



Last Gasp

Thay is turning over a new leaf! Their new ambassador to Hillsfar is a specialist in good magic, so the PCs are recruited to assist her in acquiring good sources of power for her spells. What could go wrong?

A 4-Hour Adventure for 5th-10th Level Characters

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Introduction

Welcome to *Last Gasp*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and written for RPMeeToo 2018 as part of the Crazy Squirrel Conventions in Fresno, California.

In this module, the players will be asked to assist a new ambassador from Thay in her quest to try to make Thayan magic less evil. While this seems like a simple fetch quest at first, the ingredients she is gathering will actually turn her into an archlich (a form of good lich) which will have repercussions.

This adventure is designed for **three to seven 5th-10th 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.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize 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 battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

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

To facilitate this, keep in mind the following:

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

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

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

Adventure Primer

Adventure Background

In the previous module, the Thayan ambassador to Hillsfar, Norre, did various evil things - summoning a demon army, killing a mother and turning her into an undead, staging an assassination attempt during a Hillsfar senate meeting, and so forth. The PCs defeated him, and a new ambassador, named **Alana Bellicent**, has been assigned by Zulkir Dar'lon Ma to be the new kinder, gentler ambassador from Thay.

The Hillsfar Senate assigns the PCs to assist her. She is a specialist in good magic, specifically in changing spells and rituals so that they substitute good components for evil ones (like demon-eaten children). This affects the resulting spell or ritual and makes them less evil. The PCs will fetch a series of three items for her from around the Moonsea.

After she has collected the three items, she will surprise them with a trip to her house in Thay, where they will engage in a bank heist to free the skull of her mentor, a dragon archlich. (An archlich is a good version of a lich, and is what Alana is secretly working towards. She needs his help.)

Her mentor freed and the components in place, Alana will complete the ritual to turn into an archlich herself. This should come as a bit of a shock to the PCs, and will certainly be a shock to Thay, who will move to immediately destroy her (and likely a big chunk of Hillsfar around it) by dropping a meteor on the Thayan enclave while simultaneously sending in assassins to distract her. The PCs will fly up to the meteor and stop it from hitting the town.

Location and NPC Summary

Alana Bellicent (a-LAN-uh BELL-uh-cent). The new ambassador to Hillsfar from Thay, she is a strange mixture of uncompromisingly good, aggressively academic, and personally ambitious.

Turtle (TORT-ul). An enigmatic turtle-shaped humanoid who speaks mostly in obscure phrases – as enlightened monks are wont to do. He will encourage the PCs to help Alana and serve as backup to the party. If they run out of time or fail a mission, he will fill in himself instead.

Adventure Overview

The adventure is broken down into 6 parts:

Part 1. Hillsfar. The PCs get hired by the Hillsfar Senate and meet the new Thayan ambassador, Alana Bellicent, that they will be assisting in her research on good magic.

Part 2. Cormanthor Forest. The PCs work with a charlatan druid to talk their way into the middle of a demon army, and walk some trapped innocents out, hopefully without combat.

Part 3. Dragonspine Mountains. The PCs meet a human hunter who is being pursued by a troll princess and help him resolve his situation one way or another.

Part 4. Mulmaster (Optional). The PCs recreate the night that Selfaril – the High Blade of Mulmaster – was betrayed a century ago.

Part 5. Thay. The PCs are granted diplomatic credentials to visit Thay. While there, they will carry out a bank heist.

Part 6. Meteor. Alana turns into an archlich. Thay responds by summoning a meteor to drop onto the Thayan enclave in Hillsfar. The PCs fly to the meteor to try to stop it in time.

Adventure Hooks

In town. If the PCs are in Hillsfar from an earlier module, the Senate will know them and will request their presence at the next senate meeting.

Demon slayer. Demons are running loose in the Cormanthor Forest near Hillsfar. Adventurers are desperately needed in Hillsfar to help the Red Plumes stop the advance of the demon army. After spending a week with the Red Plumes, evacuating people out of the route of the demon army, and engaging in hit and run tactics, the PCs are pulled from the front line by the Hillsfar Senate for a special mission.

Hermit / Scholar backgrounds or trained in Arcana. Hermits, scholars, and other backgrounds that know about lore or secrets, or people trained in Arcana will keep seeing occult signs everywhere they look that something very significant will be happening in Hillsfar soon. It will perhaps be an opportunity to see something arcane that no one has ever witnessed before in Faerûn.

Part 1. Hillsfar

Estimated Duration: 20 minutes

The PCs are summoned via an adventure hook (on the previous page) to the Hillsfar Senate. They are hired to help Alana Bellicent, the new ambassador from Thay, in her work studying good magic.

Hillsfar Senate

The senate is 60' wide, 90' long, and two stories high. It is tiled, and is arranged with benches along the walls facing a large central table for the senators to sit at.

Terrain. Stone and wood floors, walls, and doors.

Weather. Cool and comfortable indoors

Light. Well lit by lights along the walls.

Smells and Sounds. The faint smell of incense burning in the corners of the room.

Hillsfar Senate

Once you have handled the adventure hook for all the PCs, read or paraphrase the following:

The Hillsfar town crier, Geary the Ledgerman, summons you to a special session of the Hillsfar Senate. When you get there, you are seated next to an old Turtle monk named "Turtle" (from *CCC-SQC-02-01: None the Wiser*). The Hillsfar Council has summoned Thayan **Zulkir Dar'lon Ma** and is taking him to task for the actions of the former ambassador from Thay. The former ambassador, now very dead, was a Red Wizard by the name of Norre who abused his position for personal gain.

First Lord Vuhm Yestral stares down at the Zulkir from his stand. "Zulkir Ma, we accepted the help of Thay in order to rebuild Hillsfar, not to have Thay's own ambassador summon an army of demons outside of our town!"

Senator Aliam Eckman adds, "Or to torture and murder a beloved mother in town, to change her into a grotesque undead!"

"Or to stage an assassination attempt within these very rooms!" booms Senator REXX Aaron, in his usual deep voice.

This continues for a while.

Zulkir Dar'lon Ma stands calmly as the senate vents its anger at him, even nodding his agreement at times.

Ma then says, "As I promised you the last time we met, I have found you someone more trustworthy. She is brilliant, charismatic, and uncompromisingly ethical. Annoyingly... and outspokenly... ethical. We would have 'dismissed' her years ago, except for the fact that she has made amazing advances in magical theory. So we agreed that this appointment would be a solution to all our problems. Hillsfar gets a good ambassador, our ambassador gets to do her research undistracted by the politics of Thay, and we don't have to listen to her complain about our use of evil magic. It's win-win-win. Alana, stand up."

A handsome human woman, shaved head, mid 40s, wearing long red robes, stands up and introduces herself as **Ambassador Alana Bellicent**, and announces that there will be a significant change in the relations between Thay and Hillsfar. As she speaks earnestly about the benefits of friendship between Hillsfar and Thay, the Senate warms up to her and tells Dar'lon Ma that they accept the appointment.

Dar'lon Ma nods curtly, admonishes Alana to preserve good relations, and then teleports away.

The council asks each PC to stand up in turn and introduce themselves to the new ambassador. The council says that the PCs and Turtle (the Turtle monk) will be assigned to assisting the ambassador in whatever capacity she desires over the next tenday, to help get her settled in and also to keep an eye on her to see that she isn't evil like the last one. The ambassador doesn't seem offended in the slightest at being assigned spies to watch her, and instead gives an appraising look at the PCs to see what they can do.

The PCs will be offered 500gp each for a tenday of work, as well as an Elven Chain (DMG p. 168), made of magically hardened sandalwood, donated to the Senate by the people of Elventree to celebrate the repeal of the Great Law of Humanity. The PCs can take the Elven Chain now if they want. They are also given diplomatic credentials for the tenday, which will protect them while working in the Thayan enclave, as it is legally considered part of Thay. Crimes committed there usually result in slavery or death without such protections.

If the PCs are leery of helping a Thayan out, Turtle will tell them (in Haiku form) that he had a vision that helping Alana out will be good for Hillsfar. If they refuse, the module is over for them and they get no rewards.

Thayan Enclave

The PCs walk with Ambassador Alana Bellicent to the Thayan Enclave on the southeastern edge of town.

Thayan Enclave

Terrain. The Thayan enclave is up against the southeastern walls of Hillsfar. It is a mid-sized enclave, containing three large buildings, each about 150' long and 50' wide. The west building holds the senior wizards (including the new ambassador), the middle building holds their soldiers, and the eastern building holds the minor wizards as well as some clerics. There are some rather pleasant fruit and nut trees inside the enclave, and the whole place gives off an atmosphere of quiet competence. The enclave is surrounded by a 3' wall, which is not there so much as to provide protection but to delineate where Thay territory begins – anything that takes place inside the walls is legally considered part of Thay, not Hillsfar. Crime inside the boundary is severely punished, under Thayan law.

Weather. The weather is sunny and pleasant today.

Light. Full daylight outside, and indirect sunlight inside the buildings through windows.

Smells and Sounds. Pleasant smells of citrus trees outside mixed with an undercurrent of chemicals from the alchemy lab inside.

The embassy is a bit of a mess after the abrupt departure of the previous ambassador. Red Wizard apprentices walk about the first floor room, levitating books back into shelves. Alana's shield guardian carries a massive locked wooden chest under each arm, and has several bags slung over its shoulders. As you arrive, the apprentices bow deeply to the new ambassador, and she waves them back to work with a quick smile.

She directs the shield guardian to deposit the large chests in an empty room in the north wing of the embassy, and then orders it to take her luggage upstairs and unpack her clothes. "All red, I'm afraid," she says to you with a smile, "Not my favorite color, but it comes with the job. I think we have all made sacrifices, yes?" She runs a hand over her shaven head, and sighs.

She looks you all over again, and turns to the locked chests and opens them up. She begins pulling out alchemy equipment – an alembic and calcinator and then realizes there are no tables in the room to put them on. There's an awkward moment while she juggles equipment in her hands as she calls out for the apprentices to bring in some large tables, and then starts setting up a lab while explaining her research interests.

"Thay has a reputation for being an evil country, and for good reason. Our virtues include intelligence, industriousness, and magical aptitude, but we collectively pay very little attention to matters of right and wrong. Most of my fellows do evil simply because it is expedient, because everyone else does, or worse, because they don't consider the moral dimension at all. This is a *mistake*.

"Good is not an abstract philosophical concept. It is a base element of reality, as real as fire, cold, acid, or lightning, and in my opinion no wizard should ever ignore the power of one of the fundamental forces of reality. The element of good should be studied, exploited, and used to its fullest potential. Why should Red Wizards always use evil in their spells when good offers so many new opportunities?"

It has the sound of a practiced speech. She looks at you all expectantly while she fiddles with the alchemy equipment.

The PCs get to question her now. Try to work all these bullet points in. The Turtle will ask them if the PCs don't.

Q: Exploiting good!?

A: As a forest is exploited for its timber, so is it possible for a wizard to use good sources of power to develop new spells, rituals, and elixirs to do things that aren't possible using neutral or evil sources. For example, one could improve the power of healing magic, or eliminate the corruption that comes about from spending time with ghosts and demons. Even if the word makes you uncomfortable, realize that exploiting elemental good will make the world a better place.

Q: What is elemental good?

A: Elemental good is related to the positive energy plane, and commonly associated with the form of energy known as radiant, but is unto itself its own power. Along with chaos, law, and evil, it is the

scaffolding upon which the planes of the multiverse are hung. It can be measured and used. Paladins, for example, deal more damage to undead and fiends when smiting. I have developed a concoction, actually, that amplifies the effects of smiting if you are interested. (One shot item, expires by the end of the module, after drunk as an action, the next smite by the paladin will do +3d8 extra smite dice. She has one for each paladin in the party. Evil paladins take 3d8 damage if they drink it.)

Q: What do the other people in Thay think about your beliefs?

A: "I've been saying similar things for a decade now, calling for research into this underutilized element. The other Red Wizards chose to interpret this as a criticism of their ways, and so now I find myself in Hillsfar, serving as an ambassador to a town that hates Thay, and representing a nation that hates me." She pauses briefly, but then says, "However, if one looks at it in the right way, it's really a wonderful opportunity for both of us. I have a chance to conduct research on good away from disapproving eyes, and Hillsfar has the opportunity to reset its relationship with Thay. If we can move past the past, so to speak, we will both benefit.

Q: How does Hillsfar benefit from all this?

A: Thay has been busy helping rebuild the city, and our magic items have been making the lives of the local citizenry easier. In exchange, we gain a new market for our magic items, and win influence here.

My work also has the ability to improve the output from farms, and I have heard that Hillsfar has developed a fascinating new fertilizer (this is a reference to *CCC-SQC-01: The Woodland Sage*) that I am interested in studying, and perhaps replicating.

Q: Can Thay be trusted?

A: Thay can be trusted in the sense that it will keep its word. Thay cannot be trusted to have Hillsfar's interests at heart. As best as I can tell, we have no intention of taking over Hillsfar militarily, but we do wish to become Hillsfar's dominant trade partner. If I can speak bluntly, this will make Hillsfar much less likely to send military aid to our enemies, and more likely to assist us in the future. But this is the nature of politics – any intelligent country wants friends more than enemies. And Thay is very smart.

Q: What do you want from us?

A: I have been pursuing research into the element of good for a decade now, and have several unguents and elixirs to show for my work. Quite successful, really, no need for me to be humble about it. (She finishes setting up her alchemical apparatus.)

Starting about a year ago, I've been moving from alchemy into spell crafting new rituals... putting them onto a more moral basis. You might not believe how many rituals call for the last breath of a stillborn child, or the heart of one who loves you, or a variety of toxic plants. They work, yes, but how would they work differently if you replace the evil ingredients with good ones?

It's a hard path to walk, but I think the world will be a better place for it, and, more importantly, we will get some great research out of it! I'll cite all of you as contributors. What do you say?

