



None the Wiser

A lot has changed in Hillsfar since the assault of the Dark Feys from the Cormanthor Forest. Due to limited options, First Lord Vuhm Yestral accepted an offer for aid from the Red Wizards of Thay, who now work to rebuild the city. A Senate has been elected to ensure fair rule in Hillsfar, and a new Guard Captain has also been selected to replace the traitor, Jandra Gragdowel. Adventurers receive a job offer from the new Guard Captain. What could he need?

Part One of the Devil in Hillsfar

A 4-Hour Adventure for 5-10 Level Characters

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CCC – SQC – 002 – 01 None the Wiser

Introduction

Welcome to *None the Wiser*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and a module written for Squirrel Con 2018 in Fresno, California.

This adventure is designed for **three to seven 5-10 level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Hillsfar. This is part one of two of *the Devil in Hillsfar*.

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

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Adventure Background

After the fall of the brutal regime of Hillsfar's First Lord Torin Nomerthal, First Lord Vuhm Yestral has been struggling to keep the peace. Tensions between races have been high and the attack by the Dark Feys from the Cormanthor Forest did not help. The First Lord decided to elect a Senate to help him govern the city without so much turmoil.

The First Lord has also accepted the aid of the Red Wizards of Thay to assist with the rebuilding of the city. The gold and manpower they offer were hard to turn down after the previous First Lord spent all the city's gold on walls around the Waydown. Guard Captain Scott uncovers intel on an assassination plot that targets the life of one of the Senate members, so he has asked for the factions' help.

Adventure Overview

As the adventure begins in the *Introduction*, the characters arrive at the castle in Hillsfar. Guard Captain Scott introduces them to the new faction contacts in the region and the Senate members while the Senate members are having a meeting with a couple of Red Wizards. Suddenly an assassin jumps out and shoots one of the Red Wizards, causing an explosion.

In *Part One*, characters are asked to investigate the murder. Characters can interact with the Senate members and travel around Hillsfar to talk to people of interest during the investigation.

In *Part Two*, characters find a lead that brings them to a meeting spot outside the city. Whether through good roleplaying or slaughtering, the characters find information about an abandoned temple where the "Devil" is supposed to be located.

In *Part Three*, characters travel to the abandoned temple and meets a tortle. The tortle wants the characters to answer some questions before allowing them to enter. Inside, characters find a demon, a muted young woman, and important evidence of the crime.

In the *Conclusion*, characters present their findings and make their decision on who to accuse for the crime. Their decision here affects the outcome of the second module (CCC – SQC – 002-02).

Adventure Hooks

None the Wiser is part one of the two part series, *The Devil in Hillsfar*, but there will also be other adventures building on NPCs that appear in this module, though it is not necessary to play all the modules to enjoy each of them individually.

Story Hooks. There are multiple story hooks for *None the Wiser*.

Savior of Hillsfar. Earned in *HILL 1-3* Resurgence. Guard Captain Scott learns about your heroic deeds in the city in the past and invites you to lend your courage and abilities to the city once again.

In Yestral's Service. Earned in *HILL 1-1* Arrival. Knowing your previous commitment to the betterment of Hillsfar, Guard Captain Scott calls for you to once again trust in the First Lord and aid the city.

Faction Members. The Factions are attempting to maintain some control in Hillsfar. After the arrival of the Red Wizards, the presence of the factions has been challenged on multiple occasions. The faction leaders send their best adventurers to try to remind the people of Hillsfar that faction members are some of the people who protected them from the demonic armies.

Order of Gauntlet Members. The Righteous Hand, Karl Davion sends a personal letter informing members of a possible assassination plot. He believes someone is going to be killed, but does not have time to investigate himself. He requests Order of Gauntlet members investigate the matter with caution.

****Knights of the Plume.** Earned from *HILL 1-S* Onslaught, this story reward is not recognized in this module. The module introduces Captain Wyatt Ferris as a Cavalier and Captain of the Riders of Hillsfar as part of the #Play4Wyatt #WyattNPC campaign. There will be multiple future adventures involving Captain Ferris. Because his role clashes with the role of *Knights of the Plume*, this series of module does not recognize the story reward.

Introduction: The Assassination

Estimated Duration: 45 minutes

Hillsfar has experienced one tragedy after another. Since the removal of First Lord Torin Nomerthal, First Lord Vuhm Yestral has not had an easy time. He and the Red Plumes joined the factions in the assault on Maerimydra, where the Red Plumes suffered heavy casualties.

After the events of the Rage of Demons, Hillsfar recovered slowly. Trading business was slow, which resulted in a growth of racial tension. The abolishment of the Great Law of Humanity was not well received by some. Those humans were quick to blame the arrival of the non-humans for all their troubles.

Soon after that, the Dark Feys from the Cormanthor Forest attempted to invade Hillsfar. Brave adventurers rallied and defeated the invaders, but Hillsfar once again suffered heavy damage. Most of the reserves were spent building walls around the Waydown. First Lord Vuhm Yestral was forced to accept help from Zulkir Dar'lon Ma. The Red Wizards offered gold, resources, and magic to rebuild Hillsfar, and demanded nothing in return.

The characters arrive about a month since the Red Wizards' arrival in Hillsfar.

Arrival in Hillsfar

When the party is ready, read or paraphrase:

You and your party arrive in Hillsfar. For those familiar with the city, it is hard to miss the significant upgrades provided by the Red Wizards. The wall looks sturdier than ever, Red Plumes are more well-equipped, and the roads are paved with stones from the finest quarries.

Even the castle is reconstructed with expensive materials. Yet, there is little hint of Red Wizards' influence on the government. Hillsfar's banners still fly high on the castle. The Red Wizard's embassy has seen minimal upgrades. Beyond an increased presence of Red Wizards, you do not see the overreaching the factions have feared.

You are quickly escorted into the Senate Hall to meet with the new Guard Captain.

As the characters enter the room, they spot four individuals.

The standing man in plate armor is Guard Captain Jason Lee Scott. He appears to be on edge, scanning the room methodically, his hand resting on the hilt of his sword. Tensions have been heightened in Hillsfar for several weeks following the death of Tick Tary Taylor, a gnomish wizard held in high repute within the Emerald Enclave. Nothing has come of the investigation, and now the Market District is eerily quiet. Once Captain Scott finishes his scan of the room, he hurries over to greet them and introduce himself, answering any questions the characters might have, if not in a somewhat distracted manner.

This are the information he provides:

- My name is Jason Lee Scott
- I was a former member of the Emerald of Enclave, but left when I was offered this position.
- The previous Guard Captain? You haven't heard? Jandra Gragdowel betrayed the First Lord and killed herself before the adventurers could arrest her.
- I'm in charge of protecting the First Lord, the Senate members and enforcing the laws of the city within its walls.

Roleplaying Guard Captain Scott

Jason Lee Scott is in his early thirties. While he enjoys his status as Guard Captain, he is often annoyed by the workload. He is reasonably carefree and pushes as much responsibility onto his subordinates as possible. However, Karl and Captain Tanheel keep him in check.

He was instrumental in the death of the previous First Lord and contributed significantly to the factions' goals during the Rage of Demons. However, most around him attribute his success to pure luck.

Guard Captain Scott is a voice of reason and often voices his concerns if character do things that are "less than intelligent," though he presents those concerns in an indirect manner.

Guard Captain Scott uses the stat block of a **Champion**. However, he has the **Lucky** feat. He does not consciously use this potent roll, it just happens at the right moment all the time.

Once the characters are done talking with Guard Captain Scott, read or paraphrase:

"Oh yes!" Captain Scott quickly turns around, "I almost forgot."

He walks towards the three individuals who are seated observing the meeting. "This is Karl Davion, Captain Tanheel, and our Zhent associate." The captain pauses for a bit and adds, "Watch out for that one, he's a bit odd."

The three individuals introduce themselves.

Karl Davion (Human Male, Level 20 Fighter – Champion).

- My name is Karl Davion, Righteous Hand of the Order of the Gauntlet (Rank 5).
 - I will be your point of contact in Hillfar (to Order of Gauntlet members)
 - I was born in Hillsfar and I will spend the rest of my life working to help this city.
- His true purpose is to protect the First Lord from manipulation, HE DOES NOT REVEAL THIS TO THE CHARACTERS.

Captain Tanheel (Wood Elf Male, Level 18 Rogue 2 Fighter – Assassin).

- My name is Captain Tanheel.
- I'm a Winterstalker of the Emerald of Enclave (Rank 4).
- I was born in Elventree, but I've travelled on the Moonsea for faction business for a long time.
- Now I own my own ship and enjoy travelling the Moonsea doing... legitimate business.
- Hillsfar is the only major port city left in the Moonsea, so naturally I chose to settle here.
- I will be your point of contact in Hillsfar (to Emerald of Enclave members).

