrative tasks. Patron devils are the property of the greater devil they work for, and enjoy the protection of that greater devil. As such, they rarely have to rely on their meager fighting skills for survival.

PATRON DEVIL

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Int +6, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +5, Persuasion +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, poisoned

Senses passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Magic Resistance. The patron devil has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The patron devil's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *darkness*, *detect magic*, *dispel magic*, *dimension door*

3/day: *teleport*

Actions

Multiattack. The patron devil makes two claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

River Troll

(From *Tome of Horrors* by Frog God Games)

River trolls patrol the banks of large rivers, looking to hunt the forest creatures that use the river for sustenance. Very rarely, the river trolls are indigent enough to use crude nets or spears to harvest fish and other aquatic foods from the river itself.

River trolls are more frequently found as a group, as they are somewhat smaller than a normal troll (though only other trolls really notice this). They will work together with those of their own kind, but not with other common trolls.

River trolls are adept swimmers and like to lurk underwater for prey near bridges, if possible.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) poison damage.

RIVER TROLL

Large humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	19 (+4)	6 (–2)	9 (–1)	7 (–2)

Skills Athletics +5, Perception +3

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 4 (1,100 XP)

Amphibious. The river troll can breathe both air and water.

Keen Smell. The river troll has advantage on Wisdom (Perception) checks that rely on smell.

Poison Skin. The river troll's skin contains a powerful poison. Any time the troll touches another creature, the creature takes 7 (2d6) poison damage (included in attacks).

Regeneration. The river troll regains 10 hit points at the start of its turn as long as it is at least partially submerged in water; strong rainfall also allows the troll's regeneration to function. If the troll takes acid or lightning damage, this trait doesn't function at the start of the troll's next turn. The troll only dies if it starts its turn with 0 hit points and doesn't regenerate.

Actions

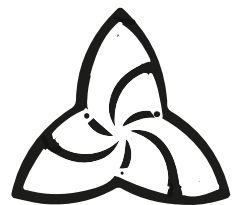
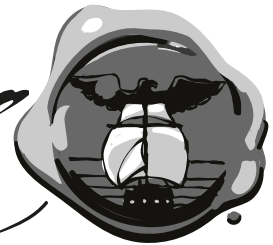
Multiattack. The river troll makes three attacks: one with its bite and two with its claws.

To any and all who may bear witness:

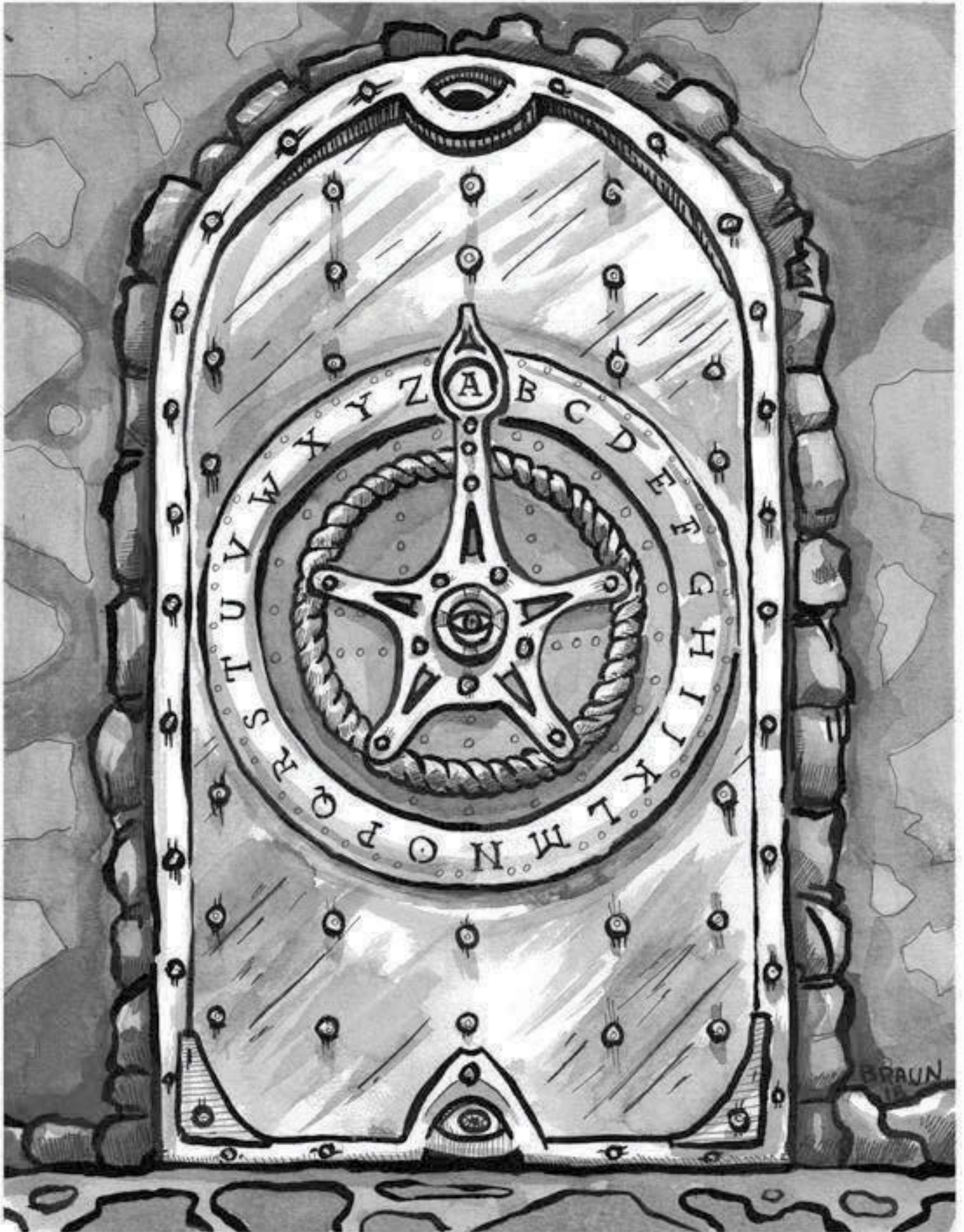
Be advised that the conveyor of this document is known to me, **Rothan Westhill**, of the noble **Westhill** house of **Trillium**. Kindly accord the bearer of this document, under my seal, with all due courtesies and respects as if the conveyor were being introduced by me personally.