The Turtle will immediately agree and will pressure the PCs to agree as well. He will pull them aside if necessary and tell them he has had a vision that helping her will make Hillsfar better in the near future. Plus, they've been told to do so by the Hillsfar council and are already being paid to assist her. They're free to spy on her as they help her, and the Turtle will assist in this as well (watching her while they're out on missions.)

The Mission

The PCs will be tasked with finding good-equivalent ingredients for magic rituals.

She will demonstrate by pulling out a handful of belladonna and nightshade and chewing on it thoughtfully while eyeing the PCs to see their reaction. After a while, she'll spit it out and demonstrate that it had no harm on her. "I spent years breeding strains of deadly plants to reduce their toxicity. In fact, now they are only toxic to insects, and do not affect humans at all! If any stirges try to suck my blood right now, they'll be in for a nasty surprise." (She'll offer one handful to each PC. They expire at the end of the mod, and take an action to chew. For the next hour, any stirges sucking blood from the PC will take 5d10 damage per round.) The only downside is that the belladonna doesn't cause one's pupils to dilate any more, which some people use to make their eyes look large and beautiful (hence the name: bella donna).

She will need the PCs to collect the following three things:

- 1) One hair each from four children consumed by a demon.
- 2) The heart of a person who loves another, carved out by the object of his or her affection.
- 3) The words of a betrayer as he or she breathes a fatal betrayal.

She won't answer any questions about what she will do with the ingredients, saying if pressed that she needs to acquire them first to see what she can do with them. (It is a DC 30 Intelligence (Arcana) check to recognize that she is trying to become an archlich, by modifying the very evil ritual to become a lich.)

The kicker is that each of these will need to be done in such a way that the ingredients are collected **in accordance with good**, in other words, as part of a morally good action, so that they will be infused with good instead of evil. For example, if one could find children trapped within a demon, and rescue them, this would cause the ingredients to be permeated with good, rather than tainted by evil, as normal. She will use it to research new spells with good effects – a plan the PCs should be on board with.

Alana's Plan: She has some ideas on how to get the three items.

For the first item, she is aware that there is an army of demons marching on Hillsfar, which the Red Plumes are working to stop out in the countryside. They will just need to find and free some children who have been eaten by demons. Easy, right?

For the second, she has cast auguries and divinations, and has been told only a single name: Herman the Hunter. Scrying revealed a lone ranger in the Dragonspine Mountains. She can teleport the party there and back, but knows nothing more. If the PCs want to ask around about him, they can.

For the third, she will offer them a trinket that can record 25 words and play them back later. She has an idea about bringing back a dead betrayer to life to give the betrayed some closure, but she's open to alternatives. If they like the sound of this plan, she'll do some research on famous betrayals in the Moonsea and get back to them after they finish collecting the first two ingredients.

Improvisation: This module is written with the assumption that players will invent a clever solution to acquire one of the items above. While it's not a good idea to short circuit the entire mod, the above items are all open ended. If you have players who enjoy thinking outside the box, let them come up with alternative ways to accomplish one of the tasks. For example, there is a play going on in town, and if the PCs are clever, they can record the actor as he speaks the fatal words of betrayal to another actor on stage. Since it is for entertainment, which makes people feel good, it is blessed by good rather than tainted by evil. Or maybe the PCs could record players at a game of cards when one betrays another fatally (in the game). It's pretty open-ended. Just remember that **the actions must be done as part of a good deed** (which is a broad concept, but it must be *moral*, not *amoral*/neutral or immoral).

She can also cast any wizard spell reasonable and necessary for their success. She might not have it prepared, in which case it will take an extra day of their time.

The PCs can do the first three items in any order, and long rest between each one. (Alana needs to refresh her spells after teleporting the party.) **They have a tenday to finish**, which should be plenty of time as long as they don't do something silly like sailing across the Moonsea when they could teleport.

DMs Note: After they finish collecting the three items, they will be sent into Thay for a fourth item. They don't know that yet, though.

Pacing Note: Because the module was written with the assumption players will figure out a clever way around acquiring one of the items, there is more content in this module than will fit into a four-hour slot. **Be sure to save two hours for the mission into Thay and the final combat.** The Turtle can acquire any items the PCs don't have time to get. He will simply wander away, and the next day drop the item on the table, along with a clever haiku.

Treasure

The PCs are given an *Elven chain* and 500gp, paid in advance, for assisting Ambassador Alana Bellicent for the tenday.

Part 2. Cormanthor Forest

Estimated Duration: 60 minutes

In this encounter, the PCs will be tasked with getting one hair each from four children who have been consumed by demons. More importantly, it must be acquired through a good action (so no feeding kids to demons). The PCs can either come up with their own plan, or they can follow the recommended path below, in which the PCs will talk their way into a demon encampment alongside a druid charlatan.

Thinking Outside the Box: They might try to find refugees who had children lose an arm or something to demons (counting as “consumed by demons”), and offer to heal them. Or *raise dead* on children that were eaten by demons. If they do so, roll a 1d4 – that’s how many suitable children they can find.

Area A. Red Plume Headquarters

Important Note: Before starting this encounter, pick the PC of a player who has a good sense of humor. The druid charlatan who is the Zhent faction representative never uses his true face, but always impersonates someone else (he’ll wear different clothing so as to not confuse the PCs). He doesn’t actually have a name, so in the module below **his name is given as a blank “-----” which is a reminder for you to use the PC’s name there.** It should be humorous, but not annoying. If it is too much, just call him “The Druid” or “Zhent”.

Alana will teleport the PCs into Red Plumes mobile headquarters. They will be met by a battle-scarred Red Plume Captain, Wyatt Ferris, who will relay the following facts to the PCs:

Former Thayan Ambassador Norre summoned an army of demons to serve as a distraction from his bad activities (in the previous game in the series, *CCC-SQRL-02-01: None the Wiser*.) However, he is thankfully dead now, and we in the Red Plumes are stuck having to clean up his mess.

“The demon army is too big to attack head-on, so we’ve been whittling it down using hit and run tactics. We get our spellcasters into range, unload all of our spells for the day, and then ride away on magically enhanced horses. Progress is slow since

strong demons are magic resistant, and resistant to most elements as well.

We’ve been killing demons every day, but the army hasn’t shrunk as much as we’d expect. There’s a good chance some demon lord in the Abyss took an interest in the situation and is sending reinforcements to them. If you can find out something about that, we’d be grateful.”

Captain Wyatt Ferris can answer questions about the situation and relay the following:

- The demon army is mainly dretches, quasits, and hezrou. There’s thankfully few vrockts, and only a couple of the bigger demons have been spotted.
- We maintain a distance of several miles from the demon army as it advances through the Cormanthor.
- Our goal is to inflict as much damage as we can before they get to Hillsfar and force a pitched battle.
- We’ve been evacuating any humanoids we can find out of the way of the army. (He will nod to any PC who used this adventure hook and thank them for their service by giving them two healing potions).
- Several families have been caught and imprisoned by the demon army. We don’t know exactly where they’re being held, but we suspect they’re still alive as the demons have been taunting us by sending us bits of their bodies.
- The Hillsfar Zhent faction representative is here. He has a plan to save the families.

The Plan

The Zhentarim Representative, -----, who looks like a perfect copy of one of the PCs (though in different clothing) will cordially introduce himself *as that PC* and outline his plan. The PCs can choose to go with it, make changes to it, or make their own plan (see Thinking Outside the Box below):

- He proposes transforming the PCs into a squad of demons (using a special variant of the *animal shapes* spell) as a disguise. He proposes they become dretches so that they won’t be expected to say or know anything.
- Dretches are the lowest rung on the demon hierarchy. While they can communicate telepathically with any creature that can understand Abyssal, typically they don’t say

anything and just take orders. Most other demons just ignore them. This makes for an easy disguise.

- If they don't want to be dretches, as per the *animal shapes* spell, they can pick any demon of CR 4 or less. In the core books, these are only the dretch and quasit, but if they have access to more books they could be a shadow demon, babau, dybbuk, etc.
- Playing higher ranked demons will lead to more questions being asked of them
- While in demon form, all of their equipment will meld with the form and cannot be used.
- Likewise, class abilities and racial abilities cannot be used when in demon form.
- He has a unique ability that allows his shapechanging magic to defeat truesight.
- He's pretty good at fast talking, and is confident he can talk his way in to the demon camp and distract their leader.
- After that, it'll be on the PCs to get the families out of there.
- **If they pay attention to how he operates, they might learn some tricks about how to fast talk their way out of a situation.**

Thinking Outside the Box

The PCs are free to use this plan or make up their own. ----- will remind them if necessary that powerful demons have truesight, which will make invisibility, illusion, etherealness, and similar effects pointless for infiltrating the demon camp. The camp is protected from both teleportation and divination magic, and so nobody knows exactly where the camp is (making it hard to, say, burrow their way there). Otherwise, if they can come up with a plan, and you're find improvising on the fly, roll with it.

Area B. The Cormanthor Forest

When the PCs are ready, ----- will cast his special version of *animal shapes* and transform the party into dretches (or whatever form they picked) and then use his innate shapechanging ability to become a nalfeshnee. He has a special ability where his transformation magics defeat truesight, which will be important later on when they find a marilith.

The spell lasts for up to 24 hours, requires concentration (he is +11 on concentration checks if it comes up), and by spending an action ----- can

transform a PC into another suitable form. The best use of this is to heal a wounded PC (when they take on a new form they get full hp), but they could also use it to switch to quasit form if they want to fly. (Quasits can turn into bats.) Once a PC drops to 0 hp, though, the spell is broken for them, and cannot be reapplied. In such cases, the only thing ----- can do is put them into a bag of holding and give them an *loun stone* that stops them from suffocating. Or if they are clever, they might "take prisoner" the PC.

Dretch key statistics: 18hp, +2/+2 to hit for 1d6/2d4 damage, AC 11.

The Cormanthor Forest

The part of the Cormanthor Forest that the PCs will be in is not a typical peaceful forest scene. Demons are infesting the area, so animals are fleeing for their lives. Birds are being captured and tortured by quasits, and small fires burn throughout it, filling it with horrible smelling smoke.

Terrain. Dense forest with thick underbrush (difficult terrain), along with occasional paths that ----- knows well.

Weather. Weather is good, but smoke is drifting throughout the forest, reducing visibility to about 100'.

Light. Indirect sunlight filtered through the trees.

Smells and Sounds. Foul smelling smoke pervades the forest, but an underlying smell of earth and trees can still be detected. Animal screams ring through the forest, both near and far, as well as the laughter of demons.

Towards the Demon Camp

For the following scenes, emphasize the element of horror. A peaceful forest filled with furry animal creatures is being systematically destroyed by an invading demon army. Demons aren't funny – they're the living embodiment of evil.

As you move into the forest it is at first normal. But as you move deeper in, you start hearing the eerie scream of animals being hunted and tortured. Even as you watch, a squirrel is plucked off a tree branch by a quasit and dismembered in front of you, one toe at a time. The animal screams shrilly, as the quasit delights in the noise. It idly looks down at your group and says telepathically "Never seen you all before. Where'd you come from?"

The PCs can converse with it. (Dretches can communicate telepathically with any creature that understand abyssal.) It will interrogate them to see where they are from (it's suspicious that they're from a rival demon lord), but will also answer questions relatively honestly. Make sure in this

conversation the quasit will name drop the head of the encampment, a certain "Marlax". If they arouse suspicions, ----- will kill it (as below).

If the PCs choose to remain silent or look to the druid to take the lead, ----- will say, telepathically, "Heard good fun. Here to sign up with big boss. Heard he big strong." The quasit will respond, "You think big boss is a he? Oh, don't let her hear you say that. Marlax will be suspicious. Wait, wait, wait – why are you coming from the direction of the Red Plumes...?" Without hesitation, ----- reaches out an impossibly long arm, grabs the quasit, and pops its head off. **"Being a good infiltrator means using what you learn from one encounter in the next. Watch and learn."**

The game here is for the PCs to learn as much as they can about the demon camp (and fast talking techniques) so that they can use these skills to get the trapped families out without combat.

As you move deeper, you see hezrou demons hiding in bushes, leaping out at passing deer. Sometimes they catch them, but mostly just startling them into constant, terrified runs. ----- says to each of them, "Marlax up ahead? Good. Big news for her." The hezrou will get excited, "Are you reinforcements from **the Queen of Chaos?**" to which ----- will nod.

----- will say to the PCs, telepathically, "See? Make sure to repeat what you know to sound credible, and then they'll usually tell you something else new from their response."

If the PCs want to fight, well, there is an effectively infinite number of hezrou. This is a Bad Idea™ and doing so will blow their cover and ruin the rescue attempt. They'll probably have to flee.

Another few minutes in, three **black bears** (-1 bears for tables of 4 or less PCs, +1 bears for tables of 7 or more PCs), eyes wide with terror and spittle frothing on their mouths, burst out of bushes and attack the PCs. It's not a hard fight, but the risk here is that a PC will take 18 points of damage and transform back into a human.

The druid will grapple one of them and pull it out of the fight. The PCs will be left to deal with the other bears, while hampered by being dretches. Smart players will stick and move, withdrawing PCs who are running low on hp, but let them do what they

want. A PC transformed back into a humanoid will be tossed into a *bag of holding* and given an *loun stone* to not need to breathe (standard action to climb out). Or they can "take prisoner" the PC who is back into their normal form. (Requiring a Charisma(Bluff) DC 13 group check to pull off.) The druid will heal everyone up to full after the fight.

Describe more nightmare scenes in the forest as demons hunt the woodland critters with impunity. Then in a bit of irony, a group of quasits will call out to the PCs for help, as they are being chased by a group of a dozen angry stirges. The PCs can choose to just watch, in which case nothing happens (the Quasits flee further into the forest). If the PCs choose to help, there is one stirge per PC that will split off from the Quasits, and remember that if any of the PCs chose to eat the non-toxic belladonna (from Encounter 3) a stirge that sucks any blood will take 5d8 damage and die.

