

THE RED DEATH

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Adventure Designers

Adventure Code: HILL02-03

Optimized For: APL 8



It all comes out. The ones behind the mages and thieves guild being implicated in an assassination attempt of the Zulkir. All that's needed is a group of upstanding ne're do wells to help the First Lord deal with the situation.

A four-hour adventure for 5th - 10th level characters

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INTRODUCTION

Welcome to *The Red Death*, a D&D Adventurers League adventure, part of the official D&D Adventurers League™ organized play.

*This adventure is designed for **three to seven 5th - 10th level characters**, and is optimized for **five 8th-level characters**. Characters outside this level range cannot participate in this adventure.*

Adjusting This Adventure

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

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

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

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

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

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

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

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

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

Adventure Primer

Adventure Background

Vergo Carpa, an ambitious lieutenant in the Red Plumes, has been behind the denouncement of the guilds in Hillsfar from the beginning, in a bid to raise the Red Plumes above the Mage's and Rogue's guilds in the eyes of the city's most powerful and influential. He framed the Mage's Guild in the beginning for the assassination attempt on the visiting Zulkir of Mulmaster (Dar'lon Ma). He blackmailed Martek Leer into framing Isthana Ro when the assassination attempt failed. Now he waits for Isthana's public execution, which will further lower the Rogue's Guild's standing in the city—and when Martek Leer is its new leader, Vergo will have control of the Rogue's Guild.

Adventure Overview

The First Lord requests the characters in his office. He suspects Martek Leer is behind a plot to frame Isthana Ro and remove her as the leader of the Rogue's Guild. However, this is very much against Martek's character. The First Lord believes there is something more sinister happening and has turned to the characters for help. The city is already on edge from the trial of Isthana. He tells them that Martek has hidden himself away in the Rogue's Guild headquarters.

The characters must find a way inside the Rogue's Guild headquarters—by stealth, charm, or strength of arms—and speak with Martek. Once there, Martek immediately confesses to fabricating evidence against Isthana. He is being pressured and blackmailed by Vergo Carpa, a high-ranking member of the Red Plumes. However, he will not recant or testify unless the characters can rescue his mistress, Achis Atracta, from the clutches of the Red Plumes. His own agents cannot get close,

but he believes the characters to be more capable and would not be under the same scrutiny as the Rogue's Guild members.

When the characters arrive at the warehouse where Achis is being held, they hear the screaming of a woman inside. The Red Plumes have Achis locked in a cage dangling from the ceiling. After defeating the Red Plumes, the characters learn two things:

- 1) The Red Plumes have sent assassins to kill Isthana and dispose of her body to prevent resurrection
- 2) Achis Atracta is not a woman, but a sentient magic item! The characters must convince Achis to calm down and help them before rushing off to save Isthana.

The prison where Isthana is being held has already been infiltrated, the guards outside and at the entrance are already dead from poisoned bolts and blades. The yuan-ti assassins inside are a tough battle for the characters as they fill the prison with deadly poison gas. The characters must prevail or an innocent woman dies and a city will weaken.

Adventure Hooks

Continuing from Hill 2-2. The First Lord will ask the adventurers to look into Isthana Ro's implication and guilt, as he's not satisfied with how things played out and doesn't believe everything is right in Hillsfar. This is explained in Part 1.

Harpers. Isthana is one of us, and a good one too. We know she didn't do this and need you to prove her innocence or we lose a valuable member of the cause.



PART 1. FRAMED AGAIN

Estimated Duration: 15 minutes

Scene. Office of the First Lord, mid afternoon

Objective. Introduce adventure and background to players

You are ushered into the office of the First Lord quickly and with little ceremony. First Lord Vuhm Yestral paces back and forth behind his desk, lines of worry marring his face. He looks up from his contemplation as you enter.

"Forgive the hurried summons, but this is an urgent matter. Master Isthana Ro has been found guilty and sentenced for her role in the assassination attempt on Zulkir Ma. The law of the city has spoken," he pauses, "but I am not satisfied."

"During Isthana's trial, evidence was brought to light by adventurers like yourselves and corroborated by Martek Leer, Isthana's second-in-command. However, Martek is well-trusted by Isthana and would never side against her—unless he were coerced in some way. I cannot help but think this is an attack upon Hillsfar by removing elements of the city that support its government," he sits down heavily, "or that support me."

"What is worse, without Isthana's stabilizing presence, crime is on the rise and the city is on edge. The shakeup within the Rogue's Guild has spilled out into the streets. People are expecting the transition of power to be violent."

"If Martek knows something, if Isthana is being framed, then you have very little time to discover this before Isthana is handed over to the Red Wizards for punishment. I am personally requesting your help. You will be well compensated."

After the First Lord finishes, the characters can ask questions or they can find their information some other way. If the any of the characters they have Friends in High Places or In Yestral's Service Story Awards. Regardless of the success of their check the characters get that piece of information along with some of the following tidbits based on their rolls:

- If Martek did betray Isthana, it would be greatly out of character. Isthana has saved his life on multiple occasions and introduced Martek to his wife. Everything points to their current relationship as being positive.
- Martek and his wife have been recently fighting about something or someone.
- Martek has an illicit lover by all accounts and his wife Maria is not very pleased about it for some reason. However, some rumors say she's known about Martek's love for well over a year, and the fights only started about three weeks ago.