Under seal.

Rothan Westhill.







Gazetteer

Welcome to Trillium! I am the city's greatest merchant and well-known mover and shaker, Baldin Zunskar, here and at your service! I have lived in Trillium my entire life. In fact, I have never been more than a few dozen paces outside the walls of the City of Enchantment. I mean, why would I ever go anywhere else? Trillium has everything a soul could need—and so much more that you never knew you needed until you arrived.

The best goods in the world are available here. The best stores and inns in the world are here. The best crafters-for-hire are here. Everything worth having is here! And even better than all that, anyone worth spending any time with can be found in the city. People of every known folk, ethnicity, and culture in this part of the world call Trillium home.



I have spent my entire adult life putting together some of the most amazing trade deals in Trillium history. Everyone in the city worth knowing knows me, and my spotless reputation for shrewd but fair negotiations. I am also a lover of the finer things in life—a quality meal, a glass of Bluebell Red, and pleasing company.

So, traveler and Trillium neophyte, this is indeed your lucky day! For I have decided to share my notes on the City of Enchantment with you, representing a lifetime of acquired knowledge from visits to nearly every store, inn, shop, stall, tavern, and—ahem—den of ill repute in the city.

So rejoice, ignorant traveler! Armed with the notes below, these entries and write-ups, you will be able to smoothly navigate Trillium society and make informed decisions with each and every one of your coins. No, there is no need to thank me. I dearly love this amazing city, and am simply happy to pass what I have learned onto others, so that they too can fully appreciate this magnificent place.

I do have one final piece of advice, though. Do not venture into the sewers and abandoned tunnels underneath the city streets. For that is the realm of smugglers, thieves, and worse. There is more than enough adventure to be had in the light of day, so I strongly urge you to rebuff any suggestions that you explore the dark places under Trillium.

Life in Trillium

The coastal city of Trillium is an ancient bastion of trade and wealth. While officially self-referenced as the “City of Enchantment,” it is also known as “Bridge City” for the complicated and well-engineered network of bridges that connects three major islands at the mouth of the Oriana river—Tyle, Jesper and Gill’s Rock—with the banks to north and south. The estuary of the gently flowing Oriana as it empties into the Sapphire Sea combines with miles of protected and deep harbor to make for excellent anchorage.

In addition to the trio of major islands in the mouth of the river, the city’s main geographic feature is the four hills that define it. Two hills stand on the north side of the river (Orison and Gull’s Reach), as do two to the south (Westhill and Eastend). They vary in size but have this in common—the heights of each hill contain the most sought-after and expensive real estate in the city. And below those heights, the areas around

the hills make up the four primary regions of the city, each broken into many districts that have developed organically over time.

Trillium offers probably the widest array of goods and services in the entire region. Residents of Trillium believe that one can buy just about anything here. And given sufficient coin, they might just be right.

Demographics

Population: 200,000

Alignment: Neutral (lawful)

Race Breakdown: Human 70 percent, dwarf 10 percent, elf 5 percent, other 15 percent

Government

The government of Trillium is a plutocracy with representative elements. There are thirteen members of the High Council, who are drawn from the city's oligarchs, religious leaders, and guild heads. One of the council—selected by a majority vote—is titled “The First,” and is charged with overseeing the day-to-day running of the city with the advice and consent of the council's other members. Those councilors are commonly referred to as “Coin Lords,” and serve until death or until ten or more votes on the council remove them.

The High Council meets once a month at Trillium Hall on Eastend, and more often if the First deems it necessary. If there is a vacancy on the council, any member can sponsor a new potential member. A majority vote gets a sponsored member a seat on the council. If there are competing candidates, the winner is determined by simple majority.

The First is essentially the mayor of Trillium. They are responsible for major policy decisions and supervising the many public offices that keep the city functioning. One of the more important of those tasks is the appointment of the ministers that run those offices. Every minister appointed by the First is subject to a vote by the High Council, with a majority vote needed to uphold the appointment. Some of the most important of the city's ministers include those responsible for duties and tariffs; the high courts; the City Guard; bridges, streets, and byways; and the Marine Defense force.

Port Warrant. The Port Warrant is a branch of Trillium government that oversees all shipping on the Oriana River and the Sapphire Sea within and near the city, and which is responsible for the city's many bridges. All merchant vessels arriving in Trillium are required to file a manifest with the Port Warrant, which maintains offices at every major pier. Departing vessels often file manifests as well, although that is not required.

Military. Three official military bodies are found in Trillium—the City Guard, the Marine Defense, and the Griffon Guard. As their names imply, the City Guard polices the bridges, streets, and gates of Trillium. Marine Defense patrols the harbor, the immediate coastline in the Sapphire Sea, and the Oriana River. And the elite Griffon Guard provide aerial protection and surveillance.