Helping the Quasits will cause them to sit down and complain that even though everyone here is from the Stinking Fens (DC 15 Intelligence (Arcana or Religion): this is the **14th layer of the Abyss**), they never had to deal with *anything* like those damn things there. (This is a lie, but they're grumbling about having to run away from a bunch of oversized mosquitos.) This gives another point of information that the PCs can use while infiltrating.

Area C. The Demon Camp

The Demon Camp

The demon camp is about 100' in radius, surrounded by a wall made of animal bones. They have been here for a week or so, and are waiting on reinforcements from the Abyss before pressing on with their attack against Hillsfar. In the meantime they are entertaining themselves by torturing animals.

Terrain. 10' bone wall, surrounding a mockery of a human army encampment, with only three entrances. Tents made of flayed skin and using entrails for ropes. The demons have various fires burning throughout the camp.

Weather. Weather is good, but cloying smoke reduces visibility to about 50'.

Light. Dim light filters through the smoke.

Smells and Sounds. Mocking laughter and loud screams ring through the camp. It smells of Sulphur and much, much worse things.

Entering the Camp

After several hours of walking, the PCs will then arrive at the edges of the camp, such as it is.

Legs of animals lie stacked around the edges of the camp, like a mockery of an army's palisade. Hundreds of demons (all glabrezu and below in rank) mill about the inside of the wall, shredding bones with their talons, playing "music" by torturing animals of different sizes, and making cruel jests to each other all the while. ----- watches for a second, grabs the leg of a deer, and taps out a rhythm as he walks through the camp. Smaller demons get out of his way and bow to him, but ignore all of you as you follow in his wake. In the center of camp, two families of farmers are held wide-eyed inside the ribcage of two hideous demon-like cages, with bulging eyes on top of the bars.

A female demon, with multiple pairs of arms and the tail of a snake, is talking to them in a sibilant low whisper that carries across the yard. "Do you see that hawk there? It is still alive, and is looking like it would make for a fabulous decoration on the top of our standard. Oh, but what standard you ask? Good question, good question! We will need to make a flag of some sort, and your wife there looks like she has enough skin on her body to be a..." she abruptly cuts off as she sees ----- approaching. "You! I have not seen you before. **What are you doing in my camp?**"

If any of the PCs are in higher demon forms (such as a shadow demon or babau), she will address them as well as ----- . This could be bad - if the PCs *both* roleplay poorly *and* fail a DC 15 Charisma (Deception) check, then Marlax will move to attack. The druid will transform into a roc and flee with the party if it goes badly. Otherwise, ----- will let them talk a bit and then backhand them for not knowing their place and proceed with the box text below.

----- looks baffled for a second then kneels on the ground before her. "You Marlax? From the Stinking Fens?" he pauses, sees her nod, and continues, "Big news from The Queen of Chaos. Secret news. Maybe I show you the thing in your head, uh, quarters?" he stares around dimly for a while. She sighs, grabs his arm, and pulls him out into the forest. Telepathically you hear him say in your heads, "I don't know how much time I can give you, but now's your chance. Use what I taught you. Free the prisoners and get them into the forest! I'll take it from there."

The PCs can now do whatever they want to get the families out. It's just them and the demon cages within line of sight. The families are Gnomes and Elves. Most are missing body parts.

If the PCs want to break them out or otherwise attack the cages, start the combat encounter below. The demon cages are sentient, but not very smart (Int 5), but they do have eyes on the top of every bar of the cage. If the PCs try to talk to the cages or pick the locks on them (ask the PCs how they will improvise lockpicks - there's plenty of bones around they can use) the cages will object, saying that nobody has ordered them to release the prisoners.

The Fast Talking Final Exam: The PCs can talk the cages into releasing the prisoners with a DC 30 Charisma (any) check. (DC 25 for Weak / Very weak.) For each bit of trivia they use in their conversation with the cages, the DC drops by 5. Such trivia points should be collected by a smart party on the way in and include:

- The name of the Marilith (Marlax)
- If they specifically claim that Marlax ordered them to take the prisoners
- If they claim that the prisoners are needed to make a standard.
- If they name drop the plane they came from (The Stinking Fens)
- If they mention the layer of the Abyss they are supposedly from (the 14th Layer)
- The name of the demon lord they work for (The Queen of Chaos)
- If you improvised any trivia points in earlier conversations, they could use them here.

A failure here means the cages sound an alarm and the combat encounter begins (see below).

The PCs only have five minutes or so before Marlax returns, but they won't know that. If they get the families out peacefully within a couple minutes, they can walk into the forest without being noticed by the demon army. ----- will meet up with them, slap manacles onto the families, and march them right out the front gate of the camp. He'll take the time on the way out to berate low ranking demons on their lack of camp discipline, and will order them to start marching in circles to get ready for combat.

Otherwise, if they had to do combat or are running for their lives, ----- will transform into a roc, and will

pick up the farmers and PCs and carry them back to the Red Plumes base, chased by vrocks. Improvise an exciting chase scene if you feel like it.

Combat (if roleplaying failed): **Two hezrou**, reflavored as ambulatory demonic cages holding six humanoids each. Adjust hp for strong/weak. If combat goes on for more than four rounds, or if the PCs do something very loud (like cast *thunderwave*) demons will start getting attracted to the sound of combat (it actually doesn't stand out that much given the general chaos of the demon camp) and 1-2 smaller demons (dretches, quasits, vrocks) will appear each round until the cages are defeated. PCs can run out of the camp surprisingly easily. Remaining demons will chase the PCs into the forest, where they'll be slain by -----.

Adjusting this Encounter

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

Very Weak: The two **hezrou** have half (65) hit points.

Weak: The two **hezrou** have reduced (95) hit points.

Strong: One **vrock** flying 60' overhead enters combat on round 2.

Very Strong: Two **vrocks** flying 60' overhead enter combat on round 2.

Thinking Outside the Box: If the PCs improvise their own plan, try to work with it. The marilith will move around the camp, so they can avoid her if they time it right. The marilith and glabrezu (of which there are four in camp) have truesight out to 120' so the PCs will need to be careful to avoid being within line of sight of them. Lesser demons (vrocks, hezrou, and below) only have darkvision, not truesight.

Development

If the party frees the families, they will tearfully and gratefully thank the PCs, and their children will happily offer them some of their hair for Alana. (The party gets four hairs.) Alana will teleport the PCs home after this.

If the PCs fail, Turtle will vanish and then appear with the hairs two days later.

XP Award

If the characters acquire the hair through good means, award each character 1000 XP.

Part 3. Dragonspine Mountains

Estimated Duration: 45 minutes

In this part, the PCs will teleport to the Dragonspine Mountains and assist a human hunter who is being pursued by a troll princess. First, though, they will have to prove to him their good intentions.

The Dragonspine Mountains

Rough and rugged, the Dragonspine Mountains are full of natural beauty but also a wide variety of monsters.

Terrain. Mountains that are more vertical than horizontal, covered in thick forest and rushing rivers. The section the PCs are in is a clearing inside a camp site on a small hill.

Weather. Cold and misty, with dark rainclouds overhead.

Light. Indirect sunlight filters weakly through the clouds, mist, and camouflage netting.

Smells and Sounds. The smell of wet rock and moss, combined with the sounds of rushing water and wind moving through the trees.

Area A. Thayan Enclave

The PCs are back in the Thayan Enclave after finishing their previous mission. They must spend a day to long rest so Alana can refresh her spells.

"The next item I need you to acquire is the heart of a lover carved out by the object of his or her affection," notes Ambassador Alana Bellicent. "It seems impossible to acquire this in a good-aligned manner, but if you have a lead on a way of getting such a heart, I'm interested in hearing it.

Otherwise, the only name I have is **Herman the Hunter**, revealed to me by divination magic. I've scryed on him a few times, and he seems to be a human living alone in a very isolated part of the Dragonspine Mountains. I don't know how it could be possible for him to fulfil our requirement, but it's the only thing I have to go on. When you're ready, I can teleport you all to him."

Investigating Herman: It's possible that the PCs will want to investigate Herman before they leave. PCs that have a Hillsfar background or live in Hillsfar will recognize the name with a DC 8 Intelligence (History) check. It is a DC 15 Intelligence (History) check for everyone else. PCs who think to ask around town get the same results with a DC 12 Charisma (Persuasion or Intimidation) check (non-humans roll at disadvantage due to racism):

- Herman the Hunter guards the iron mines Hillsfar owns in the Dragonspine Mountains, across the Moonsea.
- He's pretty famous for being a one-man army that single handedly keeps the miners safe from giants, ogres, dragons, and the other monsters in the region.
- He's had a long-running feud with the Zhentarim; they've tried and failed to assassinate him several times.
- He rarely comes into town, usually only to buy or sell magic items, and stock up on supplies. If they ask what he sells, it's usually oversized monster equipment, and what he buys is usually magic arrowheads, but sometimes other miscellaneous magic items as well.
- He's famous for his large collection of magic items from slaying so many monsters.
- Nobody has ever heard of him having any romantic engagements at all.
- He's been around for a long time, and is now in his mid-50s but still going strong.
- He is athletic, but not attractive.
- His appearance: human, 5'10", huge nose, covered in scars, short-cropped grey hair, usually wears boiled leather armor.

Area B. Instant Fortress

Eventually the PCs will decide to teleport to the camp that Alana scryed on. (If they choose to travel by foot, the mod will be over well before they get there.) The thing is, Herman has been fighting the Zhentarim for years, and the area around his camp is warded against people teleporting in on top of him.

When they are ready, read or paraphrase the following:

Alana scrys Herman to see that he is still in his camp – he is – and then casts a teleportation spell to send you to his camp. However, something goes horribly awry as she casts the spell, and you feel a wrenching sensation as she loses control of it. The last thing you see before blacking out is the horrified look on Alana's face as she tries to prevent the mishap.

You wake up an indeterminate amount of time later [the PCs were unconscious for 5 minutes] inside of a featureless square iron room 20' on a side. All of your weapons, armor, magic items, spell component pouches, and so forth, are nowhere to be seen.

The PCs have their clothing with them and that's it.

This is a version of an *instant fortress* that is only a single room with no arrow slits or any other features visible from the inside. Due to a *wish* spell any teleportation in the area redirects the teleporting creatures into this room, but puts their weapons, armor, magic, and spell component pouches outside.

Herman will be alerted to the intrusion, and will watch them for a little while from the outside (using a *potion of clairvoyance*) to see what they will do.

The room itself is immune to the *knock* spell and similar magic, and attempts to teleport out will dump them right back into the room. If they start attacking it, he'll talk to them from the outside, but the room does have 100hp, resistance to all damage, and immunity to nonmagical weapons.

He's interested in finding out who they are and if they're there to kill him or not, and so will interrogate the PCs a bit. If they do anything to convince him they're going to attack or kill him, he'll say the command word on his *instant fortress* and it will shrink down to a 1" cube, dealing 10d10 damage to all the PCs inside, and expelling them onto the ground and will move to fight him (see below).

A dry voice begins speaking within the room, "Hmm, hmm. And who is it today that tried to ambush Herman the Hunter?"

A giant holy symbol engraved on the floor suddenly begins glowing with a radiant, bright light.

It is a DC 14 Intelligence (Arcana) check to recognize this as a *zone of truth* spell that covers the room. A DC 17 Intelligence (Religion) check on the symbol recognizes The Left Hand of Tyr. Tyr used to be the god of paladins, law, and justice, but has been dead for centuries. So either this room is really old, or Herman is a fan of a dead god.

He will ask the following of each PC:

- Are you a member of the Zhentarim?
- Are any of the other people in this room members of the Zhentarim?
- Please indicate all Zhents in this room.

Each round they spend in the room (i.e. once per question), a PC must make a DC 17 Charisma save, as

per the *zone of truth* spell. Herman is aware which PCs succeed at their saves and doesn't trust their answers (even if truthful), and so will repeat it a second time hoping they will fail the save allowing him to be guaranteed they are telling the truth. It is a DC 15 Charisma (Deception) check to successfully lie to him if they make both of their saves.

If there are no Zhents in the party (or they manage to save twice and successfully lie once), then he will politely apologize for the inconvenience and let them out.

If there are Zhents in the party, he will ask them (and only them) the following questions:

- Have you ever stolen a magic item?
- Are you here to steal a magic item from me?
- Have you ever assassinated anyone?
- Are you here to assassinate me?
- If I let you out, will you attack me?

Depending on their answers (remember the *zone of truth* and DC 15 Charisma (Deception) checks to lie) he will either let everyone out, let out everyone except the Zhents, or crush the PCs by collapsing the *instant fortress* on them for 10d10 damage. Use your judgement. If needed, give the Zhent PCs a DC 15 Charisma (Persuasion) check to convince him to let them out - assuming they didn't promise to kill him!

Fighting Herman: It is a bad idea to attack him, as if they kill him they have no way of succeeding at this encounter. But if they do, he uses the stats of a **deva** (except he is a human and not a celestial, cannot innately fly, and can cast any ranger spells 1/day each). If the PCs try to stop the fighting, it will take a DC 15 Charisma (Persuasion or Intimidation) check, made with advantage if Herman is below half life.

Area C. Herman's Camp

The PCs will interact with Herman and try to get him to give them the heart of someone who loves him – in a good (moral) way. As it turns out, he is the current romantic target of a troll princess that rules the troll tribe in the area, and he needs help in resolving the situation – one way or another. But it must be done using only good-aligned actions!

Herman's Camp

His camp is surprisingly luxurious. While camouflage netting conceals the whole place from a distance, **the tents are made**

of the finest silks, he has weapon racks containing a wide variety of practical and ornamental weapons, including a short sword made of pure gold. Rugs cover the stone that would otherwise be the floor of the camp. A giant fire pit made of bronze sits in the center of camp, a fire in it warding off the mountains' chill.