Reward. The First Lord is prepared to offer the characters 400 gp each if they get to the bottom of this.

Next. The characters should have sufficient information to look for Martek at the Rogue's Guild headquarters.



PART 2. SPEAKING WITH A THIEF

"There are poisons that blind you, and poisons that open your eyes."

— August Strindberg

Estimated Duration: 45 to 60 minutes

Scene: Rogue's Guild headquarters, mid afternoon

Objective: Find and interrogate Martek

You stand outside the Rogue's Guild of Hillsfar. It's a very posh manor house that sprawls out a bit across the end of the block it's situated on. Martek's in there somewhere. Now how do you plan on getting him?

If the characters take a second to observe the manor house, have them make a DC 16 Wisdom (Perception or Insight) check. If successful:

Your keen eyes and senses pick up a few irregularities in the people passing by the Rogue's Guild—some lingering too long or paying too much attention to the entrances to the building. Someone is watching the building discretely, but they are never there long enough to get a bead on an individual or group.

This is just a warning to the characters, though it might lead to a red herring chase. Agents of the Red Plumes and the Rogue's Guild are watching the house. The Red Plumes are keeping an eye on Martek to make sure he doesn't step out of line until Isthana is dead. The members of the Rogue's Guild are just keeping an eye on the palace, as they're always doing in shifts.

The Goal: The characters are going to want to find Martek inside this Rogue's Guild building.

Some Possible Methods: Force, Stealth, Diplomacy, Subterfuge

Note to DM: We are purposely not giving a direct solution to this situation because there are any number of ways for the characters to get inside and speak with Martek. We are providing the set up and expect you to react to the characters as they

try and get inside this place. Our only suggestion to you is that whatever the characters try and do, have them make an individual or group check with a DC 13. Adjust up or down based on the situation.

Location of enemies: Martek (use **spy** statblock) is currently in the Game Room on the 1st floor of the guild playing cards with two **master thieves** and a conjurer. A third **master thief** is outside watching the street with two **thugs**. The final **master thief** is on the second floor in one of the bedrooms watching the back. The rest of the eight **thugs** are spread throughout the guild.

The Windows. All of them have alarm spells on them (PHB pg 214). It takes a successful DC 13 Wisdom (Perception) or Intelligence (Arcana) check to discover the spell markings or feel the spell on the window, and a successful DC 13 Dexterity (Sleight of Hand) or Intelligence (Arcana) check to disable the trap.

The Stairs. They have an **exploding rune trap** on the stairs, keyed to a patch the members of the Rogue's Guild wear. If someone doesn't have one on when walking up or down the stairs, the trap goes off when they reach the first landing. A successful DC 14 Wisdom (Perception) or Intelligence (Arcana) check allows a character to discover the spell markings or feel the spell on the wall of the 1st landing, and it requires a successful DC 15 Dexterity (Sleight of Hand) or Intelligence (Arcana) check to disable the trap.

If the trap is triggered, anyone on the stairs takes 28 (8d6) fire damage (no save).

Tactics. The master thieves protect Martek and the conjurer while the thugs and other master thieves do their best to surround and attack any intruders from all sides. The conjurer summons an air elemental to attack intruders as soon as possible.

The thieves use Thieves' Cant to speak with each other so any rogue in the group can understand them, otherwise it sounds like a lot of gibberish and nonsense sentences.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak or Weak:** Remove a master thief and two thugs.
- **Strong:** Add two master thieves.
- **Very Strong:** Add three master thieves.

Developments. If half the characters can get into the Game Room without alerting anyone to their and surprise on Martek and his men then Martek will surrender.

If Martek is ever reduced to below 10 hp, he surrenders himself to the characters

The characters receive full XP for the encounter even if Martek surrenders before all foes are defeated.

When Martek surrenders:

"Enough!" Martek collapses into a chair and turns to face you. He is clearly exhausted and distraught.

"I'm no match for you, but... I have what you want. If you want to save Isthana from her fate, then you have to save my love. They kidnapped her and they'll kill her if I don't do what they want. Free her and return her to me, and I'll go to the First Lord with evidence to exonerate Isthana. Otherwise kill me now and lose Isthana, too."

Roleplaying Martek Leer

Martek is a rakish figure in fine black and green leathers, with short black hair and green eyes. His thin mustache and sharp nose remind you of a bird of prey. He's impressed by cunning and strength and seems to have a love and appreciation for the finer things in life.