The city wall provides a robust defensive perimeter across the north and south shores of Trillium, rising over twenty feet tall in most locations, and featuring watchtowers every hundred yards. The exterior walls double back inward along Eastend, Gull's Reach, and the islands of Jesper and Tyle, all protecting against attacks from Cudgel Bay. Interior walls also protect Garden, Academy, and University districts.

Members of the City Guard are known as the “Silver Pins” for the stylized silver Trillium pin that each wears on their cloaks. At least one City Guard post or barracks can be found on each hill and island of the city. The main offices of the City Guard are in the Old Keep adjacent to Trillium Hall on Eastend.

Members of the Marine Defense force are known as “Blue Fins” for the distinctive short blue frill that each wears on their helmet. Their patrol boats are always on the waters of the river and harbor, guarding against threats such as piracy and aquatic invaders, as well as ensuring that incoming vessels dock where they are supposed to so that appropriate duties and tariffs can be levied. Marine Defense maintains barracks and docks on the islands of Tyle and Jesper, as well as on Orison in Damp district. Their administrative offices, just as with the City Guard, are in the Old Keep on Eastend.

Members of the Griffon Guard are known as “Wings.” All are based out of the Old Keep on Eastend. The Griffon Guard are seen as an unnecessary expense by many members of the High Council, and their funding has dwindled over the years. As a result, this once-proud unit is but a shadow of its former self,

having only five healthy mounts in total. Most Wings now spend more time dicing and drinking than actually out on patrol, and many believe that the Griffon Guard will be formally retired in the not-so-distant future.

Legal System. Trillium's long history of being a commercial hub has inspired a fairly sophisticated legal system. There are three distinct branches of the Trillium court system—commerce, citizen, and criminal—all under the overarching title of the Courts of Inquiry. All three branches are housed at Trillium Hall on Eastend. Each branch consists of a three-judge panel, whose members are nominated by the High Council and affirmed by a majority vote. Any Trillium citizen can petition either the commerce or citizen court. However, each panel of judges decides which cases they want to hear. The sanctity of contracts is a bedrock principle in Trillium, and decisions by the commerce court bear this out. Trade disputes, including non-trade contract disputes, are heard in commerce court. All other civil matters are heard in citizen court.

Great Families of Trillium.

Though the dates and details surrounding the exact founding of Trillium have been lost to the vagaries of history, what is certain is that four families have been central to the growth and governance of the city over centuries—Westhill, Halstead, Stafford, and Breland. The history of each of these families individually would be a vast subject in and of itself. However, for the purposes of those newly arrived to Trillium, it is important only to know that these four families own a good deal of the city, that they are almost always represented on the High Council, that they are sometimes rivals but also often allies, and that they are as close a thing to royalty as Trillium has.

Skullduggery in Trillium

Though Trillium is a stable and affluent commercial center, a robust criminal sector lurks just below this mercantile surface. Several major criminal organizations are known to operate in Trillium, with the Ceaseless, the Doves, and the Crux among the most notorious and most active. Because open conflict between such organizations is bad for business, it is usually avoided. As such, though the criminal syndicates of the city are very capable of delivering extreme violence, they try to conduct themselves in a way that doesn't invite formal scrutiny of their illicit activities.

In fact, seats on the High Council have been occupied more than once by officials with secret—or even openly suspected—ties to Trillium's criminal enterprises, such is the tacit acceptance of such enterprises in the city. The unwritten rule is that as long as trade and significant transactions remain uninterrupted, the authorities of Trillium will look the other way. Because just as with an open war between criminal organizations, a public and expensive crackdown on major crime would be bad for business. And at the end of the day, business is king in Trillium.

Hills and Districts

Because there is no political importance attached to any of the specific districts in Trillium, their boundaries are not exact, and each acts more like a point of reference or a geographical marker than a distinct municipal entity. Trillium's districts are also not exclusive as regards enterprises relating to their names. For example, many of the city's guilds are found outside of Guild district, which was simply named for the dozens of guild houses that were located there in years past.

This section highlights just some of the many features of the hills and districts of the city.

Orison

The hill of Orison rises in the northwest portion of Trillium. It is the second tallest of the hills (behind Westhill), but is the largest in terms of total area. The majority of temples and places of worship are located on Orison, as are most of the city's banks. Three major districts sprawl across and around the hill: Temple, Coin, and Damp. As with all the hills and districts of Trillium, Orison features many private homes, from single-family dwellings to larger estates, and even tenements. A wide variety of inns, hostels, taverns, and other businesses can also be found here.

Temple. The highest portions of Orison make up the Temple district, which houses most of the places of worship in Trillium. (Locals often refer to this district as “the knees” because of all the praying and genuflecting that goes on here.) Some of those temples are single buildings, while others more closely resemble estates. One such example is the temple to the Mother—a sprawling affair comprised of a half dozen different buildings, several of which are medical facilities dedicated to care and succor for the sick and injured. Other temples here include the Stars, the Sun, the Scales and the Leaf, though the temple of the Tides is located on Eastend.

Notable Taverns, Inns, and Businesses

Each of the city's districts features countless shops, establishments, restaurants, inns, vendor stalls, and other businesses catering to residents and visitors alike. This gazetteer lists a number of notable entries in the city's commercial enterprises, but these lists are far from complete. Each entry is rated according to the quality of its goods (poor to excellent) and the level of its pricing (cheap to expensive). A few entries also feature a "dangerous" warning that unsuspecting visitors would be wise to heed.

