



Life's a Party



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It's a time of celebration in Hillsfar. Bert, a local potion merchant and member of the Hillsfar Senate, is hosting a party. It has been one year since the Great Law of Humanity has been abolished. Many non-humans like Bert have helped forge a new future for Hillsfar, but what is the current reality?

A 4 Hour Adventure for 1st-4th Level Characters



By Paul Johnson & Jia Jian Tin

Adventure Code: CCC – ELF – 01

Optimized For: APL 3

Version: 1.2

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CCC – ZAPP – 002: None the Wiser

Introduction

The adventure takes place in Hillsfar. It is a large city (population over 40,000) at the south end of the Moonsea. The large Cormanthor Forest lies just to the south.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. 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

Bert is a goblin potion merchant who also serves on the Hillsfar Senate. The great law of humanity, a law of segregation of the non-human races, was removed one year ago. Bert is hosting a party at the castle to celebrate!

Adventure Background

Since the great law of humanity has been abolished, many non-humans moved into the main city. Non-humans who were slaves now own businesses, participate in politics, or raise families within the defensive perimeter of the city wall.

The senate of thirty members now have non-human representatives including a goblin merchant named Bert. Sir Ardem Rohan is a human senator who is known for racist ideology and is Bert's rival. Their competing views have lead to an intense rivalry.

The adventure begins as Bert is preparing the day of a celebration. Bert invited everyone to this party except Lady Eckmann. Bert knows Ardem Rohan has a crush on Lady Eckmann. He also knows Lady Eckmann has a crush on Captain Wyatt Ferris so he sends Wyatt a special invitation allowing for an additional guest. No one else in Hillsfar may invite additional guest.

He intends to not only celebrate the change in law, but also have some fun annoying Ardem while he is at it. Bert enjoys making fun of those who intentionally divide the people of Hillsfar, Ardem being his main victim.

Location and NPC Summary

Bert. Potion merchant and senator. He is very welcoming, but outspoken to his opponents.

Lady Aliam Eckmann (Al-e-um Ek-mun). Heir to the famous Eckmann Bakery. It is well known for pastries. She is beautiful and sought after by many in the region. She runs the business very successfully.

Madame Ravenwood. Family friend of Lady Eckmann. She manages the servants and assists Lady Eckmann with everyday duties.

Lux Feraelness. Paladin of Illeira and business owner of a local liquor import.

Captain Wyatt Ferris. Wyatt is a captain of the Riders in Hillsfar. He is very serious about his duties as Captain of the Riders (a cavalry under his command). He is confident in a fight but lacks skills in a social engagement.

Acolyte David Osker (Oz-kur). A rough, scarred human man who worships Tempus. He was a hero of the arena before it was shut down. He's now an acolyte that tends the temple, but also the host for an underground fighting club.

Sir Ardem Rohan (Ar-dem Ro-han). A tall muscular human man. He is a senator that still promotes the old law of humanity.

Sergeant Shujaa Kanye. A towering dark skinned male, Sergeant Shujaa Kanye is a loyal and capable right-hand man to Captain Wyatt. Shujaa has a young son that is sick and requires expensive medicine. Though the Riders does not pay much, Shujaa has secure a different form of income. Shujaa is popular among children in the city because of the small zoo he keeps of exotic animals. Sergeant Kanye has loose ties to the Order of the Gauntlet. He cares for the exotic animals collected by a Righteous Hand of the Order – Luna Darkmoon. Luna pays Shujaa good money which allows him to care for his son. However, recent events outside of Hillsfar meant Luna has not return to Hillsfar for nearly two month now. As Shujaa becomes more desperate, he resorted to less legal means to make a living.

For more detail about key NPCs, download the *NPCs of Hillsfar* document, available on the DM Guild as *Pay What you Want*.