Terrain. His camp is located on the top of a small hill, with clear cut lines of fire down the hillside in each direction. Tall mountains loom nearby.

Weather. The weather is cold and crisp. Mist covers the nearby mountain peaks and dew covers the ground.

Light. Indirect daylight filters in through the netting.

Smells and Sounds. It smells of rain in the forest: a bit of wood rot, damp leaves, moss, etc. Lots of birds trill in the trees nearby. It's quite a lovely place.

Once this is all resolved, Herman will approach. He's mid-50s and tough, and would be reasonably decent-looking except that he has a really, really large nose. He wears studded leather and uses a longbow in his daily duties. Hillsfar has several iron mines in the Dragonspine Mountains and he's responsible for keeping the miners safe by killing any giants or ogres that wander too near.

He'll show them around his camp. It's well situated on the top of a small hill, with good visibility of the wilderness for miles around. Extremely well-made camouflage netting shields the camp from view from above and the sides. A DC 15 Wisdom (Survival) reveals that he has very carefully cleared certain trees in the vicinity: this gives his camp long sight lines in all directions, allowing him to use his longbow to maximum effect, but at the same time not cutting enough of the forest down to reveal the existence of his camp to people searching for him.

A DC 14 Passive Investigation check reveals that he actually has a surprisingly large number of magic items here, including a building made entirely of adamantine (this is the building that the PCs found themselves in – it's basically an *Instant Fortress*). The tents are made of the finest silks, though in neutral colors, and he has several fine warhorses tethered nearby that have saddles trimmed in gold. You can improvise other magic items that would impress the PCs (they use them or keep them, obviously). For someone living in a camouflaged camp in the middle of the mountains, working as nothing more than a mine guard for 1gp a day, he's *absurdly* wealthy.

Herman sits you around a fire he has going and offers you some mead. His voice cracks a bit as he speaks – clearly, he

hasn't had company in a while. "Hmm, hmm. So, how fares Hillsfar? The mines of course are doing well under my protection."

The PCs will probably have a few related questions, such as:

- How did you get so wealthy?
- How do you survive on your own here?
- Is there anyone who loves you?

He'll be a little reluctant to tell his story, but with a little bit of prodding on the PCs part, he'll tell his story:

He scratches his large nose.

"Hmm, hmm, well... Maybe you know that I am a ranger in the service of Hillsfar? For thirty years now, my task has been simple – keep the Hillsfar iron mines open, and the miners safe. While there are some guards at the mines themselves, I am the only person watching the entire wilderness for threats – it is an impossible task, and Hillsfar pays me one gold piece per day for it. Hmmm... one day, I killed seven hill giants. For a single gold piece."

He gestures at a black stallion that he has tethered nearby. Its reins are made of silver, and it has silver ribbons in its mane. "Midnight there is named after Mystra's human name; I like the old gods. If I saved my entire wage every day for five years, I would be able to afford her. So you are probably wondering how I could afford all of this..." He trails off and looks embarrassed.

If the PCs suggest he stole it, he'll look a bit offended, and say that as a devout follower of Tyr, the dead god of justice, he'd never steal anything. Taking look from monsters is okay, though, and there's certainly some of that here, like the giant bronze fire pit. But that's not where most of it came from. After all, most of the stuff he gets from giants was originally stolen from humans, and so any stolen loot he finds he will diligently try to return to its original owners.

If they suggest he got it from love, or inquire a bit more, he'll flush and continue...

"When I first came here, I knew I would die if I couldn't find allies against the giants and ogres who live here, so I cautiously approached all of the monstrous encampments that I could find, and

almost got killed several times. However, one group accepted my offer of alliance, one that, well..." He trails off again. "Well, they liked my nose, I guess. Maybe you noticed it is on the largish size? They, uh, were a group of trolls, led by their princess, a rather interesting woman named **Bergatrollet**. She's far more intelligent than an average troll, and she saw the advantage of an alliance. She'd name a group of hill giants or ogres, and I would go there and ask them to either move away, or face destruction. Most of the time they'd just attack me, and then the trolls would fall upon them and together we would clear them out. After we did this enough times, the tribes of monsters started moving away instead.

The trolls got to increase their hunting grounds, and Hillsfar got protection for its mines. Everything was going according to plan... **until Bergatrollet decided she wanted to marry me.**" He looks miserable. "I am an older man, and I understand how the rush of battle can create strange emotions, so I tried putting her off. But every month, for years now, she comes to my camp and brings me a present, then asks for my hand in marriage. Fine horses! Silks! I don't know what to do with so much silk, and I didn't know that trolls even got married! I keep telling her no, but she is nothing if not persistent." He sighs, and looks at each of you in turn. "Well, now you know my secret. I'm so effective at guarding the mines because a troll princess is in love with me."

Q: Why don't you leave?

A: I'm reasonably confident that if I leave, Bergatrollet will not take it well. She has a large army of trolls under her control and could easily destroy the mines that I'm here to protect.

Q: Why don't you marry her?

A: ...she's a troll? I mean, she's probably as attractive as a troll can be, and she's got a very unique mind, but it just seems like a bad idea.

Q: Could you ask her to cut out her heart for you?

A: She'd do it... in exchange for me marrying her.

So at this point, the PCs know what the deal is. Probably the only way they'll be able to acquire the heart they need in a good fashion is here.

Cutting the heart out of Bergatrollet won't kill her – in fact, she'd probably find it a romantic gesture. But if Bergatrollet is going to demand marriage, **the onus is on the PCs to either**

encourage Herman to either marry her, or to figure out some alternative (like spending some time together) that she'd agree to.

This is a freeform roleplaying encounter (if they try to get the heart by combat, they'll fail the mission). Let him object using the first set of bullet points, and then let the second set of bullet points come out over time if they try to get him to marry her.

Here's Herman's arguments **against** marrying her:

- Herman is a human from Hillsfar. The old school "Great Law of Humanity" Hillsfar that wouldn't allow non-humans inside the town except to die in the arena. She's a troll.
- Also, she's a *troll*. Trolls are hideously ugly green-skinned creatures who smell horrible and have greasy hair. On the plus side, she's in the 99th percentile for looks for trolls (she has a charisma of 14, which is twice the troll average), and actually takes care of herself. She bathes, washes her hair, and even uses an appropriately small amount of perfume.
- He's a devout worshipper of Tyr, the dead god of law and justice. He's righteously good. She's a lukewarm follower of Vaprak, a demon lord who represents mindless combat and conquest. She's evil because she was raised that way, but isn't fully committed to it.
- He worries about being a "kept man" that just bathes in luxury and presents.
- Even if they got married, they'd give birth to a half-troll, and half-trolls always have harsh lives in the Realms.

Reasons why Herman might marry Bergatrollet (these must be revealed through roleplaying with Herman – let the PCs tease them out):

- Herman actually likes Bergatrollet's style. He has a lot of experience with monstrous tribes in the region, and hers is quite well-organized and successful, as far as these things go.
- In their conversations, she has revealed she has no respect for Vaprak, who represents the "assemble a horde and then attack everything" brand of conquest. She uses tactics, ambush, and negotiations to conquer. In his conversations with her, she's

said she's open to switching deities, which is important to a religious man like him. Tyr is out of the question, but Mielikki or The Red Knight ("The Lady of Strategy"), could actually happen.

- He's a fairly unattractive human, and she's a fairly attractive troll, so they're about even on looks. He secretly feels an affinity towards her because of his large nose, too.
- He's mostly attracted to her mind, which is quite cunning. She's very interesting to talk to, and she's always asking him advice for how to resolve conflicts within the tribe and how to manage the water and food within their borders to avoid overextending their resources. As a ranger, he digs that.
- He's not very interested in kids anyway.

Through roleplaying, the PCs can overcome his objections to marriage. Alternatively, they can win by creating a solution that doesn't involve marriage at all, for example convincing Bergatrollet to just be friends, or to give up on her pursuit of Hermann. This module was originally written for the RPG Me Too convention, and so if your group wants to engage on the ethical issues of Bergatrollet's actions, it would be a great place to have a conversation about it. Or if that's not their cup of tea, then not.

It will require a DC 15 Charisma (any) group skill check to persuade Hermann to a plan. If they fail, they can try again with a different plan. If the second one fails, or if they can't agree on a plan, they PCs fail the encounter and get teleported back by Alana.

Herman is immune to mind affecting magic due to one of his other wishes he used from a *luck blade*. Based on your discretion, you can have them automatically fail the mission if they try anything evil like trying to dominate him into marrying her. This encounter must be solved through roleplaying, not combat or magic.

When everything is agreed upon, he will blow a golden horn (the horn is just a mundane item that she gifted him so that he can call for her). Several hours later, **Bergatrollet will appear** on the edge of

camp and serenade him¹ in a pleasant but untrained voice:

*"My Herman, my Herman won't you marry me
For all that I'll gladly give you
You may answer only yes or no
Will you do so or no*

*To you I will give the twelve great steeds
That graze in a shady grove
Never has a saddle been mounted on their backs
Nor had a bit in their mouths*

*To you I will give the twelve fine mills
That line the Dragonspine
The mill stones are made of the reddest brass
And the wheels are silver-laden*

*To you I will give the gilded sword
That jingles from fifteen gold rings
And strike with it in battle as you will
On the battlefield you will conquer*

*To you I will give a brand new shirt
The lustrous best for to wear
It is not sewn with needle or thread
But crocheted of the whitest silk
My Herman, my Herman
I will give you all my heart and more."*

Roleplaying Bergatrollet

This troll princess is well above average for her kind, being far more intelligent, cunning, and charismatic than the average troll. She is very well read, and so her vocabulary is probably better than the average PC's as well. She's super into Herman, and doesn't realize that her behavior is out of line for human courtship. As a troll, she thinks she's already showing tremendous restraint.

She wears a gleaming suit of golden full plate, a beautiful golden shield with her coat of arms on it (a green claw sinister on a golden field), and carries a massive greatsword.

Quote: *"Oh, it is so nice to meet friends of my darling!
Have you come to help him with his fear of marriage?"*

Any deal the PCs can put together that will allow Bergatrollet to spend more time with Herman will be gratefully accepted. She will easily offer up her own heart in the bargain and be no worse the wear

for it. Depending on what was agreed, Herman will be cautiously optimistic about the situation, and thank the PCs for their help. He will carefully carve out her heart, while she is smiling at him, and then hand it to the PCs in a leather bag.

Combat: There's no reason for them to fight **Bergatrollet**, but if they do, she is a troll with 14s in Intelligence, Wisdom and Charisma, AC of 20 due to golden full plate she wears, 168hp, proficiency in every skill and saving throw, three uses of legendary resistance, the ability to cast *scorching ray* 3/day due to a *circlet of blasting* (that is her princess tiara), and makes three attacks a round with a *vorpal greatsword* at +10 to hit and 1d8+7 damage per hit. If she rolls a natural 20 on the attack, she kills a PC.

Treasure

If the PCs successfully negotiate a deal and didn't try to use mind-affecting magic to convince him, he will give them several copper rings he took off of hill giants, holding large chunks of semi-precious stones. They are far too big to be worn by humans, but one could slip them on the arm or wear them as a helmet with a bit of work. If the PCs have a favorite semi-precious stone, he'll give them one with that. If the PCs choose to sell it, they're worth 100gp each.

If they kill Bergatrollet, or steal any of her items or Herman's items, when they get back to Hillsfar the items all turn into leaves and acorns.

Development

When they are finished here, the PCs will be teleported back to Alana, who has been watching them via magic. They must long rest, as she's not ready researching the next part yet.

XP Award

If the characters acquire the heart through negotiation, award each character 1000 XP.

¹ The lyrics are adapted from the traditional Swedish folk song *Herr Mannelig* about a troll princess who chases after a human hunter.

Part 4. Mulmaster (Optional)

Estimated Duration: 45 minutes

This module has extra content in it due to the probability that smart players will figure out a way to bypass one or two of the parts and get the ingredients in a different way. **Check the time remaining now.** Parts 5 and 6 each require an hour to run. If there's not enough time left, simply have the Turtle monk show up, toss down the trinket containing a recording of a bard performing a scene of a famous betrayal in a play, and skip on to Part 5.

In this encounter, the PCs must record the words of a betrayer as he or she speaks a fatal betrayal. They have a trinket to do so. They can either pick their own solution (see Thinking Outside the Box) or they can go with Alana's plan, which is to recreate the night that the High Blade of Mulmaster was betrayed a century ago. The PCs will get to recreate that night to give the High Blade some closure.

Area A. Thayan Enclave

After the long rest ending the previous part, Alana will call them back into the Thayan enclave. The apprentices there are used to the PCs by this point, and smile and wave them in. The enclave is looking much nicer than when they first visited, with the mess from Norre finally cleaned up.

Alana meets you at the front door to her lab, smiles brightly, and escorts you inside. Her alchemy equipment is bubbling merrily, and you see a piece of hair glowing with a warm golden glow, as it is held tautly between two vices. She offers you a bowl of fruit from the orchard in the enclave yard. "This one here is a grape flavored apple – a *grapple*, we call it – but my favorites are a toss up between the pluots (a mix between plums and apricots) and banapples (apple-flavored bananas). If you don't like those, some people have a taste for the lemon-flavored cherries, but they're too tart for me."

(If the PCs are brave enough to eat from an alchemically-enhanced Thayan fruit tree, they gain the effects of a *bless* spell (no concentration required) for one hour.)

"The next item seemed rather tricky to acquire – we must capture the words of a betrayer during a fatal betrayal, and must do so in a good-aligned way. I thought about it for a while, and nothing obvious occurred to me – how can we know when a fatal betrayal will occur, how can we observe it

without stopping it, and how could we do so and call ourselves good? It seemed contradictory.