Notable Taverns: Demon's Dessert (fair/moderate), the Angry Pixie (good/moderate)

Notable Inns: The Red Rose Inn (excellent/expensive), the Penitent (good/expensive)

Notable Businesses: Darla's Glassworks (excellent/expensive), the Top Cut (haberdasher) (good/expensive), Faery's Eire (silversmith) (excellent/expensive), the Poppy Seed (herbalist) (good/moderate), Trillium Piling (engineer/architect) (excellent/expensive), the Folio (bookbindery) (good/moderate), the Wonder (alchemist/potions) (good/moderate), Sun's Studio (artist) (good/moderate), True Bolt (fletcher) (good/moderate), Chandler and Associates (barrister) (good/expensive)

Coin. The Coin district is the largest banking sector in Trillium, holding a dozen different banks and reserves clustered loosely together. Some are the holdings of specific families, such as Bank Westhill, while others started as smaller lending houses that rose to prominence over many years of good business practices, including the Radiant Bank. This district comprises the eastern side of Orison.

Notable Taverns: The Fancy Lad (good/expensive), the Dragon's Hoard (excellent/expensive), the Grinning Troll (good/expensive).

Notable Inns: The Golden Boarding House (excellent/expensive), the Red Chimera (good/moderate)

Notable Businesses: Westhill Counting House (bank), Everett's Exchange (bank), the Platinum Bank (bank), the Infallible Depository (bank), Breland Exchequer (bank), Trillium Provisions (grocer)

(good/expensive), Desire's Sundries (general store) (good/moderate), McNaughton's (furrier) (excellent/expensive), the Happy Boot (cobbler) (good/moderate), Dazzle's (goldsmith) (excellent/expensive), Elite Weave (draper) (good/expensive), Levi's Ledger (accountant) (good/moderate), the Gilded Page (bookseller) (fair/moderate), Eva's Delights (confectionary) (good/expensive), the Sapphire Theater (excellent/moderate)

Damp. This district is the waterfront portion of Orison along the north bank of the Oriana River, and is named for a dreadful humidity that rarely lifts. The district contains the best-maintained—and by far the most numerous—wharfs and docks in Trillium. As a result, the lion's share of goods entering the city from either downriver or the Sapphire Sea are offloaded here. The docks of Damp stand alongside customs houses, warehouses, inns, rough taverns, and some of the seedier housing in Trillium. As such, travel through the district after dark without an armed escort is strongly discouraged.

Notable Taverns: The Sickly Cockatrice (fair/moderate), the Broken Boat (poor/cheap), the Vivid Mushroom (poor/moderate), the Goblin's Trouble (poor/cheap: dangerous), the Green-Eyed Floozy (poor/cheap: dangerous)

Notable Inns: The New Man Hostel (fair/moderate), the Queen's Grin Inn (poor/cheap), the Mister Burse (fair/moderate)

Notable Businesses: The Golden Lions (mercenary company), the Blessed Greave (armorer) (good/moderate), the Keen Edge (blacksmith), Tam's Breastplate (armorer) (excellent/expensive), Dirty Bastard's Ratter (rat-catcher) (good/cheap), Dove's Archery (fletcher) (good/moderate), the Vengeful Hammer (weaponsmith) (excellent/moderate), the Discrete Word (bordello) (good/moderate), Judy's (bordello) (good/cheap), the Cracked Hoof (horse leech) (good/cheap), Brill's Drayage (drayage/teamster house) (good/moderate), Riverview (tenement) (fair/cheap), Corner Mercy (midwife) (good/cheap), Tav's Pestle (herbalist) (good/cheap)

Gull's Reach

Gull's Reach and Eastend are the two oldest sections of Trillium. Both areas are said to be the site of the original settlement that founded the city, though there

is no reliable evidence to confirm or deny either claim. Gull's Reach boasts ancient fortifications facing the sea, which have been updated through the years. Three general districts are found on Gull's Reach—Prince, Academy, and University. As with any of the other hills in Trillium, Gull's Reach features many fine inns, taverns, and businesses, in addition to hundreds of private residences, estates, and tenements.

Prince. Among the many apocryphal stories that a visitor to Trillium might hear, the claim is often made that thousands of years ago, shortly after the first settlers came to Cudgel Bay, the first Prince of Trillium resided in this area. Even the name of this enigmatic figure has been lost to the vagaries of history. But what is unquestionably true is that many of the nicest and most expensive of the city's estates are still found on the eastern side of Gull's Reach. The views of the Sapphire Sea from the Prince district are spectacular, and some of the city's finest inns, restaurants, shops, and boutiques cater to the area's affluent residents.

Notable Taverns: The Winking Lich (excellent/expensive), Windfall (good/moderate), the Smoking Shrew (excellent/expensive)

Notable Inns: The Skyline Hospice (excellent/expensive), the Eire (good/expensive), the Sea Queen (good/moderate)

Notable Businesses: Top Cut (clothier) (excellent/expensive), the Prince's Ascot (haberdasher) (excellent/expensive), Endless Wick (chandler) (good/moderate), Treasure Nook (finesmith) (excellent/moderate), the Twinkle (jeweler) (good/expensive), the Golden Totem (goldsmith) (good/moderate), Gentleman's Enterprise (gymnasium/sword studio) (excellent/moderate), Domestic Limited (valet/groom/servant service) (excellent/expensive), Tuzmod's Daggers (swordsmith) (excellent/moderate), the Red Apple (provisioner/grocer) (excellent/moderate)

Academy. This western portion of Gull's Reach features one of Trillium's most famous landmarks: Ortax's Tower and Academy of the Arcane. Hundreds of years ago, a wealthy and powerful wizard appeared in Trillium from parts unknown, then built a tower on Gull's Reach when she decided to make the city her home. The wizard Ortax immediately began taking in apprentices, and in short order, a flourishing arcane academy took root. Before passing onto the next life,

Ortax endowed her academy with enough funds to expand and survive in perpetuity.