'Zhent' (Human Male, Level 20 Druid – Moon).
"Zhent" does not disclose anything. In fact, he uses *Alter Self* to look just like one randomly selected character in the party before they enter the room and introduces himself/herself as the character. He or she does inform the characters he is an Ardragon of the Zhentraim (Rank 4). 'Zhent' will be the faction contact for members of the Zhentarim in Hillsfar.

Roleplaying Guide

Each NPC here is documented in the *NPCs in Hillsfar* to help you roleplay them.

After the characters are introduced to the local faction contacts, Guard Captain Scott points out the Senate members to the characters from the balcony of the hall. The Senate is currently having a meeting, so Captain Scott uses hushed tones. The Senate is currently deciding whether to give the Red Wizards access to the Hillsfar Castle. The Red Wizards have offered to build a magical device that could protect the city. The representative from Zulkir Dar'lon Ma is in attendance. Guard Captain Scott points out the overweight middle age man in Red Wizards robe. His name is Norre, and the lady in red beside him is his apprentice.

Guard Captain Scott briefly introduces each of the Senate member:

First Lord Vuhm Yestral (Human Male): The First Lord is in his sixties. Yet he looks older than he is, his face is one that has been plagued with trouble. As part of his attempt to keep the citizens happy, he held an election to elect seven members of the Senate to help govern the city.

Master Torsha Ladron (Human Female): Master Torsha Ladron is the representative from the Mage's Guild. She serves as Chancellor to the First Lord and her divination magic makes her a valuable asset to the Senate.

Istana Ro (Human Female): Leader of the Rogue's Guild in Hillsfar. She is a significant source of information. She is self-serving and often prioritizes the profit of the Guild before the people of Hillsfar.

Elanil Elassidil (Half Elf Female): Famous Bard from Elventree. She is the local contact for Harpers and played a major role in the rebellion against the previous First Lord and the rallying of the people against the demons during the Rage of Demons.

Battleguard Lorhanna (Human Female): She is the Military Strategic Advisor on the Senate. She is a Cleric of Tempus and a member of the Order of Gauntlet.

Captain Wyatt Ferris (Human Male, Cavalier): A young man in his late twenties. Captain Ferris was appointed as the Captain of the Riders of Hillsfar. The Riders protect the city from dangers beyond the walls of Hillsfar. Captain Ferris is highly caught up in his work and is rarely found in the city during the day. He is often out with the Riders training and scouting.

Sir Rexx Aaron III (Human Male, Warlord): Sir Aaron III is in his sixties. He was a former adventurer that fought alongside the likes of Karl and Captain Tanheel during the Rage of Demons. Now, he is retired and uses his wealth and influence to represent the disenfranchised, which consists mainly the farmers outside the walls of Hillsfar. He is loved and respected by everyone in Hillsfar. Sir Rexx Aaron III also commands a militia of around fifty men and women of all races.

Lady Aliam Eckmann (Human Female, Bard): A young lady in her early twenties, Lady Eckmann's

parents were murdered when she was a young girl. Since then, she has been under the care of Madame Evenwood who served Lady Eckmann's parents. Lady Eckmann enjoys singing and playing the flute, she is often found in the local orphanage spending time with the children there. Like all the Eckmanns, she is an expert baker and brews some of the best tea in the city. Her family controls the sales of tea in the city and owns the largest bakery in Hillsfar.

Sir Omar Rakesh (Human Male, Gladiator): Sir Omar Rakesh is a middle-aged man who controls the trade of farming goods. He exports farming goods out of the city and imports other valuables into the city. He is well respected by both humans and non-humans.

Sir Ardem Rohan (Human Male, Champion): A young man in his late twenties. Sir Ardem's father was slain during the rebellion. His father was a major supporter of the previous First Lord and fought against the factions. Sir Ardem is no different, he is a racist at heart and will jump on any opportunity to blame non-humans for crimes and trouble in Hillsfar. He controls the trade of weapons in the city and has continuously tried to ban the sales of weapons to non-humans and tried to shut down non-human blacksmiths too.

Bert (Goblin Male, Transmuter): Bert is a playfully mischievous figure. He wrote himself in during the elections, hardly campaigned, and managed to win a seat on the Senate. He controls the trade of potions within the city, though Sir Ardem claims his potions do not work. Bert is also accused of smuggling weapons into the city. He often just laughs off accusations from Ardem, feigning ignorance as to why Ardem dislikes him so much.

Lux Feraelnes (Half Elf Female, Paladin of the Ancients): Lux is a young half elf Joydancer of Llirra whose lineage stems back to Myth Drannor. She controls the trade of mead and alcohol. She is well loved by humans and non-humans... for obvious reasons.

Kiga (Half Orc Female, Barbarian): Kiga... is an interesting one. She is infamous for beating up bullies and racists in town, but managed to put up a professional campaign when running for Senate. She owns a large shop selling... trinkets... various souvenirs from her adventuring time.

Roleplaying the Senate

The information here is provided in *NPCs in Hillsfar* and Player Handout #3 to help players keep up with the flood of information.

The DM handout for each NPC is designed to help you roleplay the NPCs and provide characters with information each of the NPCs have when the investigation happens in the later part of the adventure. To simplify and not over complicate the module, the characters can interact with whoever stays in the Senate Hall after the assassination, the members of the Senate can not be found again until the characters are ready to accuse someone.

Once the characters are done talking with Guard Captain Scott, read or paraphrase:

Suddenly you hear someone from the other side of the balcony shout, "Death to the Red Wizards!"

A figure materializes and fires a bolt into the Senate meeting below before you, hitting the Red Wizard apprentice. You hear an explosion at the impact.

Guard Captain Scott turns to you, "Seize him! I'll ensure the safety of the Senate members." He and the others jump off the balcony disappearing into the meeting hall below.

An **Assassin** has sneaked into the hall to assassinate one of the Red Wizards. The Assassin came in with the spells *Invisibility* and *Pass without Trace* making it nearly impossible to spot him. Only a Passive Perception of DC 40 has a chance to detect the Assassin. He kills the female Red Wizard apprentice.

The Assassin should not be hard to deal with for the characters. The characters are free to kill or capture the Assassin. Upon being captured or before his death, the Assassin yells about an incoming demon army that would purge Hillsfar of its racism and oppression for once and for all.

Culprit and his Plan

Red Wizard Norre is the mastermind behind all this. Zulkir Dar'Ion Mar sent Norre here as an ambassador, but Norre has his own plans to make a name for himself. Norre is full of himself, always thinks he knows more than others, and spends way too much time explaining things to others to prove that knowledge. He brags about his chivalrous nature and does superficial things to appear to be a gentleman in order to disguise that he is at his heart a misogynist and bigot. He looks down on his apprentice solely because she is a woman. He is narcissistic to say the least, but he does have some intelligence to back up this attitude.

He does a good job covering up his trail and so is not worried about the characters investigating the incident. In

fact, he gets excited about it, because he truly believes he will get away with it. He summoned some demons at the abandon temple to deal with Qiao, but he has severely underestimated the lady and her adoptive father. Norre does not know the turtle lives at the temple, he encountered the turtle on his way there.

If during the investigation portion of this adventure the characters wish to question him, he will be at the Red Wizard Embassy.

When characters arrive, he is loudly discussing his role in fixing the “Enclave situation in the Market District,” though he stops discussing it as soon as he notices the party.

He is longwinded in his speech, often explaining why he knows something, because while he is intelligent, he also NEEDS others to recognize that intelligence.

He does not reveal his plan, and is overly confident in his position within the Red Wizards, claiming that they would be nothing without him.

Part 1: The Investigation

Estimated Duration: 60 minutes

For My Family!

Whether killed or arrested, characters who investigate the *Assassin* discover the following information:

- The Assassin's name is Ash (only if asked alive or through magic).
- The Assassin is a young human male, but he has fiendish features. Part of his face and his left eye look fiendish. A DC 13 Intelligence (History) or (Arcana) check reveals these features are a result of Graz'zt corruption of the water source in Hillsfar during the Rage of Demon incident.

If alive, the Assassin is surprisingly cooperative, as he thinks his mission has been successful. When questioned he provides the following information:

Why did you do this?

"The Devil promised me he can cleanse my daughter of this fate," he says, gesturing to his deformity

What's your problem with the Red Wizards?

They are the only one capable of stopping the Devil. I must make sure the Devil succeeds.

Demon Army?

Yes, the Devil promised to cleanse Hillsfar with a demonic army that he will summon here with a magical ritual!

Ritual? Where?

I don't know anything about the ritual... I don't know where it is either. My role was to stop the Red Wizards at the meeting, nothing more.

Wait? Wouldn't that... kill your family too?

The Devil promised to spare my wife and daughter. Us tainted humans will be spared too, so only the rich and self-righteous people will perish!