"If any of you have ideas, I'd like to hear it, otherwise I have a plan that I think would be a bit of effort, but would be guaranteed to work."

Thinking outside the box: The PCs here can propose their own plan to record (remember they have a trinket that can record 25 words at a time, with a button press) a fatal betrayal. Perhaps a person betraying another in a card game, or recording the lines of a bard during a famous performance. Just remember that it must be done in a good-aligned fashion. Recording people having fun playing cards or being entertained in a play would work, but setting up an actual betrayal would not, as that would be an evil action. If the PCs come up with their own plan, and you're fine improvising a challenge, roll with it. Otherwise, go with the plan Alana lays out below:

"While you guys have been working on the first two items, I've been doing research into famous betrayals in the Moonsea. It's taken longer than I hoped since I've been busy cleaning up the embassy, making my first moves as an ambassador, and getting my alchemy lab together, but I think I've found a good candidate for my idea.

"We will use magic to recreate the night that the High Blade of Mulmaster, Lord Selfaril Uoumdolphin, was betrayed by his identical twin brother, Rassendyll Uoumdolphin." She pauses to look at your reactions to this.

Q: Recreate the night of betrayal? Won't that kill Selfaril again?

A: The magic I will use to recreate the night of the betrayal will make a different outcome.

Q: What happened that night?

A: Lord Selfaril was betrayed by traitors who wished to align Mulmaster more with Zhentil Keep rather than Thay. His twin brother stormed the tower, killed Selfaril, trapped him in a soul gem for a century or so, and then proceeded to rule the city in his stead, impersonating him perfectly.

Q: How did Selfaril escape the soul gem?

A: Adventurers (in DDEX2-4 *Mayhem in the Earthspur Mines* and DDEX2-14 *The Sword of Selfaril*) found the sword that Selfaril was trapped in, returned it to Mulmaster, and with the help of Rastol

Shan (the Senior Cloak), freed Selfaril, and helped him to overthrow former High Blade Jaseen Drakehorn. Drakehorn was closely aligned to the Church of Bane, which worried the Cloaks (the Cloaks are the only organization in Mulmaster allowed to carry out arcane magic). Selfaril is currently the High Blade of Mulmaster, and lives in the Tower of the Wyvern. Politically, he has moved Mulmaster away from Zhentil Keep and closer to Thay. (DM's Note: This takes place prior to the *Red War* battle interactive where Thay takes Mulmaster.)

Q: What does Selfaril think of this?

A: I have talked to The High Blade, and he is actually eager to do this. He spent a century inside a soul gem, stewing over his betrayal, and has... questions... about the events of that night, including who exactly betrayed him to his brother. By repeating the events of that night, we will help to bring closure to Selfaril, which is a *good* thing.

Q: What are we going to do?

A: You will be part of Rassendyll's strike force attacking the Tower of the Wyvern, the home of the High Blade of Mulmaster. Take care not to kill any of the guards that will be pretending to defend the tower, or it might make the event evil enough to defeat the entire purpose of all this. I recommend that you do your best performance appearing to kill the guards without actually killing them. They have orders to play dead when hit and to let you through, but they will actually attack you on the way in to make it look real to Rassendyll.

Q: How do we start the event?

A: Here is a ritual book I have prepared for you all written – very carefully – using a single one of the hairs you acquired earlier. When you get to the base of the tower, break the seal on it and read the first page. The magic will activate, and re-create the events of that fateful night a century ago.

She hands the ritual book to a PC with ritual casting (a wizard, preferably). If no PC has ritual casting, then she hands it to the PC that has the highest intelligence.

Q: Should we stop/help Rassendyll?

A: You will appear to be his bodyguards, tasked with clearing the way through the guards in the Tower of the Wyvern. You have to make sure he arrives safely to Selfaril's room on the top floor, *without actually killing any of the guards*. After he and Selfaril have

their moment, then you're free to help Selfaril kill Rassendyll. Try to keep Selfaril from getting trapped in a soul gem again! It would be embarrassing.

When the PCs are ready, Alana will wait until nightfall, so if they want to make any preparations, they have several hours to do so:

Alana traces an arcane sigil on a silver mirror she keeps on her alchemy table. A minute later, the face of **Selfaril, High Blade of Mulmaster**, appears in the mirror. "Ah, Ambassador Bellicent! I take this to mean everything is in order? I look forward to seeing my treacherous brother again."

Alana bows to the mirror, "High Blade, yes, all is in order. My compatriots here will accompany Rassendyll up the tower, ensuring none of your guards are killed."

Selfaril peers at you all, memorizing your faces. "Then I in turn will ensure that they do not die, either." He looks at Alana again, "Ambassador Bellicent, perhaps you were not aware of this, but my beloved wife, Dmitra Flass, may she rest in peace, was a Red Wizard herself. I have always looked for... closer relations with Thay."

Alana flushes a bit at these words, but then says ambiguously, "Yes, there are those in Thay that are looking to... move closer to Mulmaster as well." (Note: this game takes place prior to the 2018 Epic, *The Red War* in which Thay conquers Mulmaster.)

Selfaril nods happily, completely missing the undertone to her words. "Then I expect to see your underlings soon." And with that, he disappears.

Alana looks at you all. "Ready... uh, underlings?"

When the PCs are ready, she teleports them to the base of the Tower of the Wyvern in Mulmaster. The current time is midnight.

Area B. The Tower of the Wyvern

In this section, the PCs will *fake* fight their way up into the Tower of the Wyvern alongside Rassendyll Uoumdolphin. Think pro wrestling, but with swords.

Mulmaster

Many PCs will be familiar with Mulmaster from earlier seasons of Adventures League play. This game will take place

in only a single location in Mulmaster, the Tower of the Wyvern, the home of the High Blade of Mulmaster.

Terrain. This encounter takes place outside and within the Tower of the Wyvern, and so is all stone and tile floors, and stone walls and ceilings within the tower.

Weather. It is a clear and cold night outside.

Light. It is nighttime. Lanterns light the area inside and outside the tower, as well as some magical light sources.

Smells and Sounds. It smells a bit of ozone due to the lightning in the area and the scent of ash still lingers after the destruction of parts of Mulmaster. The sounds of the city carry into the area.

When you arrive, a pair of guards in ornamental full plate stiffen and ready their halberds. They then exchange a look with each other, nod at you, and relax to a guard position in front of the Tower of the Wyvern. A hell hound is tied up next to the door, and begins sniffing the air when you come in.

The Tower itself is quite impressive, a stone edifice looming overhead. In the courtyard nearby, a sculpture made of lightning flashes out an intricate pattern resembling a yellow flower. A well stands nearby, an eerie green glow rising from its depths.

The PCs are free to cast buffs now. When they're ready, the PC carrying the book must crack the seal on it (the seal prevents opening it in any place other than here, and also prevents them from turning to any page other than the first one) and read the first page, which says: **"I wish that the events contained in the following pages of this book carried by the person reading these words take place exactly as described."**

When you read these words, the book levitates up out of your hands, and hovers in the air for a second. Then, with a massive burst of brilliant golden light, three figures appear next to the you. The first, dressed in heavy armor and carrying a longsword, looks just like Selfaril Uoumdolphin. This must be **Rassendyll**, his twin brother. The second person is a non-descript older man, leaning heavily on a cane. He doesn't introduce himself, but he does wear the expensive clothing of a nobleman. The third is a handsome but fierce-looking human male, wearing the robes of the Senior Cloak. (DC 19 Intelligence (History or Arcana) to recognize **Thurndan Tallwand**, the Senior Cloak from a century ago.)

Rassendyll looks you all over and says, "You are the guards the Council of Blades sent to help me?"

Assuming the PCs say yes (if not Rassendyll will attack them unless they fast talk their way out!): "Very well. Your task is to clear a path in through the guards in the tower to my brother, and then stand down and watch me defeat him. If you interfere with our fight, I will kill you." With that, he gives a lazy wave toward the guards at the front of the keep, now pointing their halberds at you. "Kill them."

The PCs' job here is to defeat the guards in a non-lethal fashion, while making it look real to Rassendyll. If they fail to sell their attacks, then Rassendyll will kill the guards himself. If enough guards die in this encounter, then the PCs will fail as the item will be tainted by evil.

Improvisation: In order to make it believable, the PCs should use props around the area. Tell the players that they are free to improvise props within reason. For example, they could ask, "Are there spikes on the outside of the tower?" Since that seems pretty reasonable, your answer should be yes. So then a PC could say that they knock a guard with their greatclub into a wall of spikes, impaling them there. **Don't allow them to just say, "I attack the guards."** That is boring, and will cause their roll to be made at disadvantage.

The PCs should approach this with the spirit of a professional wrestling match.

Special rules for combat: The guards will roll initiative as normal, with a +4 initiative bonus, and will attack at +7 to hit for 1d10+5 damage. They have 96 hit points, and otherwise have no stats. They fail all saving throws, and they can automatically be hit by any attack roll or skill check. They are deliberately trying to make the PCs look good.

Roll initiative. Have the guards make attacks when it is their turn. When it is the PCs' turn, **have them narratively describe what they're going to do**, like "I grab a guard and throw him into the lightning sculpture, electrocuting him". **The PC then rolls any relevant skill check or attack at DC 14 to sell the attack to Rassendyll.** For example, if the PC wants to toss a guard into the lightning sculpture, a Strength (Athletics) check seems appropriate, though Charisma (Performance) also works for most checks. If the PC does something especially cool, let them roll with advantage. If it's especially lame, like

the aforementioned “I attack the guard” then they roll with disadvantage.

Don’t worry about the damage these attacks do, even impaling them on spikes or tossing them into electricity. They can take a substantial amount of punishment, and will automatically feign death at the end of the round when hurt. (They are “jobbing” in professional wrestling terms.)

If half or more of the PCs succeed at their DC 14 checks, Rassendyll will nod in approval and move up to the next level. If the group fails, but at least one PC succeeds, he will kill one of the guards himself and then move up to the next level. If all PCs fail, he will kill two guards and move up to the next level.

If three or more guards die here (including through the PCs killing one using something like a Power Word: Kill) **then they fail this part of the game, as it will be tainted by evil.**

There are three rounds of fake combat. They can heal between rounds but cannot short or long rest.

Round 1: **Two guards** outside the tower. Possible props include a lightning sculpture, some sort of arcane well, a hell hound, spikes on the tower, etc.

Round 2: The PCs enter the guard barracks and fight **six guards**. Possible props include: racks of weapons along the walls, a dozen bunk beds, several large chandeliers suitable for swinging from, a large open fireplace with a merry fire burning inside it, and a loaded arquebus above the fireplace.

Round 3: The PCs enter Rastol Shan’s private arcane laboratory for when he attends to the High Blade in person. Rastol Shan himself is there. He throws a *lightning bolt* at the PCs as they enter, narrowly missing them, and then teleports away. **Four guards** are here. Possible props include: an alchemical apparatus containing a green liquid that *polymorphs* anyone touching it into a frog, a vat of *sovereign glue*, a vat of *oil of slipperiness*, and a region in the middle of the room containing a *reverse gravity* spell.

Adjusting this Encounter

- **Very Weak:** The **guards** attack at +5 to hit and do half damage. The DC to sell the combat is reduced to 12.

- **Weak:** The **guards** attack at +6 to hit and do half damage. The DC to sell the combat is reduced to 13.
- **Strong:** The **guards** attack at +8 to hit.
- **Very Strong:** The **guards** attack at +10 to hit, deal double damage, and the DC to sell the combat is increased to 15.

Development

The PCs will get a chance to catch their breath at the top of the tower, and then Rassendyll will order them to kick down the door to Selfaril’s study.

Roleplaying Rassendyll Uoumdolphin

Rassendyll is the twin brother of Selfaril Uoumdolphin. The two have a long history of mutual betrayal, but both have shown themselves to be unwilling to actually kill the other. This Rassendyll is a magical clone from the day he pulled off his coup. He is cocky and dismissive of people lower than him in status, and is extremely confident in his fighting skills.

Quote: “My brother’s time has come to an end! Again!”

Area C. Selfaril’s Study

Tell the players that they will need to indicate when they will begin recording with the trinket Alana gave them. It records 25 words per press. They can press it multiple times, overwriting earlier recordings.

Thurndan Tallwand waits in the stairway outside.

As you burst into the room, you barely have a chance to see a cluttered lord’s office before Selfaril launches to his feet, picking up a longsword laying across his table, saying, “What is the meaning of this, brother!?” He looks at you all with a short nod.

Rassendyll strolls into the room, running a finger along the wood paneling. “Nice, very nice. I think I will keep this.” He frowns at a potted palm tree in the corner. “That, however, I think will need to be removed.” With a blur, his sword comes out and flashes through the tree, cutting it cleanly in half.

Selfaril grins with a wolf-like smile. “So? Betrayal it is, then? Tell me who helped you on the Council of Blades, and I promise to send you back to your grand tour of the Realms, brother.”

“Who *didn’t* betray you, brother? You turned Mulmaster into a dictatorship, and if there’s anything a noble hates, it is unchecked power.” Rassendyll chuckles, “Unless *they* are the ones with the unlimited power, of course...”

Selfaril glances around the room, not paying any attention to you or the old man with the cane. “Does that mean the Cloaks betrayed me as well? Is Thurndan Tallwand here?”

There is a sudden explosion from behind you in the stairway, and the wind begins howling out of the room down the stairs. With a sudden snap, the wind stops. The voice of Rastol Shan floats up the stairway. “Fear not, my lord!” Both twins nod in approval at these words, and then narrow their eyes and look at each other suspiciously.

(The PCs might want to start recording now.)

Rassendyll says, “While it has been fun chatting with you, brother, I fear this will be the last conversation we will ever have. Tonight, I run you through. Tomorrow, I run your city! The time has come for a new Selfaril Uoumdolphin. *Bane take your soul!*”

Rassendyll and Selfaril both move to attack each other. They each get four attacks a round with their longswords. If it matters, use the stats for a **pit fiend** except reflavored to be mundane human fighters (they have no innate spellcasting or fear aura, and their four attacks are all reflavored to be longsword strikes). You can roll out the attacks for a while to let the PCs see what they are up against if they want to try to stick themselves in the middle of it.