The Academy, as it is known locally, is a campus containing a number of buildings, including laboratories and dormitories that have long spread beyond Ortax's original tower. The Academy features departments focused on spell research, alchemy, psionics, and spontaneous casting, in addition to the eight traditional schools of magic. Young would-be sorcerers, warlocks, and wizards who desire the very best in arcane training come to the Academy seeking admission. While the rest of the district contains the usual array of homes and businesses, many sites around the academy cater primarily to its students and faculty, including purveyors of parchment, spell components, and glassware.

Notable Taverns: The Wizard's Trick (good/moderate), the Caster's Curse (fair/moderate), the Winking Wasp (good/moderate)

Notable Inns: The Specter's Rest (good/moderate), Vincent's Arse Boarding House (fair/moderate), the Shy Troll Inn (excellent/moderate)

Notable Businesses: Diaphanous Devices (glassblower) (good/expensive), Xylax's Potions (alchemist/potion shop) (good/expensive), the Arcanium (arcane supplies) (good/moderate), Ortax's Quill (bindery/parchment supplies) (excellent/moderate), Wizard's Appurtenance (spell components) (good/moderate), Alembics Unlimited (glassware) (good/moderate), the Goblin's Salve (herbalist) (good/moderate), Mystic Tower (tenement) (good/cheap), Conjured Victuals (grocer) (good/moderate), the Pointy Hat (haberdasher/clothier) (excellent/moderate), Tranquility (baths/spa) (good/moderate)

University. Where university district rises from the north face of Gull's Reach, it houses private residences and many businesses. But this district is named for its most notable landmark—Halstead's College, the largest university in the region.

The Halstead family is one of the oldest in Trillium, and its members claim (as many others do) that Halstead is one of the city's founding families. The family owns a number of businesses, always hold at least one seat on the High Council, and are probably best known for their most famous scion—Elijah Halstead, the founder of Halstead's College. Generations ago, when Elijah was head of the Halstead family and a successful

entrepreneur, he began expanding the family's already-famous library. As the collection's fame and notoriety grew, scholars would frequently petition for permission to use it. This stoked Elijah's vanity to no end, and led him to decide to found a full college in his own name.

As Elijah's plans were unveiled, the Halstead family built a new estate on Westhill, leaving their old residence to be repurposed into the college. Since those days, the college has far outgrown the estate's original boundaries, and currently services a student body of over a thousand, dozens of faculty and staff, and countless other employees.

Notable Taverns: The Laughing Tuna (good/expensive), the Dove's Cage (fair/moderate)

Notable Inns: The Augur (good/moderate), the Savant's Accord (excellent/expensive), the Fairy Inn (fair/moderate)

Notable Businesses: Haul It (carter/drays) (good/moderate), Isabel's Sundries (gift shop/collectibles) (good/moderate), the Cracked Spine (bookseller/bindery) (excellent/moderate), the Green Tomato (grocer/provisioner) (good/cheap), the Pointy End (fine cutlery) (excellent/expensive), Loose Leaves (parchment seller) (good/moderate), the Dusty Tomb (bookseller) (good/moderate), the Lofts (tenement) (good/cheap), Trin's Felicity (confectionary) (fair/moderate), Ian's Livery (clothier) (good/moderate), Black Lung (chimney sweep) (good/cheap)

Westhill

While Gull's Reach features some of the most expensive homes and estates in Trillium, Westhill features the most expansive. The sprawling estates of this area are usually owned by the oldest and most well-established families in Trillium, and feature huge manses, elaborate gardens, and high gates. Westhill is also the largest of the four hills in Trillium, containing five distinct districts—the aptly named Garden district, where the most lavish estates rise along the heights facing the sea, along with Guild, Market, the Neck, and Crust.

Garden. Along wide and well-maintained streets, this district of Westhill is synonymous with gated estates and meticulously sculpted gardens. Some of the oldest and most famous families of Trillium call

Garden home, including the acknowledged founding family of Westhill that gives the area its name. Other ancient and well-known families such as Halstead, Breland, and Stafford also call Garden home. Some of the finest clothiers in Trillium are located in Garden district, which also features many fine inns, restaurants, and service providers. This district also holds the largest graveyard in the city—Highgate Cemetery, laced with tasteful pea-gravel walkways that wind between magnificent hedges, mausoleums, and grave markers.

Notable Taverns: Bright's (excellent/expensive), the Gilded Lily (excellent/expensive)

Notable Inns: The Ivy Inn (excellent/expensive), the Thorny Rose (good/expensive), the Velvet Hat (good/moderate)

Notable Businesses: Lustrous Coif (hairdresser) (excellent/expensive), Breland's Provisions (grocer) (excellent/expensive), Dandy's Raiment (haberdasher) (excellent/expensive), Gabriella's Gowns (dress shop) (excellent/expensive), the Black Boot (shoemaker) (excellent/expensive)

Guild. On the northwest side of Westhill, the Guild district is home to the Dawn Gate, the primary access to Trillium from the west. The majority of guild and trade halls are located in this district, and a proliferation of other businesses and shops are also found here as a result, making the area the largest concentrated shopping hub in Trillium. Garment makers and jewelers are especially well represented in Guild.

The district was originally named for the dozens of guild houses that first located here under official charter of the city. Many of the working-class guilds are still based here, from the apothecaries to the woolworkers. And a handful of the district's guilds hold as much influence as Trillium's wealthiest families, including the masons, the carpenters, the goldsmiths, the blacksmiths, the bowyers, the vintners, and the mercers. The leaders of those wealthiest guilds engage in constant political maneuverings, all of them trying to attain a coveted seat on the High Council.