Where is your family now?

We live where all tainted humans live.

Characters who make a DC 15 Wisdom (Insight) check realize it is clear Ash has been manipulated and it is likely his family could be in danger.

After the characters have asked sufficient questions, an argument breaks out between the

Senate members. Read or paraphrase the following:

You hear a loud slam on the table. "You let this scum stay in our city. Now look at the consequences of your foolishness," Sir Ardem snarls as he stares at other Senate members, his eyes narrowing on the First Lord.

"I'm sure this is an isolated incident, are we to blame all tainted humans because of the deeds of this one? Or should we have you executed for your father's crime, Arden?" Lady Eckmann is quick to respond.

"That's a great idea," Bert the Goblin adds.

Sir Aaron clears his throat. "This is not the time for you kids to bicker! If the demon army is real, we must get to the bottom of this immediately. The farmers outside the wall will be the first to suffer!"

"You shouldn't be worried about lowly farmers now," Red Wizard Norre says. "Zulkir Dar'Ion Ma will have all of your souls for this crime!"

"Alright you all! Calm down! Maybe we should hire independent investigators to look into this matter?" Guard Captain Scott looks at the group of adventurers.

Sir Aaron locks eyes with Captain Ferris, "Ride out and meet them."

Captain Ferris nods, "First Lord, Sir Aaron is right. The farmers outside will be the first to suffer. It is impossible for a ritual to bring in an army too big for my men to handle. In the meantime, these adventurers can look into matters here."

First Lord Vuhm Yestral ponders on his options and agrees. "Captain Ferris, ride out and scout the outskirts of Hillsfar. Take on the army if you are able otherwise retreat and signal an evacuation."

The Captain rushes out of the hall.

The First Lord turns to the adventurers, "I have trusted adventurers on multiple occasions, and they have never failed to deliver results. This is a pressing matter, and I need answers by tomorrow. Provide me with sufficient evidence, and find out who is behind all of this. I believe 500 gold pieces for each of you is more than fair compensation."

The First Lord signals to his advisors and they leave the room.

The characters can now freely interact with any Senate members left in the Senate Hall. What each senate knows, or thinks is documented in a separate document titled *NPCs in Hillsfar* provided with this module.

Remember to provide **Karl Davion's** warning to characters.

The Ghetto

The Ghetto is where all the tainted humans are forced to live. Most of the humans here have been fiendishly tainted and are around the age of 18 – 25.

The people here are friendly and generally cooperative unless insulted. From the other tainted living here, the characters can learn the following information:

Where is Ash's home?

Ash lives over there (they point to one of the larger buildings in the ghetto). Why are you looking for him?

He assassinated a Red Wizard. Do you know why he would do that?

I can't imagine why. Why would he risk everything he has to help that 'Devil' person? He is a lucky guy. I don't see why he would leave all that just to kill some Red Wizard.

Everything he has?

He is a tainted just like us, but Raven, his wife, is untainted and so is their daughter, Lucy. He's got a paying job, a good home. He would have to be crazy to give all that up.

You've met the Devil?

Well yeah, everyone who lives over here's met the Devil. He came here about a tenday ago to tell us about his plans to "cleanse Hillsfar." Promised to cure us from our deformities. Most of us thought it was just too good to be true.

Who else besides Ash believed him?

A few former Arena fighters. I saw them leaving early today before sun-up. They had all their adventure gear with them. Probably went out to look for work.

Tell me more about this Devil.

He was quite a tall man, wearing a black robe and metal mask to cover his face. He sounded like he was old. Wore armor. A fighter of some kind, I think.

The Assassin's Home

Ash's home only has one main entrance which is locked. A DC 17 Dexterity check using Thieves' Tools can open the door. Characters can try to look around the house find all the windows shut and the curtains covering them preventing sight into the house.

Upon entering, the characters find a small living area and kitchen. A written note rests on a table and some simple food lays on the kitchen counter. The characters spot three rooms. One is shut close and the other two appear to be bedrooms.

Raven,

What I do, I do for you and Lucy. I need you to know that I love you, both of you. Please take care of Lucy. Tell her how much I love her every day. Don't let her forget me.

-Ash

In one room, characters find a human girl sleeping in a small bed, hugging a teddy bear. The girl appears the age of two and is sound asleep. If characters wake her up, the little girl is skeptical at first. "Who are you? Are you Daddy's friends? I'm Lucy. What's your name?" She speaks in 3-4 word sentences and follows the characters around her home asking questions about what they do for a living, how they know her parents and so on. She is curious and excited at the sight of strangers, although somewhat hesitant initially.

In the other bedroom, the large bed is made and there is no sign of anyone here. However, a DC 17 Intelligence (Investigation) check reveals there has been a struggle here as they find a torn piece of cloth likely from a dress.

A DC 15 Wisdom (Perception) or (Survival) check identify the person abducted from the bedroom was dragged into the room with a locked door.

The locked door can be picked with a DC 15 Dexterity check using Thieves' Tools, however "the Devil" has set a glyph on the door to destroy necessary evidence just in case he had no time to return for them. A DC17 Intelligence (Investigation) check identifies the glyph. The level 4 *Dispel Magic* will suppress the magic and allow the characters to safely open the door. Otherwise, the glyph is triggers and an explosion occurs. Characters within a 15 ft radius must make a DC 15 Constitution saving throw or suffer 35 (10d6) force damage. Character within 10 ft of the girl, if she is awake and with the characters can use their reaction to provide full cover for her. Any character that does this automatically fails their Constitution saving throw, but shields the girl from any damage.

If the Glyph was NOT triggered:

Read or paraphrase the following:

Opening the door, you see what appears to be a small study. Papers are all over this room and a trap door is quite apparent here.

Searching the room, characters find the following:

- Detailed schedule of Senate meetings for the next tenday. The schedule also notes which meetings the Red Wizards would be in attendance. Today's date is circled.

- An unopened letter to Ash reading:
Ash,

The Devil says to meet at Chuck's camp tonight. Not sure why, but I'm getting a little tired with all this waiting.

-Dominic

- An opened letter to Ash reading:
Ash,

You have dedicated your life to an important cause. This package contains two scrolls and a bolt that will help you with your task. I will take care of your family once the job is done. Remember, only the Red Wizards can stop us now. They must be dealt with.

-The Devil

Opening the trap door, characters find the mangled body of an adult human female laying in a pool of blood. There is a magic circle around the body and some lit candles.

As this happens, a **Slithering Tracker** jumps out of the pool of blood to attack the characters. A **Shadow Demon** (potentially) appears at the front door as well. Characters are considered surprised unless they have items or feats that prevent the *Surprised* condition.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove one **Shadow Demon**, **Slithering Tracker** has 15 more hitpoints and DC increases to 16.
- **Weak:** **Shadow Demon** has 10 less hitpoints
- **Strong:** No change
- **Very Strong:** The **Slithering Tracker** has 10 more hitpoints and DC increases to 16.

If characters collect the letters written by the Devil and show them to the Senate, they find out the handwriting looks like **Sir Rexx Aaron the III's** handwriting. No one recognizes the handwriting from the other letter.

If the Glyph WAS Triggered:

Read or paraphrase the following:

As you open the door, magic runes that were not there before glow brightly. There is a large 15 ft radius explosion, and the force pushes all of you back. As the dust settles, what remains appears to be a study, or at least it was once a study.

Suddenly, you see blood flowing out of the debris. Did someone die in the room? Before you could get up to investigate, a worm like creature jumps out of the blood and attacks you.

After the characters are dealt the damage from the glyph as indicated previously, a **Slithering Tracker** jumps out of the pool of blood to attack the characters. A **Shadow Demon** appears at the front door. Characters are considered surprised unless they have items or feats to prevent the *Surprised* condition. Characters who fail the save begin the combat prone.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak:** Remove one **Shadow Demon**, **Slithering Tracker** has 15 more hitpoints and DC increases to 16.
- **Weak:** **Shadow Demon** has 10 less hitpoints
- **Strong:** No change
- **Very Strong:** the **Slithering Tracker** has 10 more hitpoints and DC increases to 16.

Upon defeating the creatures, characters can now search the debris. Characters who make a DC 16 Intelligence (Investigation) check find the following information:

- Some pieces of a letter:
... only the Red Wizards can stop us!

-The Devil

- Another piece of a letter:
Ash,

The Devil wants to meet us...

The hand writing makes it clear they are written by two different individuals.

Characters do not have sufficient information or leads to pursue. Characters who are familiar with Hillsfar may remember the Rogue's Guild is an excellent place to acquire information, though it is likely the information comes at a price. Allow players to make a DC 17 Intelligence (History) check to remember this.

Otherwise, characters could visit the prison where Ash is held to question him further. A Rogue's Guild member will be there to offer 'assistance' as well.