Ideal: The beautiful things in life are for me

Bond: I love my mistress more than anything

Flaw: I buckle when outside personal pressure is applied to me

Martek is being blackmailed by the Red Plumes as they have his mistress, Achis Atracta. He has advantage on any saving throws against charm

that would compel him to put Achis Atracta's life in danger—he believes she will be destroyed if he does not do what the Red Plumes tell him to do. The same holds true if the characters try to have Martek injure or kill himself (suggestion spell auto-fail)! The characters can question Martek about the following:

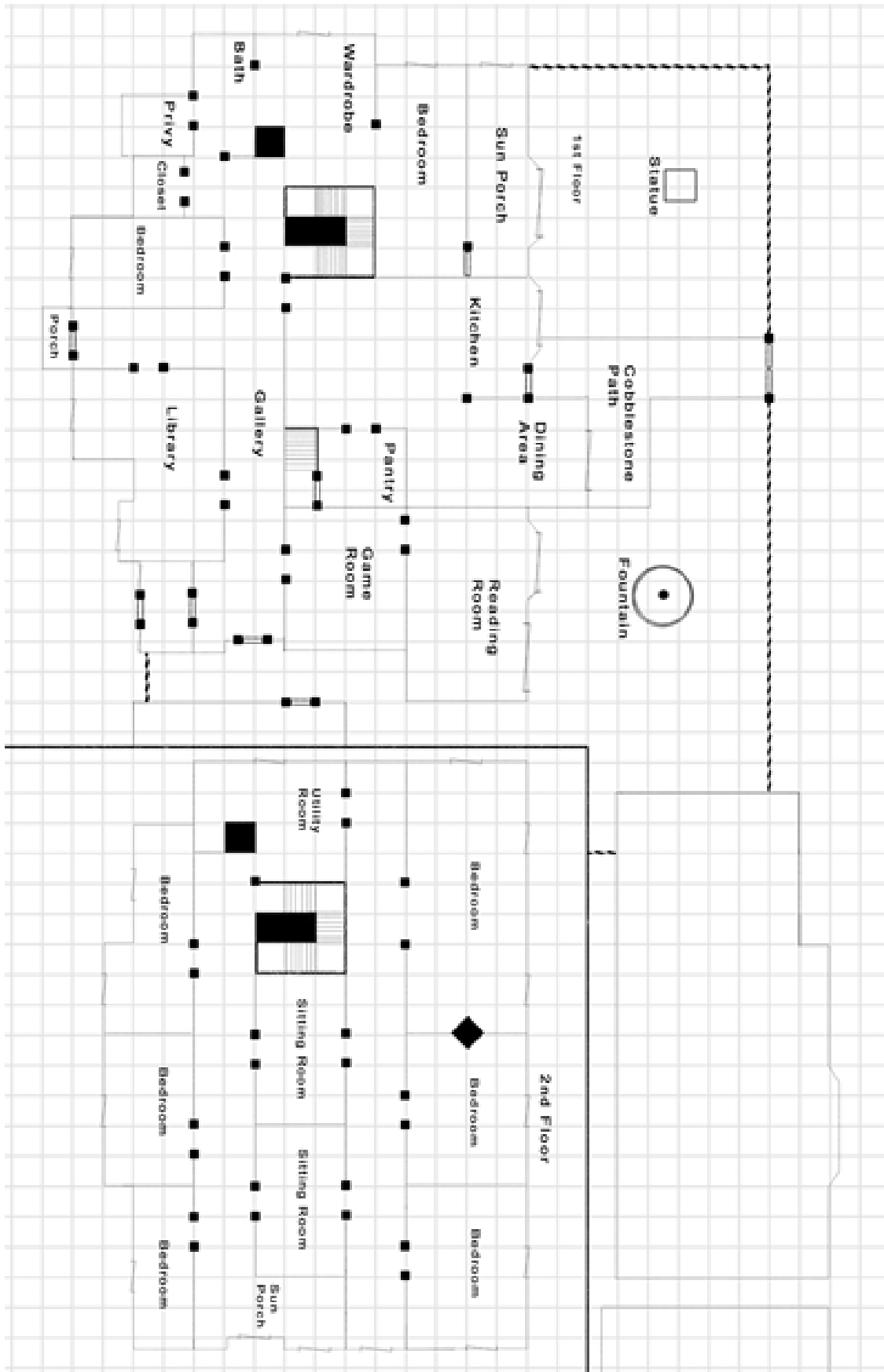
- Martek sees an opening with the characters and asks them to help save his mistress Achis Atracta, who was taken by the Red Plumes. If they're willing to rescue his mistress he'll be happy to testify to exonerate Isthana Ro. He'll offer this realizing the characters are agents of the First Lord. He's rather clever.
- Martek knows the Red Plumes are holding Achis Atracta in a warehouse near the Arena.
- He also knows the Red Plumes have some other plan in motion concerning Isthana, but he's not sure what it is.
- Martek also knows the Red Plumes are watching him and if they made a lot of noise during the conflict, the Red Plumes might already be moving.

Possible Issues to Deal With:

- If the characters report directly to the First Lord, he sends people to investigate, but they will not arrive in time (see Part 4).
- If the characters accidentally kill Martek, you can have them find a note that points them towards the warehouse.
- You could have Martek have a confession note saying what he's done to Isthana Ro. Achis also knows the plan if she is rescued.

Treasure. None

The Thieves Guild





PART 3. SCREAMING MIMI

"I choose solitude over cold kisses. If it isn't love, it is poison."