As they watch, though, have the PCs all roll Wisdom (Perception) checks at DC 19 (17 for Weak or Very Weak parties). Success will reveal the old man slowly circling behind Selfaril, drawing a blade out of his cane, about to strike. While the PCs were told to stay out of the duel, they *should* interfere with the assassination attempt. If they do, the assassin will shift his attention to the PCs instead of Selfaril.

Combat: Branislav Semyon (AKA Draazu), **Assassin**. (“Draazu” is the most famous assassin in Mulmaster history, but the name was actually used by multiple assassins over the centuries to inspire fear.) On the first turn of combat, if he is spotted by the PCs and they move to stop him, he will strike one of the PCs who hasn’t acted yet and ideally who didn’t notice him (activating his Assassinate ability). If the PCs don’t notice him, he will assassinate Selfaril instead, which will cause Rassendyll to win later on without the PC’s help (see below). On subsequent turns, he will stand next to Rassendyll, meaning that he can get a sneak attack off on any PC that moves in to melee range with him. Rassendyll and Selfaril will

both ignore the PCs fighting the assassin – they are solely focused on fighting each other.

Adjusting this Encounter

- **Very Weak:** No assassinate ability against PCs, reduce hit points on the **assassin** to 50.
- **Weak:** No assassinate ability against PCs, reduce hit points on the **assassin** to 70.
- **Strong:** The **assassin** has +8 to hit and 100 hp.
- **Very strong:** The **assassin** has +10 to hit and 120 hp.

After the PCs defeat the assassin, Selfaril and Rassendyll will continue fighting.

If the assassin got off his assassination attack on Selfaril: Selfaril will be bleeding profusely from the back. The PCs can even the odds by doing healing (to Selfaril) or damage (to Rassendyll) to even up the fight. Selfaril will call upon them to help if they are reluctant to interfere. Rassendyll will yell at them as traitors, but will continue to focus on Selfaril. They have three rounds to **do a total of 70 points** of healing and damage (50 points Weak/Very Weak; 100 points Strong/Very Strong). If they fail, the spell will end, Rassendyll will vanish, and the PCs will fail.

If the PCs succeed, Selfaril will finish off Rassendyll, and Rassendyll’s body will vanish with a blast of golden light. With a satisfied sigh, Selfaril will sit down and begin drinking from a carafe filled with healing potions. He will thank the PCs for their time, and looks more at peace than they’ve ever seen him. Alana will then teleport them home.

If any of the PCs think to ask about Rastol Shan, a DC 17 Wisdom (Perception) check will reveal that Thurndan Tallwand’s voice and mannerisms were actually very close to Rastol Shan’s. And Shan always wears a mask...

DM’s Note: Rastol Shan *is* Thurndan Tallwand, now a lich. Shan threw the clone of Tallwand into a *sphere of annihilation* to keep Selfaril from learning the truth. (That was the howling wind.)

Treasure

If the PCs kill the assassin, Selfaril will give the PCs a *potion of fire giant strength* in thanks.

XP Award

If the characters acquire the words of a betrayer, without 3 or more guards dying, award each character 1000 XP.

Part 5. Thay

Estimated Duration: 60 minutes

In this part, the PCs will travel to Thay with Ambassador Bellicent and carry out a bank heist to free her mentor, the draco-archlich Vallyx.

Check the time. If there is less than two hours remaining in the module, either run this section quickly (jump right to the Bank Heist part below) or skip it by just having the Turtle free her mentor.

Eltabbar – The Capital of Thay

Only Red Wizards, slaves, and visiting diplomats can enter Eltabbar, the capital of Thay. It is a beautiful city, built on artificial islands that extend out into Lake Thaylambar.

Terrain. A gorgeous cityscape filled with paved streets, bridges arcing over canals, and flowers hung off the sides of buildings along the streets.

Weather. Controlled by the Red Wizards. It is always sunny during the day, and always rains every night.

Light. Natural daylight outside. Magical lighting inside.

Smells and Sounds. Typical city sights and smells.

Area A. Thayan Enclave

The PCs get another opportunity to long rest after the last mission. Alana will offer them some more fruit (see the start of Part 4 for a description).

Ambassador Alana Bellicent greets you again with a warm smile. “My progress on researching good magic has been progressing wonderfully. However, I have reached a certain impasse in my work, and I need to consult with my mentor back in Thay. As you all have been given diplomatic credentials for your time working with me, you are one of the few people who might be able to accompany me to Eltabbar, the capital of Thay. Are you interested in coming?”

While this is phrased as a question, it’s really a request that falls under the PC’s terms of employment to help Alana. If the PCs are worried about traveling to Thay, she will tell them that with diplomatic credentials, the worst that can happen to them is that they could get declared a *Persona Non Grata*. They can’t be arrested, killed, or enslaved, but she will ask that they don’t make her look bad.

Area B. Thay

When they’re ready, Alana will take them to a *teleportation circle* in the enclave, and with a flash of light, they will find themselves in a matching circle in

Thay. Guards surround the platform with weapons drawn, check their diplomatic credentials, and then wave them all inside without searching them.

Alana walks you through the beautiful streets of Eltabbar. It is a city built on artificial islands out onto Lake Thaylambar. Flowers in flower boxes line the streets, and graceful bridges arch over the waters separating the islands. Gondolas push Red Wizards down the waterways, and banners snap in the breeze from the second storeys of the houses lining the streets. The weather is perfect, as it is every day in a country where wizards control the weather.

“Want to live here?” Alana asks, somewhat ironically.

(She’ll wait for the PCs’ response and dialogue a bit with them and then continue...)

“It used to be my dream, to study and practice magic in the heart of the greatest magocracy the world has ever seen.” She stops to smell some magically-enhanced roses on the side of the road. “But the more time I spent here, the more I became disturbed by how little my fellow wizards considered the morality of their actions. Even putting my research on good magic aside, it is hard for a society to function when master and apprentice betray each other as a routine matter. How much better would Thay be if all the wizards could just trust each other and work together to common ends?”

(She’ll wait for the PCs’ response and dialogue with them. She is a believer in the core structure of Thay – a magocracy – but is *certainly* not blind to its faults and evil ambitions.)

She leads you up to the front door of a very pleasant house on a very pleasant island. Next door to her house looms an ugly three-storey block of featureless stone, warding sigils carved all over its surface. In front, a sign says simply, “Vault of Thay”. Alana will glance briefly at it, look meaningfully at all of you, and then usher you inside.

Her house is clean and well kept on the inside. It is decorated almost entirely with wands of different shapes and sizes. She scoots past you into her kitchen and puts a kettle on her stove. She indicates you should all sit down around her dining table, and then proceeds to pour tea for you.

“You’re probably wondering what you’re here for. It’s pretty simple – we’re going to rob the Vault of Thay next door.”

Q: Wait, what!?

A: Yes. It has been a plan I've been working on for some time. Me getting assigned a diplomatic posting far from Thay allowed me to both proceed with my research and also to acquire compatriots with diplomatic credentials. These got you into Eltabbar, and will also protect you from any consequences.

Q: What if we get caught?

A: You'll get PNGed. *Persona Non Grata*-ed. In the world of diplomacy, this is the worst thing that can be done to someone with diplomatic credentials. You can't be arrested, enslaved, or executed (as would normally happen) but you'd still be expelled from Thay on pain of death on returning. This might be inconvenient for you in the future, so I don't recommend getting caught.

Q: What are we stealing?

A: As I told you earlier, I'm here to consult with my mentor. My mentor is, as you'd imagine, a specialist in good magic. He is being held prisoner within the Bank of Thay, tortured daily either by visits from the Red Wizards or by being left isolated and alone in a magically sealed box.

Q: Stealing is evil / unlawful

A: Yes, it is. But trapping an incredibly intelligent and good creature in a dark box is far, far, worse. I can't let another day go by with him stuck in there. Our work so far has allowed me to develop a special ritual that will allow us to move the box out of the vault without needing to open it. Ideally, we can be in and out in seconds.

Q: What is this ritual?

If the PCs are willing to spend a day, they can hang out in Alana's house and learn it by making a DC 13 Intelligence (Arcana) check. Retries are allowed, but cost another day. (Remember the tenday limit on completing the mod.) This ritual allows a PC, as an action, to burn one of the blessed hairs they got from Part 1 in order to lock or unlock all immovable rods within 10'. This works even through solid materials. One hair is kept by Alana, and one might have been used in the Mulmaster adventure, leaving two (unless they managed to get more) for the PCs' use between this encounter and the final encounter.

You can roleplay this out as Alana setting up a blackboard and sketching magical theory to the PCs. The PCs don't get to keep this ritual after the end of the module, but they can certainly use it in Part 6.

Q: Why do we need the ritual?

A: Well, you might not. If you can get in through an *arcane locked* box, feel free to do so. But I think it might be good to know the ritual in case you have to try to move the locked box out. My mentor's box has an activated *immovable rod* inside of it that stops it from being moved. With this ritual, you can unlock it from outside the box and push the whole thing out.

Q: Who is your mentor?

A: His name is Vallyx. He's a gold dragon. Well, only the head of a gold dragon, kept alive through magic. He is incredibly wise and intelligent. When I used to have access to him, he taught me many secrets about good magic. My political enemies, however, have ensured I haven't been able to visit him in months.

Q: Political enemies?

A: Don't worry about it. They're more common than slaves in Thay.

Q: How did he get stuck in a box?

A: He opposed Thay, and so they killed him but kept his head magically preserved. He is a peerless magical resource, so they keep him alive to assist wizards who are researching new spells and rituals.

Q: Who runs the vault?

A: Technically the vault is a temple to Waukeen, the goddess of wealth. But the Red Wizards really run the place. They only keep a couple Waukeenar clerics there as figureheads.

Q: Where is he in the vault?

A: There are six vaults in the basement level. He is in Vault 4, which is the vault I have tunneled down to using *disintegrate* spells.

Q: What's the plan?

A: There's a few things that need to happen.

- We need to tunnel underground to the edge of the vault. Fortunately for you all, I've already done this. You can walk from my basement right up to the vault's wall. When you're done, I'll seal it with a *wall of stone* spell to cover our tracks.
- Second, we need to get in through the vault's wall. It is made of seamless stone, and enchanted with glyphs every 10' along its surface.
- There's also an *alarm* spell protecting the inside of the vault. It will go off when anyone enters it without speaking the correct keyword. We should avoid alerting the guards at all costs. They have a number

of Iron Golems protecting the place, on patrol at all times, and there are also Red Wizards on site.

- On the inside of the vault are a number of adamantine boxes. He'll be in a box with the arcane glyph for "dragon" marked on it. (She can draw it out for the PCs if none are trained in Arcana.) It should be in the center of the room. (DM's Note: It's not.)
- I know there are always guards (Red Wizards and golems) in the basement level, since they'd check me in, but I don't know what schedule they patrol on. You should try to avoid them if possible.
- We can unlock and open the box later, if you are not good at opening locks. It is *arcane locked*. If so, focus on getting it out of the vault, undetected.
- The box is very heavy. Ideally you will unlock it or carry it, to reduce noise, but pushing it might be required. Let's try to get it back out and into the tunnel as quickly and quietly as possible.
- Moving the box will require performing the ritual I've developed. I can do it for you but I'd rather be seen in public while the heist is taking place. It will reduce suspicion if the theft is noticed.
- The inside of the box, other than the *immoveable rod* is covered in an *anti-magic field*.
- I have a scroll of *passwall* that I can give to you if you are interested, and provide notes on reading it.
- (If they skipped the Mulmaster encounter) I also have a *potion of fire giant strength* to help you lift.

If the PCs are not interested, ask them how they would feel if they were stuck in a dark box for years on end. With their diplomatic credentials, they have a unique opportunity to save a wise and intelligent creature from a fate literally worse than death. If they're still not interested, Turtle will do it, and they don't get XP for this encounter.

Area C. The Vault of Thay

Time for a bank heist. Alana will not help them in this phase since she doesn't want any forensic analysis or divination magic to show her involvement. She'll be walking around town with friends, giving herself an alibi.

The Vault of Thay

The PCs will be in the underground vault area of a Temple to Waukeen named The Vault of Thay. The outside is warded by glyphs every 10' along the exterior that stop anyone from coming in through the walls, and the inside is covered by an alarm spell. The basement level is divided into six separate vaults each 50'x50' in size. Vallyx is in Vault 4.

Terrain. The walls and floors are all featureless smooth stone. Shelves and arcane-locked boxes lie everywhere within the vaults.

Weather. The air is dry and carefully climate controlled to be a neutral 70 degrees at all times.

Light. There is no light here.

Smells and Sounds. The smell of oil and metal permeate the place, and is dead quiet except when a vault is being opened or closed.

The PCs can walk down into Alana's basement where the smooth stone wall of the vault lies exposed.

The Glyph: A shimmering glyph (DC 12 Intelligence (Religion) to recognize the holy symbol of Waukeen) on a protruding stone sticking out protects this 10' section of the wall. While the glyph is active, any attempts to break through this section of the wall, cast *passwall* or *knock*, any teleportation effects to the inside, or burrow, earth glide or earth move actions all fail and it deals 7d8 force damage (no save) to the person attempting it. The glyph can trigger an unlimited number of times.

To get through the glyph the PCs have a few different options:

- They could try talking their way into Vault 4 using a series of three Charisma (Bluff) group checks to get past three levels of security, at DCs 13, 15, and 17 (adjust the DC down -2 for Very Weak, -1 for Weak, +1 for Strong, and +2 for Very Strong). These checks are made at disadvantage if they don't dress up as a Red Wizard (via a disguise kit or other means). If they fail a bluff check, they can make a DC 15 Charisma (Persuasion) group check to not get PNGed – but they will still get tossed out of the Vault.
- They could cast *dispel magic* on the glyph. It is a 5th level glyph by default (see below for adjustments), so it may require an ability check to dispel it.