Notable Taverns: The Hobnailed Boot (good/expensive), the Cooper's Disk (fair/moderate), the Grim Gauntlet (fair/moderate)

Notable Inns: The Blushing Bishop (good/moderate), the Jade Kraken (good/moderate), the Jolly Orc (fair/moderate)

Notable Businesses: Feathers (festhall) (good/moderate), Rand's Regalia (goldsmith) (good/excellent), Enduring Ingot (armorer) (good/moderate), Salvador's Construction (carpenter) (good/moderate), Zim's Archery (bowyer) (excellent/moderate), the Stout Axel (wainwright) (good/cheap), Plucky's Polearms (weaponsmith) (good/moderate), Oriana River Distillery (spirits) (good/moderate), Bluebell Vintners (vintner) (excellent/moderate), Salubrious Tinctures (apothecary) (excellent/moderate), Esoterics (spell components/potions/arcane supplies) (good/moderate), Trill's Duds (clothier) (good/cheap), Limpid Crafts (glassblower) (excellent/moderate), Tasha's Fabrics (clothier) (excellent/expensive), Delilah's Baubles (gift shop) (good/expensive), Aila's Torches (chandler) (excellent/moderate)

Market. East of Guild district along the northern edge of Westhill, Market district is named for the famous Trillium market, an open-air bazaar on the banks of the Oriana. This massive and permanent emporium is where the citizens of Trillium buy most of their fresh produce, meat, and fish, and peddlers of every kind inhabit the market's countless stalls.

Notable Taverns: The Pretty Penny (good/expensive), Xander's Hearth (fair/moderate), the Raven's Cote (good/moderate).

Notable Inns: The Shortsword (excellent/moderate), the Brown Dog (good/moderate), the Pickled Onion (fair/cheap)

Notable Businesses: Ferocious Figs (grocer) (good/cheap), Trina's Fillets (fishmonger) (good/cheap), Not Just For Dwarves (clothier) (good/moderate), Found Treasures (trinkets and sundries) (good/cheap), Golden Salves (apothecary) (fair/cheap), the Giggling Goat (woolens/textiles) (excellent/cheap), Harry's Helmets (armorer) (good/moderate), the Tanned Hide (exotic leather goods) (excellent/moderate), Spilt Ink (paper/parchment) (good/moderate), Happy's (metalsmith) (good/moderate)

The Neck. This district of Trillium might be the most unremarkable area of the city, simply because it is the most densely residential part of Trillium. This is not to suggest that the Neck is dull or drab, though. Set in the lowest-lying part of the city, this is a district filled with row houses, tenements, and small parks—as well as the city's South Gate. While nicer homes are also found in

the Neck, those that can afford more elaborate housing usually live on one of heights.

Notable Taverns: The Next Door Pub (good/cheap), Hal's Place (good/moderate), the Goblin's Ear (good/cheap)

Notable Inns: The Sandman (good/moderate), the Towers (fair/moderate)

Notable Businesses: Keen's (cutlery/knives) (good/moderate), the Leather Patch (tailor) (good/cheap), Leonard's Victuals (grocer) (good/cheap), Belladonna's (herbalist) (good/moderate), M. Brick and Company (general store) (excellent/moderate).

Crust. Trillium is a large city, and Crust district plays an instrumental role in feeding it. The smallest of the five Westhill districts, this is the baking and confectionary hub of the city. Located on the east side of Westhill, Crust is afforded easy access to incoming grain shipments both along the Oriana and overland. Jillian's Cruller is one of the largest of the district's bakeries, and is well known for its variety of high-quality and fresh-baked breads. Many of the finest inns in Trillium feature breads from Jillian's. Oryx's Delights is probably the most famous confectionary in the city.

Notable Taverns: The Rolling Pin (good/expensive), the Amber Tankard House (fair/moderate), Victor's Chaff (good/moderate)

Notable Inns: The Swan (excellent/expensive), the King's Head (good/moderate), the Gold Pot (fair/moderate)

Notable Businesses: Jillian's Cruller (bakery) (excellent/moderate), Oryx's Delights (confectionary) (excellent/moderate), Upper Crust (bakery) (good/moderate), Sam's Pies (bakery) (good/cheap), Ian's Breads (bakery) (good/cheap), Wulfar's Blades (cutlery) (good/moderate), Upside Down (glass blower) (excellent/moderate)

Eastend

Eastend is the least residential and commercial of all the hills and districts of Trillium. This hill is dominated by two structures and their surrounding attendant buildings—Trillium Hall and the Old Keep. There are no smaller districts on this hill, which is the center of governance of Trillium. The Old Keep was built over a thousand years ago, raised on the highest point of

Eastend for its excellent defensive position, and for the commanding views of both the river and the sea. A long-extinct monarchy once ruled from the keep, which now features many government offices and a majority of the military assets of Trillium. Offices and barracks for the City Guard, Marine Defense, and the Griffon Guard are located here. The Old Keep is also the location of the city jail.

Trillium Hall is of much more recent construction. Built just 150 years ago, this palatial building is where the High Council meets, where the courts of various jurisdictions sit, and where most of the city's bureaucrats and clerks work. Its centerpiece is a spacious courtyard featuring a huge, beautiful sculpture of a ship offloading cargo—a monument to the central importance that commerce plays in Trillium. Trillium Hall is downhill from the Old Keep, on the west side of the hill, facing the river.

In front of the hall and surrounding the plaza are a series of other buildings used by the city government. Eastend also features a modicum of businesses, shops, and tenements.