— Anita Krizzan

Estimated Duration: 1 hour

Scene: Warehouse near the Arena, early evening

Objective: Rescue Martek's mistress from the clutches of the Red Plumes, speak with Achis Atracta

The area around the arena has declined significantly since Torin Normerthal's time as First Lord. The citizenry shies away from the visible reminder of bloodsport and non-human hatred that were the norm when the Great Law of Humanity held sway. The edge of tension that the First Lord mentioned is more noticeable here.

Your destination is a small warehouse off the main streets, run-down and in disuse. The wooden building is 30 feet wide and 50 feet long, with a peaked roof 20 feet tall at the point. The windows are boarded up. If it were not for Martek's directions, you may not even have noticed the fresh tracks that enter and exit the building. There are two entrances—one barn-style door that is wide enough to accommodate wagons and cargo, and another smaller door at the opposite end. Both are made of solid wood.

A few breaths later, you hear a scream coming from inside the warehouse, the sound muffled by the walls. You wait just an instant to ensure it was not the wind playing tricks when you hear it again. There is definitely someone screaming for help! The characters can approach cautiously and stealthily or kick in the front door. Keep the action moving by punctuating their planning with screams!

The inside of the warehouse is dimly lit with hanging lanterns, their light barely shining through dirty glass. The floor is scattered

with straw and debris, broken up by stacked crates and the occasional iron cage! The entire area smells of sweat and dank mold.

You hear a woman's scream coming from a small iron cage suspended from the roof, 15 feet off the floor. Around the cage on the ground, several soldiers are throwing rocks and debris at the cage, with most of their attempts clanging off the bars. The screams get louder as the cage begins swinging.

If the characters previously played HILL 2-1 or HILL 2-2, they may remember or recognize Vergo Carpa, the leader of this splinter group of Red Plumes. If they recognize him, read the following:

Vergo Carpa (use champion), a **war priest**, and three (3) **swashbucklers** are inside the warehouse. The Red Plumes inside are passing the time by seeing which one of them can make Achis Atracta scream the loudest by rattling the cage. They are distracted (-5 to passive Perception) when the characters arrive, giving the characters a possible surprise round of combat. Remind the characters of the screaming, even though they likely cannot see inside the cage.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 2 swashbucklers.
- **Weak:** Remove 1 swashbuckler.
- **Strong:** Add 1 swashbuckler.
- **Very Strong:** Add 2 swashbucklers.

Tactics. The warehouse floor is littered with boxes and debris that the swashbucklers with their lightfooted special trait use to take cover and maneuver around. The war priest casts spirit guardians as a defensive measure and casts spiritual weapon in subsequent rounds, while the champion protects them. Any area of effect fire or lightning spells cast inside the warehouse start a fire (see Setting Fires below).

Setting Fires. Any 5-foot square that takes 5 or more points of fire or lightning damage catches fire, dealing 1d6 fire damage to any creature ending its turn inside. At the end of each round, all squares adjacent to a fiery square also catch on fire. Dealing 5 or more points of cold damage or using an Action douses the flame in that square.

Death Rattle. When all the Red Plumes are defeated, Vergo—unless he is disintegrated—will rattle off final words to the characters before dying or falling unconscious:

You're too late! Your precious guild leader is already dead... the Viper's Blade...

Any character that makes a successful DC 15 Intelligence (History) check determines that the Viper's Blade are a group of yuan-ti assassins. On a result of 20 or higher, the characters also determine the targets of the Viper's Blade are generally never found to prevent raise dead or similar magic.

Developments. The characters are surprised to learn that the screaming captive is Achis Atracta—a sentient periapt of proof against poison! She is extremely distraught and very uncooperative. A successful DC 20 Charisma (Deception or Persuasion) check, made at disadvantage if she was affected by stray magic, will calm her down. Any character mentioning Martek gains advantage on the roll.

On a failure OR if the characters attempt to use Intimidation in any way, Achis Atracta “faints” and is unresponsive for 1 hour. Upon a success or upon “waking”, Achis Atracta can relay the following information:

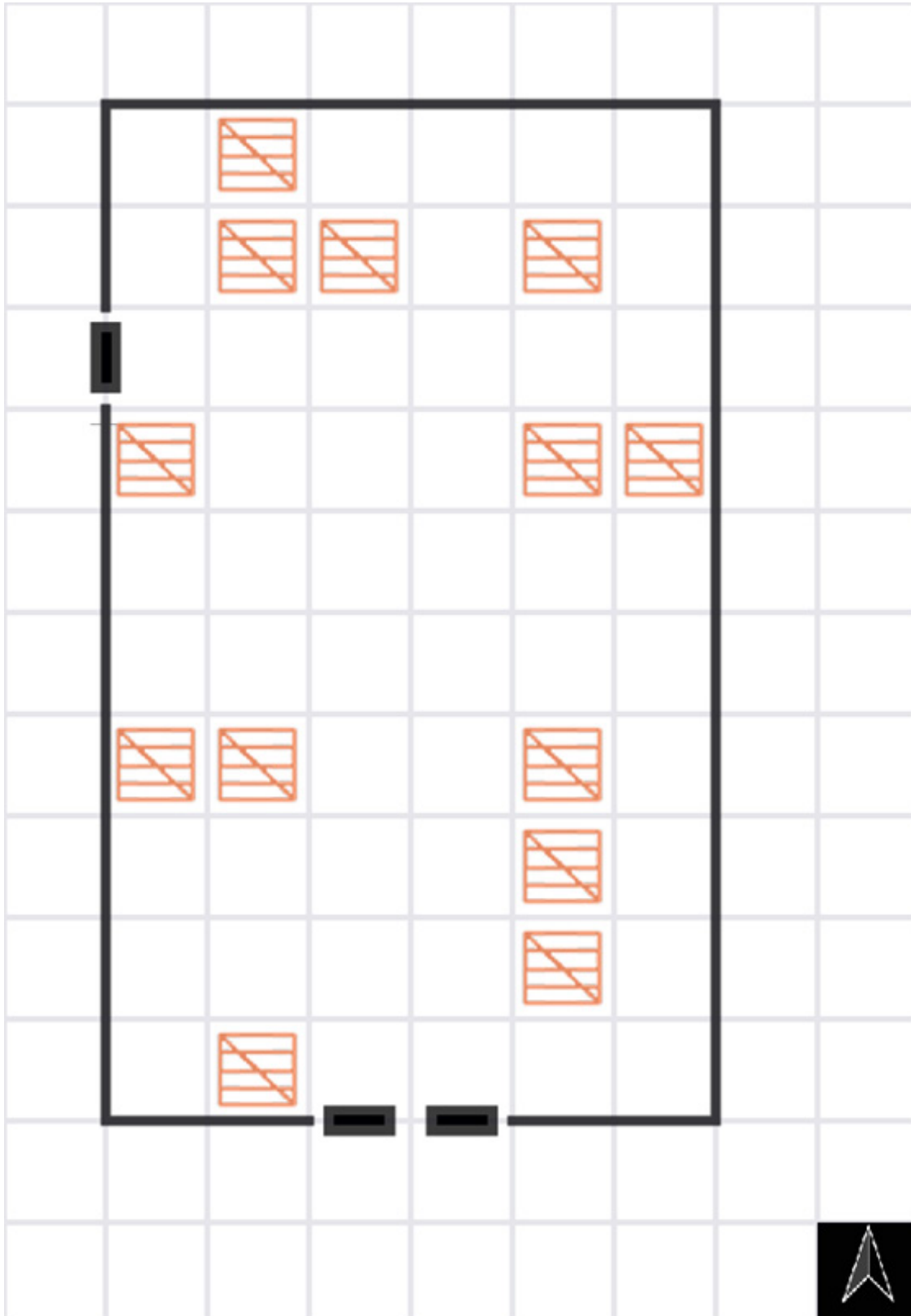
- Achis Atracta was kidnapped by the Red Plumes as leverage against her love, Martek Leer.
- Martek was to fabricate evidence and testify against Isthana, or Achis Atracta would be damaged or disenchanting.
- Achis Atracta overheard from the Red Plumes they were planning to assassinate Isthana as insurance.
- The Red Plumes sent the Viper's Blade to assassinate Isthana.

Achis Atracta will demand to be returned to Martek immediately and will withhold her magic item powers from anyone trying to wear her. A successful DC 20 Charisma (Deception or Persuasion) check with disadvantage is required to convince her otherwise. A convincing argument from the characters may cancel the disadvantage—appealing to her vanity or traits (see sidebar)—at the DM's discretion.

Treasure. Achis Atracta is a sentient periapt of proof against poison (see Rewards). The Red Plumes carry an additional 50 gp in various coins.

Next. The characters should be prompted to move quickly to save Isthana at the prison.

Warehouse





PART 4. POISONOUS INTENT

"All things are poison and nothing is without poison, only the dose permits something not to be poisonous."

— Paracelsus 1493-1541

Estimated Duration: 1 hour

Scene: Prison where Isthana is held, evening

Objective: Prevent the assassination of Isthana Ro

Isthana Ro is being held in a prison on the west end of Hillsfar. It is a squat structure made of stone, 50 feet square with no windows, and a metal door as the only entrance. The building is a single story, about 15 feet tall with crenellations around the top. The prison is normally well-guarded and brightly lit, but tonight the torches are dark. There are no guards visible around or in front of the building.

Inside the entrance is a different scene. Lanterns shed light on the bodies of several guards slumped to the floor—some fallen where they stood, some dragged in from outside and dumped unceremoniously. All of them show signs of violence—small blade marks or crossbow bolts—and not a single guard has a weapon drawn. An acrid and bitter smell hangs in the air.

If a character investigating the bodies of the guards is successful with a DC 15 Intelligence (Investigation) or Wisdom (Medicine) check, they determine that all the guards were felled quickly by surprise with poisoned blades and bolts. The characters get advantage on the check if they are proficient with poisoner's kits or are familiar with poisons.