Adjusting this Encounter

- **Very Weak:** It is a 3rd level glyph that deals 5d8 damage
- **Weak:** It is a 4th level glyph that deals 6d8 damage
- **Strong:** It is a 6th level glyph that deals 8d8 damage
- **Very Strong:** It is a 7th level glyph that deals 9d8 damage

- They could attempt to disarm the glyph using a Dexterity (Thieves Tools) check at DC 10+spell level. Failure triggers the trap.
- They could attempt to snap the glyph off using a Strength check DC 15+spell level. With either success or failure, the PC will take maximum damage

from the glyph (no save). With a failure they can try again, but will take the full damage again.

Breaking In. Once the PCs bypass the glyph, they have to figure out a way inside the vault:

- If they talked their way in, hey, they are inside.
- They could use the scroll of *passwall* if they have a wizard capable of casting it. If they are not high enough level, then Alana included some easy to read notes on how to use the scroll which reduces the spellcasting ability check DC to 10. If they fail, the scroll is consumed to no effect.
- They could teleport in (but this will set off the alarm unless they think of a way to learn the passphrase first, such as by a *clairaudience* spell).
- They could drill small hole (which would take 4 hours) and then use *gaseous form* to flow inside.
- They could break through the wall, which is 10' thick, made of hardened stone. This will require a series of Strength (Athletics) checks at DC 20. Each success breaks through a foot of the wall. (While this would make noise, the iron golems aren't programmed to care.) Each check requires a DC 13+(the number of previous checks the PC made today) Constitution save or the PC gains a level of exhaustion.
- They could *disintegrate* the wall, which will exactly cut out a 10'x10'x10' cube.
- PCs with backgrounds giving criminal contacts can get a thermal drill that will effectively do the same thing as a *disintegrate* spell, over the span of 10 minutes, for 1,000gp.
- Various creatures that the PCs might have access to have the ability to tunnel quickly through earth and rock. Earth Elementals can earth glide through rock, carrying PCs to the other side.
- If the PCs need more time to prep these spells, they can long rest for a day to switch out spells, assuming they are still within the tenday time limit.
- If they completely get stuck, Alana will reluctantly *disintegrate* the wall for them.

Alarm. The next challenge is dealing with the alarm spell on the inside of the vault. Alana will tell them that anyone stepping foot on the vault will set off the alarm if they don't speak the pass phrase for the day within 6 seconds of touching the ground. The PCs should figure out a way of dealing with this, because of they don't they will have to fight a combat (see below) while trying to move the box. Possible ways of dealing with it include:

- PCs who bluff their way in will have the pass phrase said for them before entering.

- They could cast *dispel magic* on the *alarm*. It is a 1st level spell, so it will automatically succeed.
- A DC 11 Dexterity (Thieves Tools) check will disarm the *alarm*.
- Floating or levitating off the ground works.
- Saying the passphrase ("Rock Wren") will stop it from going off. Clever PCs could use spells like *clairvoyance* (audible version) to listen in on other people entering the vaults to learn the pass phrase, or could get it out of the Red Wizards outside the vault via various DC 15 skill checks.

Guards. The next challenge are the guards. **Secretly roll a 3d6+2. The number rolled is the number of rounds the PCs have before an Iron Golem comes in.** Smart PCs will figure out a way to learn the pattern of the patrol beforehand, and will time breaking through the wall to give them the maximum time (2 minutes) to rescue Vallyx.

Rescuing Vallyx: It is now time to get the box containing the head of Alana's mentor. Several things need to happen (each attempt takes one round of time, and so remember the guards):

- They need to locate the box containing Vallyx. This requires a DC 20 Intelligence (Investigation) check, with the DC decreasing by 1 each round that they continue to systematically search the room. (He is *not* in the place that Alana remembered him.)
- There is an obvious 2nd level *arcane lock* on the lid. This adds +10 to the DCs below unless dispelled.
- Once he is found, his box is locked in place with an *immoveable rod* on the inside. A PC who learned the ritual from Alana can spend an action to disable the rod through the box. If no one did, then the box will need to be broken or unlocked.
 - o Breaking the box requires a DC 16 Strength check. Each attempt lowers the time until a guard arrives by 1 round.
 - o Opening the box requires a DC 21 Dexterity (Thieves Tools) check.
 - o (Adjust the DCs up and down by 1 or 2 for weaker or stronger parties.)
- PCs who talked their way in can simply stuff Vallyx into a *bag of holding* (or turn him *invisible* or etc.) and walk out. They can't just take the box or head, as no bluffing will override a Tharchion's (a Thayan provincial lord) direct orders to keep them here.
- Once the box is moving, the PCs will need to lift or push it out to the tunnel *three times*. (This might be a good time to use their *potion of fire giant strength*.)
 - o Pushing the box requires a DC 14 Strength (Athletics) check but reduces

the time until the next guard enters the room by 1 round due to the noise.

- o Lifting the box requires a DC 19 Strength (Athletics) check.
- o Once the box is broken or unlocked, then Vallyx's head can be lifted out and carried with a DC 14 Strength (Athletics) check. It's 5'x5'x5'.

- The inside of the box is an *anti-magic field*. It covers everything except the *immoveable rod*.
- If the PCs get Vallyx out without raising an alarm, the second they are through the tunnel the tunnel will fill in with smooth unbroken stone, and a glyph will begin glowing again on its surface, no trace of the intrusion behind. (This is Alana's doing, covering the route leading right into her house.)
- Clever PCs will think to leave the room as undisturbed as possible. If they leave a mess behind, an alarm will be sounded the next time a guard enters, and Alana will have to rush home to teleport everyone back to Hillsfar. This will cost the PCs their last chance at a long rest.
- On the other hand, if they want to break into other boxes here, they can do so with similar DCs. For each box they open (there are 10 total) they will find 200gp worth of statues, paintings, tapestries, and so forth. Which might be a bit hard to carry. It will also cause the PCs to get PNGed if they don't carefully seal the boxes back up (each one taking a round). Remember the time remaining on the guards!

Combat. If the PCs are still in the room when an **iron golem** walks in, and the PCs didn't get permission to be there, then the iron golem will move to attack. Roll initiative for it. The PCs are under no obligation to kill the iron golem – they just need to get the box out the tunnel and then it will seal behind them. However, they *will* be PNGed by Thay if any witnesses survive. Once combat begins, the second iron golem will enter the room 30 seconds later. If combat extends for more than a minute, **archmages** will start teleporting into the room every 6 seconds and engaging the PCs. They can surrender at any point. This fails the encounter, but keeps them alive. They will get PNGed but not arrested or killed.

Adjusting this Encounter

- **Very Weak:** The **Iron Golem** has no poison breath attack and deals half damage.
- **Weak:** The **Iron Golem** deals half damage.
- **Strong:** It has one use of legendary resistance

- **Very Strong:** It has two uses of legendary resistance

Treasure

The PCs have the opportunity to loot up to 2000gp from the Vault of Thay. This has a strong possibility of getting them all PNGed, however, after Thay investigates the thefts.

Development

If everything went smoothly in the heist: Alana will return from her jaunt around town, meeting friends and establishing an alibi, joyfully hug the head of her mentor, and then settle in for the night. **The PCs get one last long rest before the final encounter.** In the morning, she places the head into a *bag of holding* and teleports everyone back home to Hillsfar, no questions asked by the guards.

If the PCs didn't fight the guards but left a mess in the vault then Alana will rush home, and teleport everyone to Hillsfar, starting the final encounter immediately. The PCs may be PNGed (use your discretion based on how much evidence they left behind), and lose their last opportunity to long rest.

If the PCs fought the guards or broke open other boxes in the vault and didn't seal them back up then an alarm will go up all over Thay, with announcements to find the ambassadors from Hillsfar. Alana will rush home and teleport the PCs back to Hillsfar. The PCs are all PNGed by Thay, and they miss their chance at a long rest.

If the PCs failed, Turtle will disappear for an hour and then return with the head of Vallyx.

Roleplaying Vallyx

This head of an adult gold dragon is in remarkably good shape for someone who has technically been dead for a decade. His eyes radiate an arcane purple flame. (DC 22 Intelligence (Arcana) to recognize this as a sign of an archlich, a good form of lich.) He's rather chipper and clever for someone who is literally stuffed in a dark box for months on end. He will make witty and helpful comments to the PCs if they carry him around, and really loves bad puns.

Quote: "Ask me how to get a head in life!"

XP Award

If the characters successfully rescue Vallyx, award them 1000XP.

Part 6. Meteor

Estimated Duration: 60 minutes

In this encounter, Alana will surprise the party by turning into an archlich. This has been her goal all along. All the ingredients the PCs got were good-equivalent items to components to the lichdom ritual. Thay responds with a bit of overkill by dropping a meteor on the Thayan Enclave in Hillsfar. The PCs must teleport up to the meteor and stop it.

Area A. Thayan Enclave

Depending on how the previous encounter ended, Alana will either be rushed or relaxed in the following scene.

Alana casts *floating disk* and puts the head of Vallyx on it. His radiant purple eyes regard her warmly. "My master," she says, bowing deeply to it. A few of her apprentices in the room look startled at this.

The severed head grins widely, which looks a bit grotesque, and says, "Oh, no need for all that Alana. We've been friends for a long time, and I'm not *half* the dragon I used to be!"

Alana grins, and straightens up. "Still, it is good to see you again, my master. I have pondered long on the truths you revealed to me, and with the help of these adventurers I have taken the most vile of components for the vilest of rituals and found a way to convert it to good."

Vallyx tries to nod, but only ends up wobbling on the floating disk. "I assume good versions of belladonna and phoenix ashes were no problem? I recall you working on them the last time I spoke to you from my lovely prison box."

Alana replies, "Success across the board! I've already drunk all of the components and can feel the power growing inside me. I'm sure we are all eager now to hear the final step."

(The PCs might try to interrupt her, or ask questions about the ritual, but she's in no mood to entertain them right now.)

Vallyx pauses, and then says very seriously, "While the vile ritual requires you to sacrifice the souls of others, to do the good version, you must sacrifice most of your soul instead. Pick one good mission on which you will focus the rest of your existence, and then *will* yourself to sacrifice everything else. With the potion inside of you, the ritual will then complete. I suggest you take your last gasp now."

Ambassador Alana Bellicent sucks in air quickly, and holds her breath as she closes her eyes and concentrates intently. Her body begins glowing with a radiant purple light and her body starts deflating, as if her muscles were atrophying rapidly beneath her skin. Wrinkles form across her body as purple energy leaks into the air around her. She lets out one last breath, and opens her eyes. They are now sunken pits that blaze with the same purple flame that Vallyx's does.

Her voice echoes around the Thayan enclave. "My name is Alanax the Archlich, and for my eternal mission in undeath, I swear to get Thay to use good magic." One of her apprentices stares openmouthed at her in shock, and drops a vial of acid on his own foot.

Another one murmurs, "Oh, no. No, no, no. This is not good. Thay is *not* going to be happy with this."

If they wanted to interrupt the ritual, they could certainly do so, at the cost of fighting Alana (an **archmage**) and Vallyx (an **adult gold dragon**). They will simply subdue a PC but not kill him. If they choose to attack after the ritual completes, Alanax is a **lich** instead (but with a good alignment).

The PCs can now respond.

Q: What just happened?

A: I became an archlich. It was the ultimate test of my theory: I took the ritual to become a lich (the Ritual of Becoming or Ceremony of Endless Night) and changed it so that all of the standard ingredients, from toxic plants to the hair of a child consumed by demons, were infused with good instead of evil. With the help of my master, Vallyx, I succeeded and became a good lich instead.

Q: What is an archlich?

A: An archlich is the good-equivalent version of a lich, dedicated to good rather than to evil. Archliches all have a mission they dedicate their undying lives to. Mine is bringing good magic to Thay.

Q: Why do you call Vallyx your master?

A: Ever since I met him a decade ago, and saw the power that good magic could bring, I have dedicated my life to this end. I studied as much as I could with him until the Zulkirs became suspicious and cut off my access. Thanks to you, he has been freed, and I have become an archlich.

Q: Is he an archlich, too?

A: Yes. And quite a powerful one.

Q: Do you have a phylactery?

A: No, and I do not plan on making one, as it seems inherently evil to make a soul repository. If I die, I'll be permanently dead. But I have an unlimited lifespan now, which seems necessary to fulfill my mission to get Thay to use good magic.

Q: What happens now?

A: I'm sure Thay heard my pronouncement. Let's wait to see how they respond.

Thay's response isn't long in coming. With a flash of light, a red-robed man teleports in behind Alanax, and plunges a dagger into her back. She spins around, inhumanely fast, and touches the man, who instantly falls into a deep sleep. Yanking the dagger out of her back, she twists her neck around unnaturally far to watch the wound close back up.

"Well, I guess we have our answer," Alanax says drily. "Mind helping me defend the enclave for a little while until we can sort things out with the Zulkirs?"

Vallyx floats outside on his disk and stands watch.

(The PCs can say whatever they like here. She'll dialogue with them a bit about the morality of her actions. The PCs can make preparations for a siege. She won't leave the Enclave or hide. Her stats are that of a lich now. She will cast a *magic circle* against undead in the center of her lab and stand in it.)

Nothing happens for a few minutes. Then Vallyx awkwardly rotates himself to look up at the sky and snorts. Floating back in, he says, "I have good news and bad news. The bad news is that **Thay has overreacted a bit and has summoned a meteor that is falling right towards us**. The good news is that we have about ten minutes before it hits, and I believe we can stop it."