If characters do not think of this by themselves, used Guard Captain Scott to point them to the right direction. Run the proper section based on where the characters choose to go.

The Prison

If the characters did not kill Ash, they can pay him a visit in the Hillsfar prison. Read or paraphrase the following:

You arrive here at the prison, and the Red Plume guards do not hinder your investigation. On your way in, you see a member from the Rogues' Guild waiting here as well. He nods at you with smirk, watching you closely as you walk towards the cells.

Ash is in his prison cell. He isn't happy to see the characters and isn't cooperative. Ash is annoyed that the characters are trying hard to 'ruin his life.' It is quite hard to convince him to assist the characters unless the characters provide evidence that the Devil is not taking care of his family.

Ash will not easily believe the characters if they tell him about Raven's death. Without a convincing argument or good roleplaying, no roll is possible to convince him to assist the characters. If characters put forward a good argument, they can make a DC 25 Charisma (Persuasion) check with disadvantage. Attempts to Intimidate automatically fail and Ash will no longer speak to that specific character. Further attempts to intimidate or causing trouble in the prison will lead to that specific character being thrown out of the prison. Bringing Raven's head or dead body and casting *Speak with the Dead* causes Ash to break down. He is no longer helpful to the characters if this happens.

If characters bring Lucy to the prison, characters only need to make a DC 15 Charisma (Persuasion)

check and have advantage. The rules for intimidation still apply. Threatening Lucy's life leads to the specific character being arrested and is required to a fine of 500gp or be thrown into prison for a day. If the whole party gets thrown into prison and no one can afford or is willing to pay their fine, the characters fail to complete their mission, **if this happens, the module is over.** Award whatever experience they have earned so far, they have FAILED their mission and do not earn minimal experience.

If characters successfully convince Ash to help, he discloses this information:

- He is a tainted, and believed his daughter is tainted as well. He was convinced that some conditions developed later in life. [This is not true]
- The Devil told him bringing Graz'zt back can cure Lucy of her condition, because Graz'zt can remove the taint. (No clerics have been able to remove this taint, thus he is resorting to more desperate means.)
- If the full unopened letter is available, Ash can inform characters where Chuck's camp is. Otherwise, Ash is reasonably certain the meeting is at Chuck's camp.
- The Devil has always come to him rather than having a meeting someplace else, so he doesn't really know where the Devil is.
- The Devil wears a beautiful metal mask made of mithril (Ash knows this because he works at the forge), black robes, has a rather large build, and sounded like an older man in his 60s.

As the characters are about to leave the prison, the Rogues' Guild member signals them over. Read or paraphrase the following:

An elven man dressed in leather armor is standing by the entrance of the prison. As you prepare to leave, he waves you down. "I heard you guys were trying to investigate the assassination. I have some information, if you have the gold."

The Rogues' Guild member is Ajahad and he is a wood elf **Assassin** who has access to level 1 and 2 spells. He will offer valuable information to characters who have failed to acquire it elsewhere. However, this information comes at a price. He also doesn't offer information that the characters already have.

Roleplaying Ajahad

Ajahad is a wood elf **Assassin** working for the Rogues' Guild. He is an *Arcane Trickster* and has access to level 1 and level

2 spellslots. In the unlikely situation that combat happens, Ajahad casts *Invisibility* on himself and goes to get reinforcements.

Ajahad does not fear death and claims to be married to a Goddess of Death. He is confident in his ability to talk his way out of most troublesome situations, and is equal parts mischievous and fun. While talking his way out of problems normally works, his elusiveness gets him out of more sticky situations.

A DC 15 Charisma (Persuasion) check with a compelling argument will reduce the price to the prices listed in parenthesis as seen below. If the character does not provide any argument, this roll does not work. If the characters have previously helped the Rogues' Guild, give them advantage for this roll.

If Ajahad is intimidated, he laughs it off, reminding characters he works for the Rogues' Guild, and that words are cheap.

If Ajahad is attacked, the Red Plumes nearby defend him. Both parties will signal for help. The Red Plume guards consists of four ***Gladiators***.

Red Plume guard reinforcements:

At the end of every round for the next 10 rounds:

1 ***Champion***

2 ***Archer***

1 ***Mages***

Rogues' Guild reinforcements:

At the end of every other rounds for the next 10 rounds:

1 ***Champions***

1 ***Assassins***

2 ***Archers***

If the characters decide it is a great idea to attack a Rogues' Guild member, a prisoner, or the Red Plumes publicly, they die. It is that simple.

For 100 (50) gp:

Someone performed a magical ritual in the basement of Ash's home. The ritual was no normal ritual, it allows the person performing the ritual to turn an unwilling humanoid into a mindless ***Slithering Tracker***.

For another 150 (100) gp:

The group was told to meet at Chuck's camp outside the city. It is by the beach and easy to spot. Chuck is a junior member of the Emerald of Enclave.

For another 500 (400) gp:

The "cult," if you want to call it a cult, is performing a ritual. Yet, none of its members are magic users. They were Arena fighters during the reign of the previous First Lord. Most of them are too dumb to even read a book.

Part 2: The Meeting

Estimated Duration: 30 minutes

Chuck's Camp

The party has to wait till night time for the meeting, thus they are afforded a short rest. When the characters are ready, read or paraphrase:

As you arrived near the meeting area, you spot four humanoids around a camp fire. There is something cooking that smells great, and the humanoids appear to be enjoying a meal together. Among the four humanoids, the cook looks larger than the others, but they are interacting with one another like close friends.

There are multiple ways the characters can approach this camp. The humanoids are all humans, consisting of one **Champion** and three **Knights**.

Option A: Murderhobo-Fest

There is no balancing for this fight because it is not intended to be a fight. After killing everyone, characters can find the following:

- All four persons are humans with fiendish features.
- They all have six fingers.
- A map of an abandoned temple marked with a large red X and written beside it, "The Devil."
- A messkit and some food. The *Potion of Greater Healing* breaks during combat.
- If the characters kill all the humans here, they earn the **Murderers** story reward immediately.

Option B: Sneaking Up And Eavesdropping

Characters must make a DC 13 Dexterity (Stealth) check with advantage to hide in the darkness:

- All four people are recovering from a fight earlier with the "stone tortoise."
- They are discussing different ways to get past the "stone tortoise."
- After a short discussion they decide to give up and stop trying to find the Devil, as it is too dangerous.
- If characters wait for another 30 minutes, the three **Knights** finish their meal, pack up, and return to Hillsfar. The cook stays behind.

Options C: Interacting With The Humans Or Disguising Themselves And Approaching The Camp

The group of humans is not too intelligent, as long as the characters use some method to disguise themselves, they are fine. If the characters claim

their non-human features are due to the taint and roleplay well, give them advantage on their Charisma (Deception) checks.

If the characters interact with the humans, they learn the following:

- They are all fiendishly tainted humans who fought in the Arena when the previous First Lord was still ruling.
- They are resting after trying to reach the Abandoned Temple to meet the Devil. They were told the ritual to summon Graz'zt will be performed there and they would receive a blessing if they attended.
- There is a "stone tortoise" stationed outside the temple, saying weird things, asking strange questions, and he didn't let them go in.
- When they tried to force their way in, they got beaten up by the "stone tortoise."
- DC 13 Wisdom (Insight) check reveals the humans are tough fighters so it is likely their party will struggle with this "stone tortoise" as well.
- They are starting to doubt whether it is worth it to bring Graz'zt back just to cure themselves.
- The Devil showed up a tenday ago, that was the only time they met him. He wore a metal mask and black robes. The Devil had a big frame, sounded like an older man in his 60s.
- They have a map that shows where the Abandoned Temple is located.
- Chuck has a *Potion of Greater Healing* that he is willing to give to the characters if they ask for it. It is laying with his pile of food and adventuring gear.
- The players can convince the humans to return to Hillsfar, they haven't committed any crime. Chuck will continue to stay here as this is his home.

Roleplaying Chuck

Chuck was a gladiator in the arena when the previous First Lord was in power.

Now he just lives his life in freedom. He travels around the Hillsfar region helping people in need to make some money. He loves cooking and especially enjoys cooking for others. Due to head injuries suffered during arena fights, he struggles to communicate properly and stutters. But Chuck is a nice person with compassion and love for tiny animals. He has a pet **Wolf** which avoids combat. The **Wolf** runs away if Chuck is killed.

Part 3: The Devil

Estimated Duration: 75 minutes

The Stone Tortoise

It is late at night, the characters do not have time for another short rest. When the characters are ready, read or paraphrase the following:

The abandoned temple is not hard to find, especially since you have the map. After about a one hour's walk from Chuck's camp you see the old temple ahead of you.

As you approach it, you notice a stone tortoise sitting on top of a stone triceratops with a squirrel on his shoulder. If you haven't heard tales of the stone tortoise beating people up, you would have thought it was just a statue.