Notable Taverns: The Duke's Dungeon (good/expensive), the Keen Eye (excellent/expensive), the Walking Walrus (good/moderate)

Notable Inns: Officer's Rest (excellent/expensive), Chard's (excellent/moderate), Six Sisters (good/moderate)

Notable Businesses: Streeter's Fine Goods (paper goods) (good/moderate), the Pike (weapons/armor) (excellent/moderate), Vincent's Saddlery (leather wares) (good/expensive), Categorical Charts (cartography) (excellent/expensive), Piquant Potations (vintner) (excellent/moderate), Dela's Crockery (potter) (good/cheap), Savor (grocer) (good/moderate)

The Islands

While the hills of Trillium command the best views and the most expensive land, the trio of islands in the mouth of the Oriana are as important to the overall makeup of the city. Once most noteworthy for their military and strategic importance, the islands are now the crossroads of Trillium, with goods moving from north to south and back again through day and night. Every great merchant house has an office and at least one warehouse on one of the islands.

The three main islands at the mouth of the Oriana are collectively referred to as "the Sisters" by locals—Tyle, Jesper (pronounced "yesper"), and Gill's Rock. Even though considerable boat traffic crosses the Oriana in both directions, most residents of Trillium cross the river by way of the Sisters and their many bridges.

Tyle. The fortified island of Tyle is the leading edge of Trillium in Cudgel Bay, and is the first sight seen by arriving boats as they sweep between the heights of Gull's Reach to the north and Eastend to the south. Despite the fact that Trillium has not been invaded or assaulted in hundreds of years, the defenses on this island are well maintained and stout. Tyle houses barracks for both the Marine Defense and the City Guard.

Thousands of years ago, Tyle was the first of the islands to see the construction of permanent structures. While those buildings are long gone, this remains one of the older sections of Trillium, and was the original home of one of the city's founding families, the Staffords. Though they now reside in much more fashionable Westhill, the Staffords still wield tremendous influence on Tyle. They funded the construction of Pigeon Bridge and Northbridge (by both arcane and mechanical means), linking Eastend to Jesper and the north bank of the Oriana. Duties from foot and wagon traffic over these two bridges make up a large portion of the Stafford fortune.

Notable Taverns: The Weeping Goblin (poor/cheap), the Tangled Tiler (fair/cheap), the Blushing Maiden (good/moderate)

Notable Inns: The Windbreak (good/moderate), Gull's Foot (fair/cheap), the Gilded Slipper (poor/cheap)

Notable Businesses: Stafford Drayage (shipping/import/export) (good/expensive), Stafford Exchange (bank), Weaver's Knot (net maker) (excellent/moderate), Gordon's Dry Goods (housewares) (good/moderate), Champion Castings (bell maker) (excellent/moderate), Salutory Herbs (apothecary) (good/cheap), the Braid (ropemaker) (good/moderate), Clot's Security (locksmith) (excellent/moderate), Swank Furs (furrier) (good/expensive)

Jesper. Like Tyle, Jesper is a heavily fortified island that remains a vital point in the defense of Trillium if the city is ever attacked from the sea. The roughest of the three islands, Jesper also features the most impressive elevation. Because of this rough terrain, it is also the

least developed of the three islands, and its workable real estate is much sought after. A number of fine villas are located on Jesper, along with many nice inns and shops. Jesper is connected to Orison by the Crooked Bridge, to Tyle by the Northbridge, and to Gill's Rock by the Seals Bridge.

Notable Taverns: The Hare's Jib (good/moderate), the Sunny Drow (fair/moderate), the Dry Dock (poor/moderate)

Notable Inns: The Hostile Hamster (good/expensive), the Corner Inn (good/moderate), the Glimmering Heron (excellent/expensive), Tallard's Place (fair/moderate)

Notable Businesses: Westhill Consignment (shipping/import/export) (excellent/moderate), the Felt Collar (haberdasher) (good/moderate), Gwen's Fruit (fruit seller/grocer) (good/cheap), Bud's Billier (weaponsmith) (excellent/moderate), Marden's Timepieces (clockmaker) (good/expensive), Clearly (glassblower) (fair/moderate), Buxom Belts (girdler) (good/expensive), the Gilded Cornice (joiner/carpenter) (excellent/moderate), Luminosity (lantern maker) (poor/moderate), Jezzle's Melodies (instrument maker) (good/moderate), Elle's Salts (salter) (good/expensive)



Gill's Rock. Gill's Rock is named after a legendary fisher so proficient at his craft that folk say he could speak to sea creatures, whose guidance enabled him to always find the best fishing shoals. When Gill's Rock was first inhabited, it contained little more than a few huts and a couple of primitive piers. The island is now the fishing and seafood hub of Trillium, with hundreds of cogs, caravels, and longboats mooring here to offload the day's catch. Fishmongers representing numerous trading houses negotiate directly with fishers, whose bounty is then displayed at the famous Gill's Rock fish market for local sale, or is quickly packaged for transport upriver or inland.

For those not arriving and departing by boat, Gill's Rock is connected to Tyle by the Fool's Bridge, to Jesper by the Seals Bridge and to Westhill by the River Bridge.