Alanax thinks for a bit. "I need to protect my apprentices, as they are the first Thayvians that have learned the ways of good magic. Master, can you and the heroes stop the meteor? I have some tools that should help." She dashes across the room and hands each of you some pitons and items that look like metal ladders. "Here, take these. Each of the crossbars is an *immovable rod*. I'm not sure what former ambassador Norre needed to imprison so

tightly, but they should stop the meteor if you can fix them in place around its circumference and turn them on. Go, now! Quickly!"

Vallyx looks at you all. "Are you strong enough to hang on?" (Weak PCs can ride on top of his head. Everyone else must hold onto his horns or teeth and hang off the side.) He casts *fly* on himself.

With a lurch, Vallyx streaks into the air towards the meteor you can now just make out overhead. Those of you looking down can see flashes of light as Red Wizards teleport into the enclave and begin blasting Alanax's apprentices with fire and lightning. The apprentices throw up golden shields of magic... and then you lose sight of them as you travel higher up.

The PCs can take a moment here to buff, or to just appreciate the fact that they're riding on the severed head of a draco-archlich. If you have a favorite movie involving stopping a meteor from hitting the earth, you can play its soundtrack for your players now.

Debugging

It's possible that the PCs will want to go in different directions here, which is fine.

If they want to try to stop Alana from becoming an archlich, you can give them a DC 21 Intelligence (Arcana) check to recognize the ritual from the description, and while an archmage is tough for Tier 2 tables, it's possible they could kill her prior to her getting the ritual off. That's fine. Thay's *ambassador* is now dead, *killed by Hillsfar's diplomats* – they will send a meteor towards the Hillsfar Senate in retaliation. Proceed to Area B.

They might refuse to stop the meteor or want to help protect the apprentices. Tell them the meteor is going to destroy not just the Enclave, but all the buildings in Hillsfar around it. It's a really high priority to stop. But if one or two PCs stay behind, give them the opportunity to fight **assassins** as they try to take out the apprentices.

As always, try to work with your PCs and don't just railroad them into one "correct" plotline.

Area B. The Meteor

As they get close, Vallyx shouts over the wind that they will need to drive pitons through the chain links in the ladders and then press the button on the

immoveable rod to enable it. They will have to secure four rods each. Low strength PCs will be dropped off on the top of the meteor. Average strength PCs will be dropped off on the sides. Strong PCs will be dropped off on the bottom. When all the rods are activated, the meteor should stop mid-air.

The Meteor

The meteor is a large spherical chunk of iron 300' in diameter. It was a large iron deposit that was shrunk down using the *shrink item* spell, and then the *shrink item* was dispelled high in the air above Hillsfar. It is currently heating up from friction with the atmosphere.

Terrain. Highly irregular iron surface, with chunks of iron protruding in every direction. This gives PCs something to hang onto, but also makes stretching the ladders out difficult.

Weather. The air here is blazing hot. The PCs will take 5 points of fire damage per round they are in contact with it.

Light. The meteor itself is glowing red hot, and there is daylight as well.

Smells and Sounds. The massive roaring of the wind is all the PCs can hear as it plummets to Faerûn.

On a piece of scratch paper, create a place where you can tally how many rods have been set in place.

Rules for running this encounter:

- Each PC is given a chain ladder containing four *immoveable rods* inside it.
- The PCs have one minute (10 rounds) until impact. PCs will be let off on the top, bottom, and sides of the meteor in roughly equal numbers.
- **Each PC will need to set a total of 3 immoveable rods in place.** To set one in place, it needs to be pitoned into the surface with a hammer (an action) and then activated (another action). If they have the opportunity, setting four in place is even better.
- To piton a rod in place requires an action and a DC 10 Strength (Athletics) check or equivalent ability, such as *telekinesis*, to pound a piton into place (it's easier than expected because the surface is soft due to the re-entry heat).
- Activating an *immoveable rod* requires an action. If they learned the ritual from Alana and have a hair remaining, they can set all of them at once with a single action. Ask which PCs have hairs from Part 2.
- **At the top of each round:** PCs hanging on the bottom of the meteor need to make a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check every round. If they fail, they fall and lose the rest of their turn as Vallyx rescues them. If they do something clever, like tying themselves off, they can gain

advantage on these checks, or mitigate them entirely with things like *slippers of spider climbing*.

- PCs hanging on the sides need to make easier DC 12 checks each round or fall.
- Any hands used to hang onto the meteor cannot be used for a weapon or a shield. Ask each climbing PC what they have in their hands.
- PCs on the top of the meteor need to make no checks to stay on it.
- Hitting the ground from altitude deals 75 damage. The PCs will hit the ground at the same time as the meteor, under normal circumstances.
- If they are on the ground and hit by the meteor, they are dead. Not 0 hp. Dead.
- Each round Vallyx will fly to catch one PC that is falling and return them to the meteor. That costs them their entire round.
- The meteor falls 200' a round.
- PCs will be 80' from each other on the meteor, and unless they have *spider climb* or flight, they have to climb at half speed to get to their friends to help.
- **At the end of each round:** A PC takes 5 fire damage (1 Very Weak / 3 Weak / 7 Strong / 9 Very Strong) each round the PC is touching the meteor.
- **At the end of round 2** of the encounter, a **young green dragon** working for Thay will fly down to protect the meteor. It will first attack PCs on top of the meteor, and then move to a different area each round, working its way to the bottom and around.
- Certain spells like *wall of force* could be used to slow the meteor as well, but it will bounce off, break through, or be dispelled by Red Wizards without stopping it. Grant a number of successes to the PC (from 1 to 4) equal to how well you think it helps stop the meteor. Most spells can't affect large enough objects to stop the meteor, though.

Adjusting this Encounter

- **Very Weak:** The **young green dragon** has 73hp and deals half damage.
- **Weak:** The **young green dragon** deals half damage.
- **Strong:** The **young green dragon** has two uses of legendary resistance, +8 to hit, and 156hp.
- **Very Strong:** The **young green dragon** has four uses of legendary resistance, +10 to hit, and 200hp.

This is the climax of the module, so try to make it as dramatic and exciting as possible. The PCs are literally hanging onto a falling rock, trying to stop it as it plummets towards Faerûn, while a dragon chases them. What could be more epic than that?

Development

Add up the number of rods that were activated, and divide by the number of PCs on the meteor (minimum 2 PCs), rounding down the result.

If 4 rods per player were activated, the meteor comes to a halt in midair.

If 3 rods per player were activated, the meteor is slowed just enough – the rods spitting and hissing from the strain – that when it hits the enclave, it only smashes in the roof a bit, and bounces off, rolling into the courtyard and destroying the alchemically-enhanced fruit trees there.

In both of the cases above, Alanax survives, destroying the Thayvian assassins sent against her. She will then handle the meteor by flying up to it and performing a 10 minute ritual that shrinks the meteor to the size and weight of a marble. She carefully puts it into her *bag of holding*.

Afterwards, she graciously thanks the PCs for their help in protecting her and Hillsfar, collects her surviving apprentices, and teleports to parts unknown. She will form a cult to infiltrate Thay and subvert them to good. Vallyx will thank the PCs for their efforts as well, and ask them if they want to get drinks at the Dragon's Lair Tavern. He'll mount himself over the fireplace there and tell jokes.

If 2 rods per player were activated, the meteor is slowed slightly but plows through the Thayvian enclave, destroying it and Alanax utterly.

If 1 rod or less per player were activated, the meteor hits at full speed punching a 100' deep crater where the Enclave stood and wiping out all of the houses in Hillsfar around it. This calamity not only kills all of the Red Wizards in Hillsfar, it adds more to the sorrow of Hillsfar, which has already been working hard to recover from past events.

With these endings, Vallyx will hover in the air, staring sadly at where his favorite pupil, Alanax, died. He will teleport away, saying nothing.

In all cases, the Hillsfar Senate will have had enough with the ambassadors from Thay, and will vote to expel the presence of Thay from the city entirely.

Story Reward: If Alanax survives, then the PCs will wake up one morning to find a penannular cloak pin in their possession. It is made from the meteor, and depicts the PCs actions during the heroic final scene. (For example, the PC riding the meteor down, or fending off a green dragon while hanging on the side of a meteor.) They get the **meteor wrangler** story reward.

XP Award

If the characters stopped the meteor with 3 or more rods set per PC, they are awarded 1000XP.

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
Assassin	3,900
Archmage	8,400
Black Bear	100
Deva	5,900
Dretch	50
Hezrou	3,900
Iron Golem	15,000
Lich	33,000
Pit Fiend	25,000
Quasit	200
Stirge	25
Troll	1,800
Vrock	2,300
Young Green Dragon	3,900

Non-Combat Awards

Task or Accomplishment	XP Per Character
Acquiring the first item	1,000
Acquiring the second item	1,000
Acquiring the third item	1,000
Succeeding at the bank heist	1,000
Stopping the meteor	1,000

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
Payment by Hillsfar	500 per PC
Looting the Vault of Thay	2000 max
Selling a giant ring from Herman	100 per PC

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*.

Elven Chain

Armor (Chain Shirt), rare

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor. This shirt is made of magically hardened sandalwood that smells like incense at all times.

Potion of Fire Giant Strength

Potion, rare

This item can be found in the *Dungeon Master's Guide*.

Scroll of Passwall

Scroll, rare

This item can be found in the *Dungeon Master's Guide*.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

Persona Non Grata (Thay). You have been caught committing a crime in Thay while under diplomatic credentials. You have been expelled from Thay and declared a criminal if you ever return.

Meteor Wrangler. You helped stop a meteor from hitting Hillsfar. The archlich Alanax Bellicent has crafted a penannular cloak pin for you depicting your actions during the meteor fight.

Renown

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

Members of the Zhentarim who successfully rescue the farmers from the demons without fighting their way out of the encampment receive **one additional renown point**.

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. Monster/NPC Statistics

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.

Archmage

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 99 (18d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+3)	15 (+1)	16 (+3)

Proficiency Bonus: +5

Saving Throws: *Int +9, Wis +6*

Skills: *History +13, Arcana +13*

Senses: *passive Perception 12*

Languages: *any six languages*

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared: Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp 1st level (4 slots): detect magic, identify, mage armor,* magic missile 2nd level (3 slots): detect thoughts, mirror image, misty step 3rd level (3 slots): counterspell, fly, lightning bolt 4th level (3 slots): banishment, fire shield, stoneskin* 5th level (3 slots): cone of cold, scrying, wall of force 6th level (1 slot): globe of invulnerability 7th level (1 slot): teleport 8th level (1 slot): mind blank* 9th level (1 slot): time stop *The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d4+2) piercing damage.

Black Bear

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Deva

Medium celestial, lawful good

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Skills Insight +9, Perception +9

Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft., Passive Perception 19

Languages All, Telepathy 120 ft.

Challenge 10 (5,900 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: [detect evil and good](#)

1/day each: [commune](#), [raise dead](#)

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

Actions

Multiattack. The deva makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Dretch

Small fiend, chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (–3)	8 (–1)	3 (–4)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Abyssal, Telepathy 60 ft.

Challenge 1/4 (50 XP)

Actions

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

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be [poisoned](#) until the start of its next turn. While [poisoned](#) in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Hezrou

Large fiend, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws STR +7, CON +8, WIS +4

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be [poisoned](#) until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Iron Golem

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Damage Immunities Fire, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities [Charmed](#), [Exhaustion](#), [Frightened](#), [Paralyzed](#), [Petrified](#), [Poisoned](#)

Senses [Darkvision](#) 120 ft., Passive Perception 10

Languages Understands the languages of its creator but can't speak

Challenge 16 (15,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Lich

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving

throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The lich 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 lich regains spent legendary actions at the start of its turn.

- **Cantrip.** The lich casts a cantrip.
- **Paralyzing Touch (Costs 2 Actions).** The lich uses its Paralyzing Touch.
- **Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
- **Disrupt Life (Costs 3 Actions).** Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Pit Fiend

Large fiend, lawful evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws DEX +8, CON +13, WIS +10

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities [Poisoned](#)

Senses [Truesight](#) 120 ft., Passive Perception 14

Languages Infernal, Telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make

a DC 21 Wisdom saving throw, unless the pit fiend is [incapacitated](#). On a failed save, the creature is [frightened](#) until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

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

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will: [detect magic](#), [fireball](#)

3/day each: [hold monster](#), [wall of fire](#)

Actions

Multitattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become [poisoned](#). While [poisoned](#) in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The [poisoned](#) target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Quasit

Tiny fiend, chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills [Stealth](#) +5

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 120 ft., Passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become [poisoned](#) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be [frightened](#) for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns [invisible](#) until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is [invisible](#) with it.

Stirge

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

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

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Vrock

Large fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws DEX +5, WIS +4, CHA +2

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities [Poisoned](#)

Senses [Darkvision](#) 120 ft., Passive Perception 11

Languages Abyssal, Telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Actions

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become [poisoned](#). While [poisoned](#) in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be [stunned](#) until the end of the vrock's next turn.

Young Green Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws DEX +4, CON +6, WIS +4, CHA +5

Skills [Deception](#) +5, [Perception](#) +7, [Stealth](#) +4

Damage Immunities Poison

Condition Immunities [Poisoned](#)

Senses [Blindsight](#) 30 ft., [Darkvision](#) 120 ft., Passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Player Handout 1. Story

Awards

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy. Circle what awards the PC received:

Persona Non Grata (Thay)

You have been caught committing a crime in Thay while under diplomatic credentials. You have been expelled from Thay and declared a criminal if you ever return.

Meteor Wrangler

You helped stop a meteor from hitting Hillsfar. The archlich Alanax Bellicent has crafted a penannular cloak pin for you depicting your actions during the meteor fight.

Player Handout 2. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Elven Chain

Armor (chain shirt), rare

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor. This shirt is made of magically hardened sandalwood that smells like incense at all times.

This item can be found in the *Dungeon Master's Guide*.