Without moving, the tortoise speaks:

"So many today
Have graced me with their presence.
They did not listen.

If you wish to pass
Prove you can pay attention;
Succeed where they failed.

Three questions for you.
Answer correctly all three
And find what you seek.

But if you should fail,
These temple doors remain shut
And your journey ends."

Fighting this turtle leads to painful defeat. The turtle will beat the characters up, but does not chase them and he does not kill anyone. You can find his modified statblock in Appendix B.

Roleplaying Turtle

This turtle is old and enjoys intellectual discussions. The braces he is wearing cause him to speak in a strange manner. He speaks only in the form of *Haikus* and will strike characters in the head with his wooden stick if they interrupt him or break the flow of his lines.

Turtle has three questions for the characters. Anyone can answer the questions, but only the character that answers it correctly gains the benefits or present the benefits to another character.

Question 1:

"There sits a large bowl
Filled with writhing little snakes.
What would you name this?"

Correct Answer: Noodles

- If answered correctly, the Turtle says the following:

"A bowl of noodles,
Isn't that a grand idea?
Come sit down and eat."

He then presents the character who answered with one bowl of noodle soup. The noodles are plain yet filling. This character gains the benefit of *Heroes' Feast*.

- If any other character attempts to take the bowl of noodle soup, the turtle strikes them, but does not say anything. If they try again, he strikes them again. Only the character that answers correctly may pick the bowl up and present it to another character if they choose.
- The characters have three chances to answer the question correctly. If they provide a wrong answer, the turtle simply stares at them without reacting.
- After three attempts, snakes start crawling out from underneath the triceratops. There are ***Swarms of Poisonous Snakes*** equal to the number of players in the party.

Question 2:

"I begin with 'T,'
There is 'T' inside of me,
And I end with 'T.'"

Correct Answer: Teapot

- If answered correctly, the turtle says the following:

"You two look thirsty.
Here, come drink a cup of tea.
You will feel refreshed."

He then presents the characters with a teapot filled with hot tea. The turtle gives two characters each a tea cup. Characters who drink the tea gains the benefit of a short rest.

- If any other character attempts to take a tea cup, the turtle strikes them and does not say anything. If they try again, the turtle strikes them again. Only the character that answers correctly, and the one the turtle designates may pick the tea cups.
- The characters have three chances to answer the question correctly. If they provide a wrong answer, the turtle simply stares at them without reacting.
- After three attempts, water flows from underneath the triceratops and forms the shape of a teapot and two teacups. A moment later, the water turns into two ***Water Elemental*** that attack the characters.

Question 3:

"I have three faces.
I have two eyes for each face,
And I have eight legs."

Correct Answer: A Turtle, sitting on a Triceratops, with a Squirrel on his shoulder, as depicted in the nearby statue.

Accept any other answer that includes a four-legged mount, with a humanoid, and a tiny creature with two legs.

- If characters successfully answer this question the turtle says the following:

“Congratulations,
You have answered correctly.
You are enlightened.”

Then the whole party gains inspiration as they all feel enlightened.

- The characters have three chances to answer the question correctly. If they provide a wrong answer, the turtle simply stares at them without reacting.
- If characters ask for a hint, the turtle replies, “The answers we seek

Are sometimes right before us.

We need only look.”

- After three attempts, a **Nightmare** appears with a **Blackguard** riding it, and a bird stands on the blackguard’s shoulder. The **Blackguard** has the *Mounted Combatant Feat*.

Even if the characters fail to answer any questions correctly, the turtle will still let them pass. But he does not warn them about the traps on the stairway.

If the characters get two out of three questions correctly, the turtle asks:

“Quick death or slow death:
Both lie before you inside.
Which would you prefer?”

If they **prefer** a quick death:

“The thirty fourth step
Poisons the heart and the body.
Your death will be slow.”

If they **prefer** a slow death:

“At seventeen steps
The walls will fall around you.
Your death will be swift.”

If the characters get all three questions correctly. Turtle tells them about both traps.

Regardless of whether or not they answered correctly, the turtle leaves them with this message:

“Finding what you seek
Seldom brings you new answers.
We can blind ourselves.

The water reflects.
Who is your real enemy?
Who is the villain?”

Traps

There are two traps on the stairway, both require a DC 25 Wisdom (Perception) check to spot and can not be disabled. Turtle tells them the specific step to avoid. If stepped on the trap triggers and all creatures on the stairs has to make the saving throw.

Fast Death (17th Step)

The first traps causes rocks to fall on the party. All the characters must make a DC 20 Dexterity saving throw or take 35 (10d6) damage. This is the quick death the Turtle was talking about. If the character chose a quick death, the Turtle does not tell them about this trap.

Slow Death (34th Step)

The second trap is poisonous gas. All the characters must make a DC 20 Constitution saving throw become poisoned and take 3 (1d6) poison damage every turn for the next minute. This is the slow death the Turtle was talking about.

Behind the turtle are stairs descending into the temple. There is a total of 50 steps and the 17th and 34th steps are triggers to the traps indicated above. At the end of the stairs is a pair of stone doors with carvings depicting humans gathered around a turtle carrying a simple wooden stick and wearing a pair of bracers. They appear to be listening intently, having great reverence for the figure.

The Inner Temple

The inner temple is protected by permanent magic that cannot be dispelled. The protection does two things. Firstly, when an Evil aligned creature touches any doors to this area it takes 7 (2d6) Radiant damage and is knocked back 5 feet. The doors can be opened normally by other creatures. Secondly, any form of teleportation into or out of this area is blocked.

Norre has summoned some demons into this room when he was here earlier. However, all of the minor demons has already died after taking too much damage trying to break out through the enchanted doors. The **Glabrezu**, however, hears the characters coming, and is waiting to surprise whoever opens the door with his *Power Word Stun*. Because the magic over the inner temple prevents detection of the creature, items like *Weapon of Warning* will not prevent a surprise round. Feats like the *Alert* feat still function normally.

When the characters decide to open the door, read or paraphrase:

As you push the stone double door open, you see a large demon hulking over you in the rather small room.

The **Glabrezu** immediately uses its *Power Word Stun* on the first person that opens the door. The room is only 7 ft. tall and thus, the **Glabrezu** has disadvantage on all its attack, because of this.

The stairs are at an angle where it is impossible to see into the room unless you are at the door. This fight will force characters to manage their positioning around the room and the stairs.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak or Weak:** Reduce **Glabrezu's** AC to 15 and bonus to hit is reduced to +7.
- **Strong or Very Strong:** Increase the hit points of the **Glabrezu** by 15 and its spell save DC to 18.

Once the **Glabrezu** is defeated, the characters can now inspect the room. The room is small, has a pool with a stone bed in it, and some shelves with clean white towels on them. There is another door in this room. It is made from purple-wood, isn't locked, and it can be broken down with a DC 17 Strength (Athletics) check if characters choose to do so.

When the characters open the door, read and paraphrase:

You open the wooden door and hear absolutely nothing. The room is strangely silent. In the room you find a young Shou woman sleeping in a small bed with two children curled close to her. Beside the bed, a black robe and a metal mask hang from a hook.

On the other side of the room is a small desk with some books and papers on it. There is a wooden stick resting on the desk and a strange wooden frame made to look like a rather large human body.

If the characters smash the door down, read and paraphrase:

As you crash through the door. Your companions and pieces of the door hit the ground, yet you hear nothing. The room is strangely silent. In the room you find a young Shou woman sleeping in a small bed with two children curled up beside her. Beside the bed, a black robe and a metal mask hanging from a hook.

The other side of the room houses a small desk with some books and papers on it. There is a wooden stick resting on the desk and a strange wooden frame made to look like a rather large human body.

If the characters, for whatever reason, decides to attack the sleeping woman, she is a **Warlord** but doesn't have any weapons now. Her attacks are replaced with 7 (1d4 + 5) bludgeoning damage instead. She focuses on shoving characters away so she can get to her stick by the desk in which would make her damage output be 12 (2d6 +5) bludgeoning damage. However, she will never abandon the children. She does not have armor, but benefits from the **Unarmored Defense** (AC + Dexterity modifier + Constitution modifier) and is under the **Blessing of Protection** effect thus she still has an **AC of 18**.

Aggression against a harmless target should be punished. The woman will not spare these senseless intruders, on the second round of combat the turtle arrives. The turtle will not show mercy to the intruders either.

It quickly becomes clear the characters have severely underestimated the woman. Unless the characters drop their weapons, surrender, and plead for forgiveness, the turtle and his daughter will fight until all the characters are dead, striking downed opponents.

If the characters investigate the desk, they find a spellbook, other books, and similar letters to those the characters have found earlier. The books have notes and writing that is unfamiliar to the characters unless they speak *Thayan*. The alphabet used is *Thorass* so it may appear as *Common*, but the writing is impossible to understand since it isn't common. A DC 17 Intelligence (History) check identifies the language as *Thayan*. Characters with the *Linguist* feat automatically succeed on this check.