Notable Taverns: The Fashionable Flounder (poor/cheap), the Salted Rind (fair/cheap), the Blushing Maiden (good/cheap), Autry's (poor/cheap: dangerous), the Haunted Hound (fair/moderate)

Notable Inns: The Leaky Boat (fair/cheap), the Main Mast (good/cheap), the Roost (poor/cheap: dangerous)

Notable Businesses: Rat's Bane (rat-catcher) (good/cheap), Fine's Fish (shrimper) (good/cheap), Fair Breezes (sailmaker) (good/moderate), the Day's Catch (fishmonger) (good/cheap), Gill's Fish (fishmonger) (excellent/moderate), Voyages (shipwright) (good/moderate), Trillium Netting (fishing nets) (good/moderate), Nautical Delights (fish pastries) (excellent/moderate), Fish Tales (fishing equipment) (good/cheap)

Bridges and Roads

Though Trillium is defined by the sea trade that has made the city wealthy, most of its folk travel by road—and make great use of the bridges that connect the city's islands and shores.

Bridges. The bridges of Trillium are one of the city's most notable features, if only for the sheer audacity of their construction. Spanning relatively large distances across the deep waters of Cudgel Bay, the pilings of the city's bridges are bored deeply into the sea floor, enabling them to withstand the fiercest weather. All the city's bridges are high enough above the surface of the water to allow ships of all kinds to pass underneath them.

The major bridges in Trillium are River Bridge, Seals Bridge, Crooked Bridge, Northbridge, Fool's Bridge, Longbridge, and Pigeon Bridge. Their construction cost a fortune in coin over many years, in labor, materials, and arcane spellpower. And because Trillium of old did not have the resources to undertake any project so ambitious, the leading families of Trillium stepped up to finance the construction themselves. By contract with the city, any family or business organization that financed the construction of a bridge would remain the owner of that bridge, and would be allowed to charge scheduled fees to its users.

Bridge fees are uniform and set by the High Council every five years. Currently, a single pedestrian can cross any bridge at a cost of 2 copper pieces. A cart operating on two to four wheels is charged a full silver to cross. Bulk discount passes are common, with the details left to the traveler and the representatives of the bridge owner to sort out. Any Trillium official, whether governmental or military, can cross any bridge without charge.

Though the toll appears cheap to most, the poor and destitute do not often travel from district to district across the bridges of Trillium. Many in that unfortunate position have never seen the opposite shore of the city, being simply too poor to afford the bridge fees.

Maintenance and general governance of the bridges in Trillium is under the auspices of the Port Warrant (see the "Government" section above).

Gates. Four primary road gates lead into Trillium: North Gate, Plains Gate, Dawn Gate, and South Gate.

Major Roadways. Commerce Way (Dawn Gate into Westhill), Breland Way (Plains Gate into Orison), Limul Avenue (connecting Temple to Coin, then to University and Academy on Gull's Reach), Halstead Avenue (Orison over the Crooked Bridge to Jesper), Sabin Road (Market over the River Bridge to Gill's Rock), Backpia Pathok (the Neck to Crust on Westhill), Bakewell (Crust on Westhill to Eastend), Stafford Avenue (Tyle over the Pigeon Bridge to Eastend).

Cudgel Bay. The Oriana River terminates in Cudgel Bay as it mingles with the waters of the Sapphire Sea. This deep estuary is known for its excellent natural anchorage, and was the beginning of Trillium's rise as a trading port and a regional economic power.

The bay gets its name from the bloody days of Trillium's past, when pirate raids were common. These days, though, large-scale violence in the bay is simply unheard of, thanks to the ongoing efforts of the Blue Fins.

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AN ADVENTURE FOR 4 TO 6 CHARACTERS LEVELS 6 TO 8.

PERCHED ON THE HILLS ABOVE THE SAPPHIRE SEA AND AT THE ESTUARY OF THE GENTLY OUTFLOWING ORIANA RIVER LIES THE VAST SEAPORT OF TRILLIUM. THE AFFLUENT OF TRILLIUM CALL IT THE “CITY OF ENCHANTMENT.” OTHERS IN DIFFERENT CIRCUMSTANCES GIVE IT DIFFERENT NAMES, BUT IT IS BEYOND DISPUTE THAT TRILLIUM IS A MASSIVE AND DIVERSE COMMERCIAL HUB DRIVEN BY MERCHANT CABALS, CRIMINAL SYNDICATES, AND GUILDS WITH ONE COMMON GOAL – WEALTH.

ONE OF THOSE CRIMINAL ORGANIZATIONS, THE CEASELESS, WAS RUNNING A LUCRATIVE SMUGGLING OPERATION IN OCKNEY’S HOLD, A SMALL CITY TO THE NORTH OF TRILLIUM LOCATED IN THE BARONY OF RAWN. IT WAS GOING WELL UNTIL ONE OF THEIR OPERATIVES, A BRAIN GORGER NAMED MARLIPP, WENT ROGUE DANGEROUSLY EXPOSING THE CARTEL AND GAINING THE ATTENTION OF A LOCAL OFFICIAL WHO HIRED A GROUP OF ADVENTURES TO GET TO THE BOTTOM OF WHAT WAS GOING ON. THIS BRAVE BAND PURSUED THE FOUL BRAIN GORGER INTO HIS LAIR AND INTO THE DEPTHS OF THE DEEP DARK BEFORE HAVING HIM SNATCHED OUT OF THEIR GRASP BY CEASELESS MAGES.

NOW, THE ADVENTURERS CONTINUE THEIR PURSUIT SOUTH TO THE METROPOLIS OF TRILLIUM, THE HOME OF THE CEASELESS AND OTHER MORE POWERFUL FORCES. WILL THE HEROES BE ABLE TO FIND THE LOATHSOME MARLIPP AND FINALLY COMPLETE THEIR MISSION? AND HOW WILL THEY FARE IN THE VAST AND DANGEROUS CITY GIVEN HOW LITTLE THEY UNDERSTAND OF THE REAL POWERS AT PLAY?