There are two doors leading from the entrance room, one to the north leading into the cells and one to the west leading towards barracks and offices.

A yuan-ti **assassin**, yuan-ti **warlord**, and two (2) **invisible stalkers** in this area are agents of the Viper's Blade, an assassin organization. Their objectives are to kill Isthana Ro and escape with her body—they have no intention of fighting to the

death. They sacrifice the invisible stalkers to the characters and make their escape if need be.

The yuan-ti assassin has the following changes from a normal assassin:

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Magic Resistance. The yuan-ti assassin has advantage on saving throws against spells and other magical effects.

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

At-will: *poison spray*

1/day: *suggestion*

The yuan-ti warlord has the following changes from a normal warlord:

Skills Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft.

Magic Resistance. The yuan-ti warlord has advantage on saving throws against spells and other magical effects.

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

At-will: *poison spray*

1/day: *cloudkill*, *suggestion*

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove 1 **invisible stalker**. Replace *cloudkill* with *stinking cloud*.
- **Weak:** Replace *cloudkill* with *stinking cloud*.
- **Strong:** Add 1 **invisible stalker**.
- **Very Strong:** Add 2 **invisible stalkers**.

Isthana Ro is locked in the northwestern cell. It is secured with two separate locks requiring two successful and simultaneous DC 20 Dexterity (thieves' tools) checks to open, i.e. it requires two people at once to unlock the cell. If freed, she defends herself (Dodge action) and stays out of combat. Use the **master thief** statistic to represent Isthana.

Lastly, the outer walls of the prison are warded against teleportation, requiring a successful DC 15 Constitution saving throw to overcome or the spell has no effect. Teleportation inside the prison is unaffected.

Negotiation. If the characters want to negotiate, the Viper's Blade assassins can be bought off for 10,000 gp and a successful DC 15 Charisma (Persuasion) check. They leave quickly and quietly after being paid.

Tactics. Depending on how long the characters have delayed getting to the prison, the combat may change:

- If the characters have NOT delayed—such as waiting for Achis Atracta to wake up or taking a short rest between speaking with the First Lord and heading to the prison—the Viper's Blade are inside the prison but not hiding. Isthana Ro is still alive.
- If the characters have taken a short rest or break—such as finding a merchant to purchase

antitoxin from—between speaking with the First Lord and heading to the prison, the Viper's Blade are prepared and are lying in wait—roll Dexterity (Stealth) for the assassins with advantage and compare it to the passive Perception scores of each of the characters. Isthana Ro is unconscious (0 hp) and stable.

- If the characters have delayed more than two hours or wait for the First Lord to send people to investigate, Isthana Ro and the assassins are gone. The trail is cold.

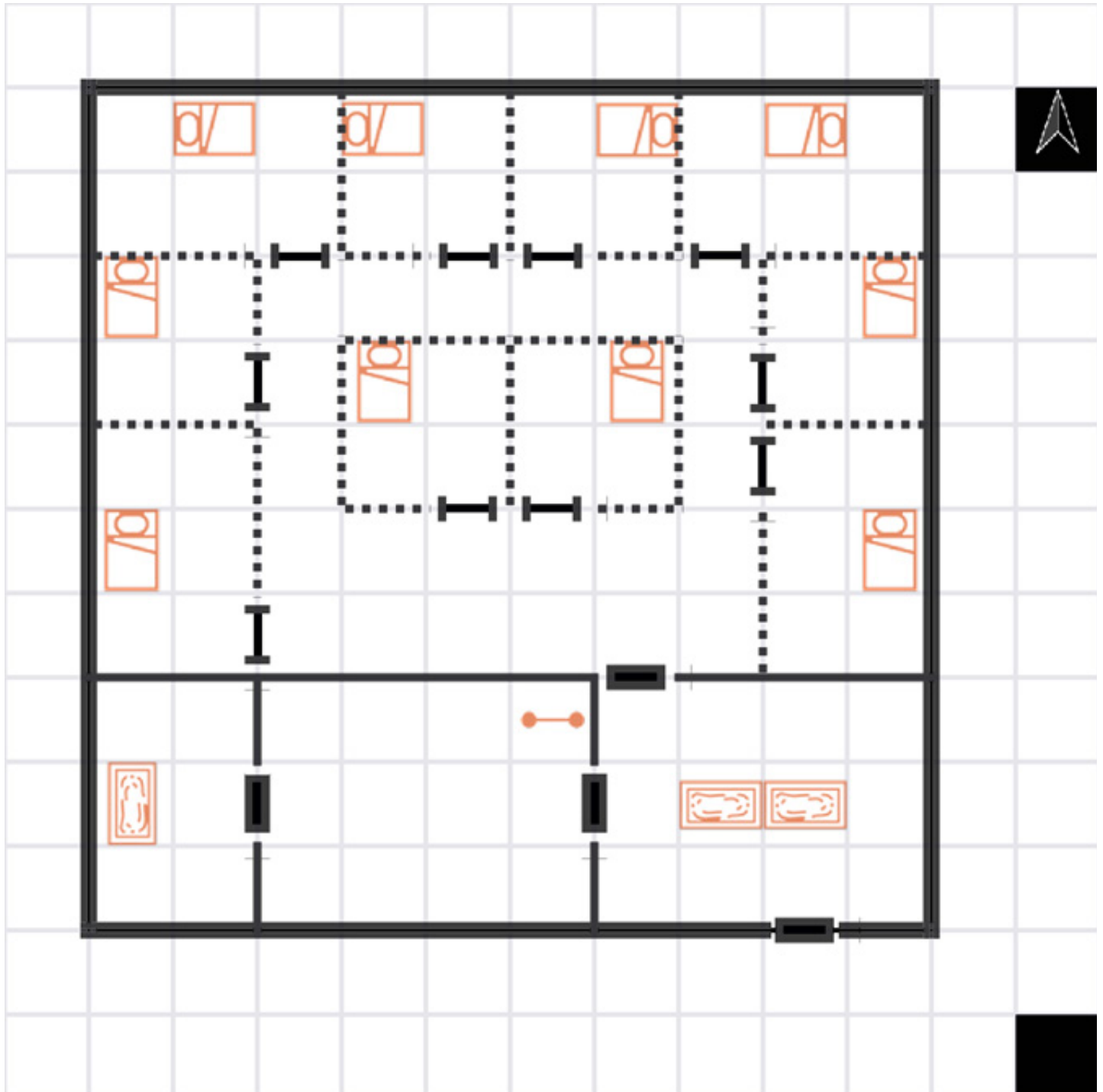
On the first round of combat, the yuan-ti warlord casts *cloudkill* and spends its legendary actions to Command Ally on the assassin, allowing it to attack with advantage and deal Sneak Attack damage. The invisible stalkers harass the characters and concentrate on keeping them from reaching the assassin. All the opponents are immune to poison and will take advantage of the *cloudkill*.