If the characters can read *Thayan*, they discover the other books are magical ritual books about summoning demons and a modified ritual to turn unwilling humanoids into **Slithering Crawlers**.

There are multiple ways this encounter can play out. If they choose a peaceful approach, the turtle tells them the following:

About the woman:

"This is the young Qiao.

She lives here at the temple.

Do no harm to her.

She has lost so much

To the monsters and demons:

Her whole family.

She has been outcast
Because of her yellow eyes.
So few understand.

Hillsfar is blinded.
They cannot see past those eyes,
Despite her beauty.

The monstrous red plumes
Attacked her, cut out her tongue,
Threw her in the road.

I couldn't ignore.
I took her in and trained her
To protect herself."

About "the Devil:"

"I am enlightened.
I perceive reality,
See things as they are.

The Devil you seek
Walks through his life pretending
To be another.

There is no "Devil."
Just a fat man filled with greed.
He is the culprit.

Here are his trinkets:
His mask, his books, and his notes,
Things he left behind.

The man pretended
To be old, despite his youth
To deceive the poor.

Though he is a mage
He calls himself a soldier
To conceal his fear.

He thinks himself wise
But you will prove him a fool.
The man must be stopped."

About being a witness for the Senate:

"If you heal my friend
I will speak out against him
So he sees justice.

If you cannot help.
Maybe you have some allies
That are more able."

Here is the information out of haiku form as well:

- The woman's name is Qiao. Her parents were killed during the *Rage of Demons* and turtle adopted her and trained her to fight. Qiao is tainted, but it isn't obvious. Her only fiendish feature are her bright yellow demonic eyes.
- Qiao is a beautiful woman, but her beauty paired with her demonic eyes and lack of wealth make her a perfect target for the recovering racists of Hillsfar. She was bullied and mistreated on a daily basis when she lived there, and a group of Red Plume guards cut her tongue out; she cannot speak. They threw her by the road side expecting her to die, but the turtle saved her.
- The turtle knew there were demons here. The "fat man" brought the demons here. But the room's wards kept the demons caged.
- The turtle explains the books, robe, mask, notes, and wooden frame all belong to the "fat man." However, the turtle was able to see through his magic tricks (due to his *True Sight*).
- The turtle and Qiao will not leave the temple without the other present as well. However, Qiao refuses to return to Hillsfar. The turtle will only help identify the culprit if the characters heal Qiao's tongue. This requires a *Regenerate* spell which the characters does not have but two members of the Senate would ('Zhent' and Battleguard Lorhanna). Allow a simple DC 10 Intelligent (History) check to remember this.

Conclusion

Estimated Duration: 30 minutes

Guilty as charged!

Read or paraphrase the following.

You return to Hillsfar and are immediately summoned to the castle. As you enter, you find all the Senate members here. You also spot Zulkir Dar'lon Ma among them, he does not look pleased. Norre stands beside him with a smirk on his face.

If the characters have the turtle with them, read or paraphrase the following.

The moment Norre sees the turtle, his calm demeanor fades. You can see the panic in his face.

If characters request for a *Regenerate* spell, Battleguard Lorhanna does it without much question. If the person "Zhent" is masquerading as is a healer of any kind, then "Zhent" regenerates the girl's tongue saying with a smirk, "There's no denying it now; you're just a worse version of me."

Once the characters have accused Norre, and before the turtle even starts his testimony, read or paraphrase the following.

"This is outrageous! This isn't even legal anymore! Surely we're not going to just believe some random turtle?" Sweat brims on Norre's forehead, his breaths labored as he continues, "This is a set up Zulkir! The factions are trying to discredit us, and get us out of Hillsfar."

"Enough!" The Zulkir slaps Norre to the ground, stands up, and towers over the groveling man. "I have heard enough from you today! Your behavior has brought shame upon all of Thay. It will not be tolerated." Zulkir points his finger at Norre, and the fat man's body twists for a moment before his lifeless form tumbles to the ground.

The Zulkir takes a deep breath, "I must apologize for this.. coward's behavior. I will arrange for a new ambassador from the Thayans. One that isn't such a disgrace. As for you adventurers, you have done well in protecting this city, and exposing weakness within my ranks. I thank you for that." Zulkir Dar'lon Ma turns to the First Lord. "I would like to personally pay the expense of this investigation. It is only right for me to do so."

Award the characters the *Thwarted the Devil's Plot* story award. Read and paraphrase the following.

Bert jumps to his feet, "This calls for a celebration! Let me get to planning immediately! But first, prizes worthy of great adventurers!" Bert pulls out multiple capes from his bag and gives each one to each of you. "These capes are the only item a true adventurer will ever need!"

Each character receives a regular cape from Bert the Goblin. The only catch is the cloak has a large badge with Bert's logo showing Bert smiling holding his thumb up with the slogan, 'Bert's Potion Shop! We don't sell weapons!'



The turtle approaches your group after everyone has settled.

"The time has come now
I will no longer need these,"

He removes his bracers and holds them out to your group before he continues, "I hope they serve you well." The squirrel on his shoulder runs along his arms onto one of your shoulders.

The turtle and Qiao bow deeply to you once you've taken the bracers, a sign of thanks for bringing justice to such a foul man.

The bracers from the turtle are a pair of *Bracers of Defense*. The Zulkir pays the 500gp as promised by the First Lord, then raises Norre as an undead thrall, stating that he will be more useful this way. The squirrel is a **Crazy Squirrel**.

Oops! My bad...

If the characters do not accuse Norre, read or paraphrase the following.

Norre addresses Dar'lon Ma, pointing the accused. "Zulkir! We must do something about this disrespectful fool."

The Zulkir looks at him sideways, rises his hands and claps twice. The doors to the hall open as four Red Wizard Knights escort the turtle into the room. Norre's smirk turns to shock, you can see the panic in his face. The turtle testifies to the Senate about Norre's deed. **[Read the haikus from the previous section that incriminate Norre.]** When the turtle's words end, there is complete quiet in the hall outside of Norre's heavy breathing.

"You will tell me no more lies, Norre." The Zulkir points his finger at the groveling figure. "And you will repay me for the shame you have brought onto us this day." Norre's body twists for a moment and his lifeless form tumbles to the ground.

The Zulkir turns towards the Senate and the adventurers, "Today, we've lost someone insignificant due to his own selfishness and greed. I think it is clear, Hillsfar will recover... with the help of the Thayans of course. I will be sure to send you someone more trustworthy." He smiles as Norre's body reanimates. The Red Wizard contingent exits the hall, Norre's undead corpse shambling close behind.

Award the characters the ***Fallen for the Devil's Plot*** story award. The turtle does not award his *Bracers of Defense* to them.

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

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
Archer	700
Assassin	3900
Blackguard	3900
Champion	5000
Glabrezu	5000
Knights	700
Nightmare	700
Shadow Demon	1100
Slithering Trackers	700
Swarm of Poisonous Snakes	450
Water Elementals	1800
Warlord	8400

Non-Combat Awards

Task or Accomplishment	XP Per Character
Disarm the glyph in Ash home	250
Correctly answer all the riddles	250
Accuse the Red Wizard Norre	500

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the “target XP” award. Only epics may grant the “maximum” amount.

The **minimum** total award for each character participating in this adventure is 4,500 **experience points**.

The **maximum** total award for each character participating in this adventure is 7,500 **experience points**.

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
First Lord’s Payment	500 per character
Ritual Books	200

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*.

Potion of Greater Healing

Potion, Rare

You regain hit points when you drink this potion. The number of hit points depends on the potion’s rarity, as shown in the Potions of Healing table. Whatever its potency, the potion’s red liquid glimmers when agitated.

Bracers of Defense

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

While in possession of the item, the bearer feels enlightened and speaks only in *Haikus* instead of regular sentences.

Story Awards

Characters have the opportunity to earn the following alternate downtime activities during this adventure:

The Crazy Squirrel. Clad in shinny plate armor, this adorable squirrel is often seen holding what appears to be an acorn. However, upon closer inspection, one will notice it is holding a 20-sided-die.

If killed or reduced to 0 hit points, The Crazy Squirrel can be recalled via *find familiar*, and uses the statistics of a cat from the Monster Manual. It has proficiency in all gaming sets. The shinny plate armor has no effect on the Squirrel’s AC.

Murderers. This story award is earned if the group murders the innocent humans outside Hillsfar. News of their deed spreads throughout

Hillsfar. There will be consequences for their actions in the future.

Fallen for or Thwarted the Devil's Plot. This story award is used to record the outcome of this adventure. "Fallen for" is recorded if the group accuses the wrong person and allows the Red Wizard Norre to shame them in front of the Senate for their mistake. "Thwarted" is recorded if the group accuses Norre. This story award denotes the outcome of the module and affects certain encounters in CCC – SQC – 002-02: Last Gasp.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Order of Gauntlet Members earn an additional renown if they successfully uncover Red Wizard Norre's plan.

DM Reward

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

Appendix A. Monster/NPC Statistics

The Assassination

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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.

The Investigation

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Slithering Tracker

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

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

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages understands languages it knew in its previous form but can't speak

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

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

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Life Leech. One large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

Archer

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages Common, Primordial

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Actions

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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 Throw Str +9, Con +8

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 warlord can reroll a saving throw it fails. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The warlord makes three weapon attacks.

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.

Shortbow. *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.

The Meeting

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

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

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

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

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

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

The Devil

Swarm of Poisonous Snakes

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	18 (+4)	11 (+0)	1 (–5)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages –

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for Tiny snake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage or, 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Nightmare

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Blackguard

Medium humanoid (any race), neutral

Armor Class 18 (Plate)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

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

Saving Throw Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Senses passive Perception 12
Languages Common, Undead
Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The blackguard has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous emite*
2nd level (3 slots): *branding smite*, *find steed*
3rd level (2 slots): *blinding smite*, *dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10+4) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Warlord

Medium humanoid (any race), lawful good

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 Throw Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses passive Perception 15
Languages Common, Undead
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 point 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

Legendary Actions (3/Turn). 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.

Glabrezu

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throw Str +9, Con +9, Wis +7, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*

1/day each: *confusion*, *fly*, *power word stun*

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

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and cast one spell.

Pincer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10+5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack: +9 to hit, reach 5 f., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

Apendix B. Turtle Statblock with modification side bars

Warlord

Medium humanoid (any race), lawful good

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 Throw Str +9, Dex +7, Con +8

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

Senses passive Perception 15

Languages Common, Undead

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 point 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

Legendary Actions (3/Turn). 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.

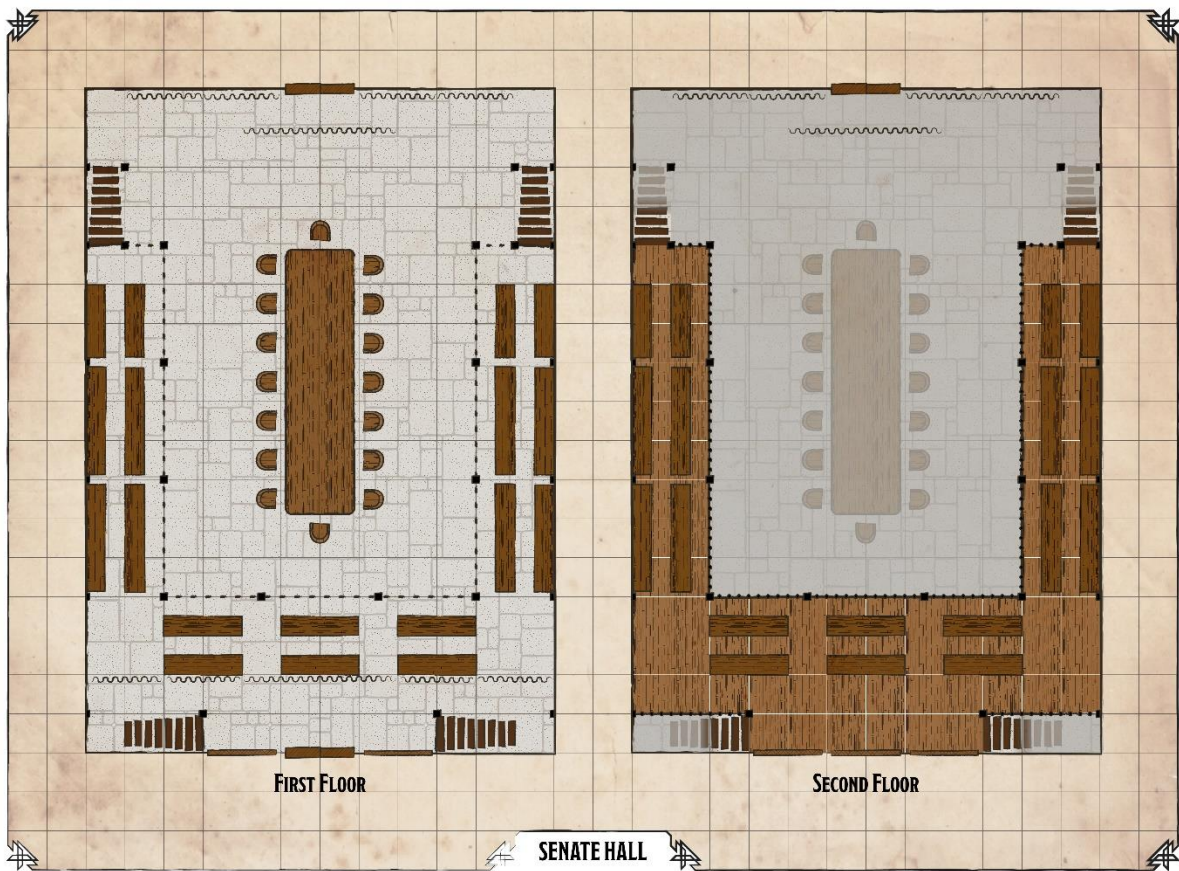
Modifications to Turtle

- The Turtle has an AC of 19 instead.
- Turtle only has one Legendary Action: Weapon attack.
- Turtle has a Sentinel ability: When the Turtle hit a creature with an attack, the creature's speed becomes 0 until the end of the Turtle's next turn. Creatures provoke opportunity attacks from Turtle even if they take the Disengage action before leaving the Turtle's reach.
- The Turtle has a +3 Wooden Greatstaff, changing his attacks to: **+3 Wooden Greatstaff.** Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 15 (2d6+8) slashing damage.
- The Turtle has *True Sight*

Modifications to Qiao

- Qiao has a Dexterity of 20 and a Wisdom of 16
- Qiao has AC of 18 (10 + Dex + Wis)
- When unarmed, Qiao can make two unarmed attacks with her bonus action (+9 to hit; 1d4+4 damage)
- Qiao has expertise in Athletics (+13)
- Each turn, Qiao can replace one attack with a choke attack making a grapple attack to choke a medium or smaller creature. The character begins to suffocate.