Developments. If Isthana is alive after the combat, she is extremely grateful but confused by the presence of the assassins and the characters. Additional guards arrive after an hour—sooner if the characters thought to warn someone.

Treasure. 500 gp in emerald gems.

Next. The characters are again called before the First Lord and can speak with Martek.

The Prison



Conclusion

“Laughter is poison to fear.”

— George R.R. Martin, *A Game of Thrones*

Estimated Duration: 15 minutes

Objective: Speak with the First Lord for reward, speak with Martek about Achis Atracta

The First Lord is surprised and distressed at the corruption and machinations within the ranks of the Red Plumes, and promises to clean house and discover more about the plots of Vergo Carpa. He rewards the characters based on their results against the Viper’s Blade assassination attempt on Isthana:

- **Success.** He is also very pleased with the characters keeping Isthana Ro from being wrongfully executed and assassinated, throwing the thieves guild into chaos. He gives the characters the agreed upon gold, 400 gp per character, and they all get the story reward **A Favor of Rogues**.
- **Partial Success.** He is also a little disappointed that Isthana Ro was killed, but thankful the assassins did not escape with her body. He had to appropriate some of the characters’ rewards to have her raised back to life, so they only get 200 gp per character.
- **Failure.** The First Lord is very disappointed in the characters’ efforts, but they don’t go completely unrewarded. The First Lord gives them 100 gp each and they gain the story reward **Hapless in Hillsfar**.

Martek Leer and Achis Atracta. If the characters do not or will not return Achis Atracta to Martek, he is furious! Achis is mad at Martek for not coming to save her himself and bonds with the characters. The characters gain the Story Award **Lover’s Enmity**. If the characters choose to return Achis Atracta to Martek, he is abashed when she tells him she is saddened and upset he wouldn’t come save her himself. This causes Martek to gift Achis Atracta to the characters and gains them the Story Reward **Take Care of Her**. He also gives them a *philter of love*.

Zulkir Dar’lon Ma. If the characters somehow secured him after the warehouse battle, Vergo Carpa is handed over to the Thayans—dead or alive—with the thanks of the Zulkir. The Zulkir is especially grateful to the characters for solving the convoluted mystery of the assassination attempt on his life. He gifts each of the characters a small token of thanks and they receive the **You’ve Got a Friend** in Me Story Award.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience (Min/Max XP: 4,500/7,500)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Champion	5,000
Conjurer	2,300
Invisible stalker	2,300
Master Thieves	1,800
Spy	200
Swashbucklers	700
Thugs	100
War priest	5,000
Yuan-ti assassin	3,900
Yuan-ti warlord	8,400

Non-Combat Awards

Task or Accomplishment	XP Per Char
Taking Martek without combat	2,150
Negotiating with the yuan-ti	3,380

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Red Plumes' coins	50
Emerald gems	500
The First Lord's reward	varies

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

Achis Atracta

Periapt of proof against poison, rare

This amulet is made of an intricately carved bloodstone, shaped in the likeness of a woman's head. The eyes pulse with a white glow when Achis is speaking. The stone is attached to a delicate silver chain.

Proof against Poison. Achis Atracta has all the powers of a periapt of proof against poison that she bestows upon her wearer—if she feels so inclined. She is very fickle (see Personality).

Sentience. Achis Atracta is a sentient chaotic neutral item with an Intelligence of 10, a Wisdom of 10, and a Charisma of 16. She has hearing and normal vision out to a range of 120 feet.

She can speak, read, and understand Common and Celestial.

Personality. Achis Atracta speaks in a whiny and shrill voice, making demands as though accustomed to being obeyed. She acts like a spoiled noble and expects to be waited on like a queen. Wearers who do not treat her with respect and deference gain no benefit from her item powers. She screams and complains loudly if surprised by a situation she deems beneath her—such as trekking through a sewer or being engulfed by a fireball.

Achis wants to be loved and adored by a person with power and standing like a princess in a fairy tale. Her greatest wish is to fall in love with a prince and be swept off her feet—figuratively speaking.

Philter of Love

Potion, uncommon

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Player Rewards

In exchange for running this adventure, you earn DM Rewards as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

Story Award

The characters have the opportunity to earn the following story award:

A Favor of Rogues. For saving Isthana Ro, the Rogue's Guild of Hillsfar owes the characters a favor. If the characters ever need a hand while in Hillsfar, or anytime Isthana Ro or a member of the Rogue's Guild of Hillsfar is around and can be asked for help, they gain advantage on a check as if they used the aid action or can provide information they would know as if they rolled a 20 on the Knowledge check. After this has been used once it goes away.

Hapless in Hillsfar. The failure of the characters has reverberated throughout Hillsfar, and any time the characters make a check dealing with the people of Hillsfar they have disadvantage until they succeed at an adventure and regain the faith of the people of Hillsfar.

Lover's Enmity. For stealing Achis Atracta from him, Martek Leer swears eternal vengeance upon all the characters bearing this Story Award. The eyes of Martek's agents are always upon these characters when in Hillsfar. Once for each adventure played or each Downtime day spent in Hillsfar, roll a d20. On a 1, the DM may select to turn any attack roll, saving throw, or ability check the character makes into a 1 as Martek's agents interfere. This Story Award has further consequences in future adventures!

Take Care of Her. Because of his failure to protect her, Martek Leer has entrusted Achis Atracta to your care—as her new bearer or companion—and tearfully wishes you a wonderful future together. His love-filled well-wishes bear a special kind of luck. Once for each adventure played in Hillsfar, you can invoke that luck to add 1d4 to any d20 roll you make. You can apply this Story Award after you make the roll, but before the results are known.

You've Got a Friend in Me. The Zulkir remembers his debts and debtors and spreads through the Red Wizard channels that you are a friend of Thay. Each Hillsfar Trilogy 2 adventure has this Story Award, and if a character receives three ranks of this, the effect (advantage on social skill checks) is permanent in any dealings with the Red Wizards of Thay.

DM Rewards

In exchange for running this adventure, you earn DM Rewards as described in the D&D Adventurers League Dungeon Master's Guide (ALDMG).

Appendix:

NPC / Monster Statistics

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day) The champion rerolls a failed saving throw.

Second Wind As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Conjurer

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash*, * *mage hand*, * *poison spray*, * *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *unseen servant**

2nd level (3 slots): *cloud of daggers*, * *misty step*, * *web**

3rd level (3 slots): *fireball*, *stinking cloud**

4th level (3 slots): *Evard's black tentacles*, * *stone-skin*

5th level (2 slots): *cloudkill*, * *conjure elemental**

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft. (fly 50 ft. (hover))

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +7, Int +5

Skills Perception +8, Stealth +10

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 18

Languages Auran, Understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

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

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Swashbuckler

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

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

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

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 damage.

Warlord

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Legendary Actions

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

- **Weapon Attack.** The warlord makes a weapon attack.
- **Command Ally.** The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
- **Frighten Foe** (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

War Priest

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidate +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

Actions

Multiattack. The priest makes two melee attacks.

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

Reactions

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

Achis Atracta

Periapt of proof against poison, rare

This amulet is made of an intricately carved bloodstone, shaped in the likeness of a woman's head. The eyes pulse with a white glow when Achis is speaking. The stone is attached to a delicate silver chain.

Proof against Poison. Achis Atracta has all the powers of a periapt of proof against poison that she bestows upon her wearer—if she feels so inclined. She is very fickle (see Personality).

Sentience. Achis Atracta is a sentient chaotic neutral item with an Intelligence of 10, a Wisdom of 10, and a Charisma of 16. She has hearing and normal vision out to a range of 120 feet.

She can speak, read, and understand Common and Celestial.

Personality. Achis Atracta speaks in a whiny and shrill voice, making demands as though accustomed to being obeyed. She acts like a spoiled noble and expects to be waited on like a queen. Wearers who do not treat her with respect and deference gain no benefit from her item powers. She screams and complains loudly if surprised by a situation she deems beneath her—such as trekking through a sewer or being engulfed by a fireball.

Achis wants to be loved and adored by a person with power and standing like a princess in a fairy tale. Her greatest wish is to fall in love with a prince and be swept off her feet—figuratively speaking.