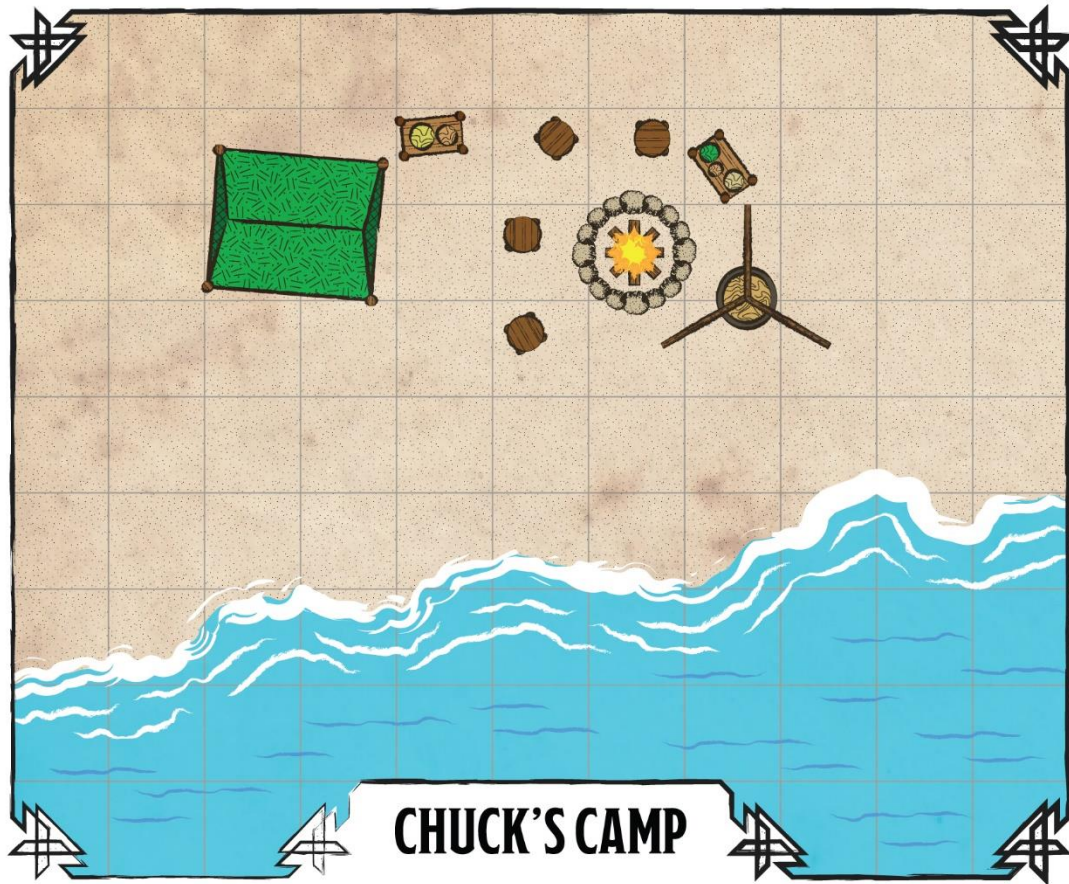
Map #1. Hillsfar Castle Senate Hall



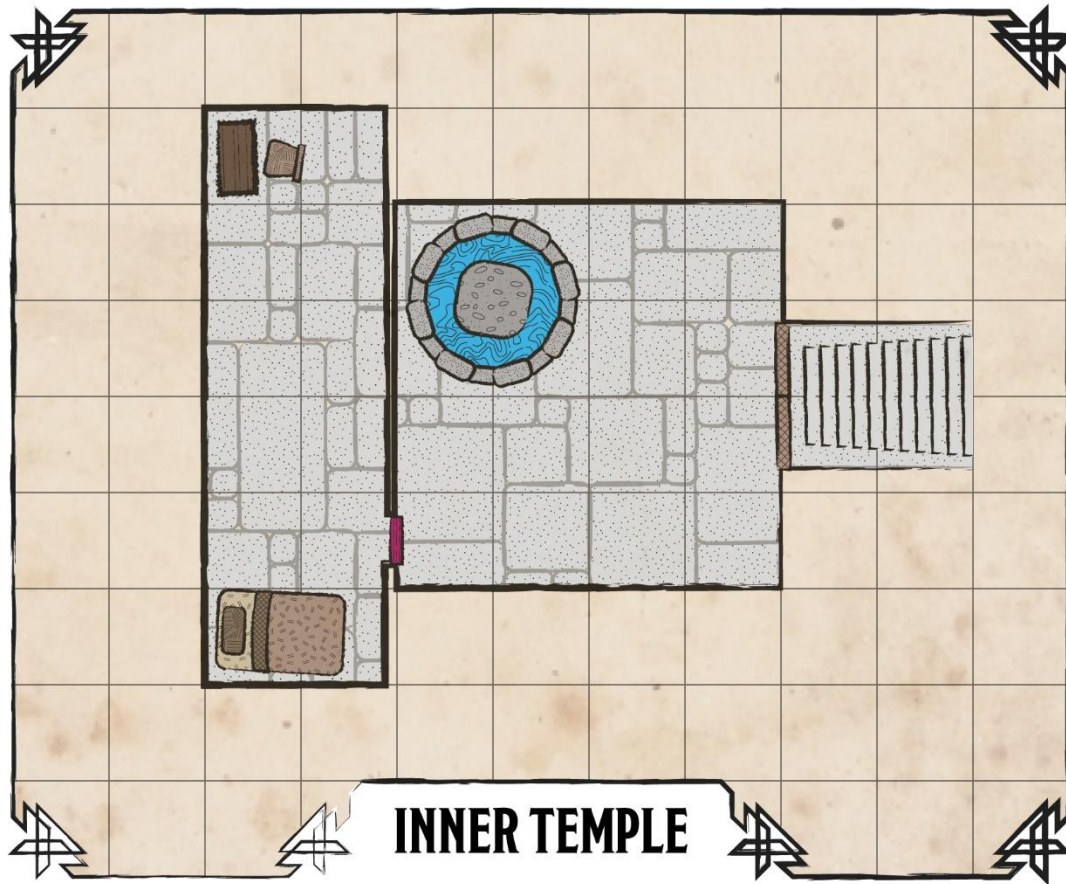
Map #2. Ash's Home



Map #3. Chuck's Camp



Map #4. Inner Temple



Player Handout #1. Letter from Ash

Raven,

What I do, I do for you and Lucy. I need you to know that I love you, both of you. Please take care of Lucy. Tell her how much I love her every day. Don't let her forget me.

-Ash

Player Handout #2. Letter to Ash

Ash,

*The Devil says to meet at Chuck's camp tonight.
Not sure why, but I'm getting a little tired with
all this waiting.*

-Dominic

Player Handout #3. Letter from Devil

Ash,

You have dedicated your life to an important cause. This package contains two scrolls and a bolt that will help you with your task. I will take care of your family once the job is done. Remember, only the Red Wizards can stop us now. They must be dealt with.

-The Devil

Player Handout #4. NPC List for Players

First Lord Vuhm Yestral (*Human Male*)

- First Lord of Hillsfar.
- Previously a member of the Lord's Alliance.
- Early sixties, in full plate, and carries a longsword.

Master Torsha Ladron (*Human Female*)

- Representative from the Mage's Guild.
- Chancellor to the First Lord.
- Early forties, in wizards robe.

Isthana Ro (*Human Female*)

- Representative from the Rogue's Guild.
- Has underground network and provide valuable information to the Senate.
- Early thirties, in leather armor, carrying a rapier.

Elanil Elassidil (*Half-Elf Female*)

- Bard extraordinaire from Elventree.
- Member of the Harpers, and Harpers contact in the region.

Battleguard Lorhanna (*Human Female*)

- Cleric of Tempus.
- Military advisor on the Senate.
- Late fifties, in breastplate, and carries a Morningstar.

Guard Captain Jason Lee Scott (*Human Male*)

- Former member of the Emerald of Enclave.
- Seems a little too laid back with everyone.
- Mid-twenties, in full plate and carries a longsword, seems uncomfortable in his equipment.



Karl Davion (*Human Male*)

- Righteous Hand of the Order of Gauntlet (Rank 5), local contact for members of the Order.
- Leader of the Order's Inquisitors.
- Late twenties, Shou, in studded leather, and carries a halberd, fiery red hair.



Captain Tanheel (*Wood Elf Male*)

- Winterstalker of the Emerald of Enclave (Rank 4), local contact for members of the Enclave.
- Captain of Tymora's Luck (Ship).
- Early thirties, in studded leather, wears a robe with eyes on it, and a pirate hat.



Our “Zhent” friend...

- Looks just like one of the members of your party ... just... really weird.

Captain Wyatt Ferris (*Human Male*)

- Captain of the Riders.
- Protects Hillsfar from external threats.
- Early thirties, in full plate, and carries a great sword.



Sir Rexx Aaron the III (*Human Male*)

- Elected member of the Senate, top 3 in vote count.
- Adventurer from Tyranny of Dragons to Rage of Demons era, retired after the reclamation of Phlan.
- Represents the disenfranchised and neglected farmers outside the wall.
- Has a militia of around 70 men and women strong.
- Late sixties, in plate armor, and carries a longsword.



Lady Aliam Eckmann (*Human Female*)

- Elected member of the Senate, top 3 in vote count.
- Parents were murdered by non-human cultists when she was young.
- Controls most of the market share for bake goods and tea in Hillsfar.
- Her head servant is Madame Ravenwood, and always has two bodyguards with her.
- In noble clothing, is not carrying a weapon.



Sir Omar Rakesh (*Human Male*)

- Elected member of the Senate.
- Not from Hillsfar, but owns many ships and controls the business of importing and exporting
- Seen with a Sea Elf (Elama Rakesh, daughter) and a Gold Dragonborn (Kriv, bodyguard and friend)
- Late forties, wearing noble clothing, and does not carry a weapon.



Sir Ardem Rohan (*Human Male*)

- Elected member of the Senate.
- Father worked under the previous First Lord, and was killed when the regime was overthrown.
- Mother was later killed by the Dark Fey.
- Hates non-humans and tainted humans alike.
- Has a militia, around 100 men and women strong, and has four bodyguards with him.
- In the business of weapons and armor.
- Mid-thirties, wearing noble robes and full plate, and carries a longsword.



Bert the Goblin (*Goblin Male*)

- Elected member of the Senate, top 3 vote count despite being a write-in candidate.
- Campaigned on the basis of messing with Sir Ardem.
- Dresses in noble clothing that seems a little too big for him, does not carry a weapon.



Lux Feraelnes (*Half-Elf Female*)

- Appointed member of the Senate.
- Joydancer of Lliira, and controls the alcohol business in Hillsfar, so most people love her...
- Wears the elven noble clothing of her heritage, and carries a *Flametongue* great sword.



Kiga the Half Orc (*Half-Orc Female*)

- Appointed member of the Senate.
- Sells weird trinkets from her adventuring days that she calls 'souvenirs.'
- Strongly connected with certain orc tribes in the area.



Player Handout #6. Bert's Logo on Cape on Billowing