<https://www.dmsguild.com/product/253214/NPCs-of-Hillsfar-Fresno-CCC?term=NPCs+of+Hillsfar>

Adventure Overview

Bert is organizing the party and finds himself shorthanded. He first approaches the party with a job offer to collect several items: a ring from the banker, ale from Lux's imports, fireworks from Linus, and pastries from Lady Eckmann. He also encourages them to find Captain Wyatt Ferris to hand deliver an invitation.

There are four items to collect. The first should be the pastries, but Bert is not clear. The Banker has the ring, but will only give it once given pastries, and once the characters solve a money puzzle at the bank.

Madame Ravenwood provides the pastries and explains Aliam's situation.

If Lux and Linus the black smith are shown the ring, Lux will direct them to the ale kegs and Linus will direct them to the barn which has the fireworks. If they do not have the ring they both suggest seeing the banker.

While running the errands, characters are given clues to Wyatt's whereabouts. He is investigating an illegal fighting club held below the Tempus Temple. Characters must separate themselves from involvement of the fights and present the invitation to Wyatt.

Whether they get Wyatt to go or not, the characters make it to the party to receive their earned rewards.

The adventure is broken down into three parts:

Part 1. Adventurers are asked to pickup a few things for Bert. The party is tonight so it will need to be done hastily. Characters will seek out the ring the banker holds, pastries from Lady Eckmann as a gift for the banker, ale from Lux, fireworks, and Captain Ferris.

Part2. Captain Ferris is difficult to find. He shows up at an underground fight club in the temple of Tempus. His sergeant's involvement creates a complication.

Part3. The Characters and possibly Captain Ferris arrive for the party. It is time for the celebration.

Adventure Hooks

Paid Work . It's more difficult to find good pay for adventurers in Hillsfar since the arena closed. Bert offers a reward for bringing the items to the party and a bonus for convincing Captain Wyatt to come with Lady Eckmann.

Bert's Accomplice. The feud between Bert and Ardem has grown overtime. As either a friend or supporter of Bert, you have helped with pranks in the past against Ardem, but this might push him over the edge—hopefully into ruining his career.

Celebration in Jeopardy. The annual celebration of the abolishment of the Great Law of Humanity has attracted you to visit Hillsfar. Upon your arrival, you learn that the celebration could be in jeopardy as the organizer is overwhelmed! Will you be the adventurers to save the day?

Faction Report. The Factions have requested the characters give a report on the state of Hillsfar. Rumors are spreading there is unrest not just in the senate, but also among the commoners. This serves as an excellent opportunity to mingle with the commoners.

Part 1. The Party Checklist

Estimated Duration: 120 minutes

Bert asks the characters to pick up four items in preparations for the party: a platinum ring from the banker, pastries from Lady Eckman, fireworks from Linus the blacksmith, and kegs of ale from Lux. He acts as if he was in a hurry but he intentionally doesn't specify the order, though that will matter.

General Features

Terrain. The city is paved throughout. Outside the walls are plains and farmland.

Weather. The sun is out with some clouds on this near perfect day for an outdoor party.

Light. Unless otherwise specified, the area is well lit.

Smells and Sounds. There are many smells of different foods. There is a variety of sounds: merchants haggling, horses trotting, wood working, and children playing.

Bert's Potion Shop

Bert sends a messenger to where the characters are. The messenger asks if they can meet at Bert's shop as soon as possible. When the characters arrive at the shop, read the following:

A wooden carving of a well-dressed goblin holding a potion "Bert's Potion Shop; We Don't Sell Weapons!" is hanging on the front door. The sign is hanged in a way that only shorter humanoids can comfortably walk in while others have to maneuver to avoid getting hit in the head. Inside there is a marble covered floor with expensive furnishing and finger food readily available to customers. Towards the back is a counter where a well-dressed goblin standing on several books is speaking to several others. There are several long shelves displaying a large collection of potions of various sizes and colors.

Upon seeing you enter he puts his hand up to stop the conversation. "Oh good. Please come in."

This is Bert's logo:



Developments

Bert asks the characters if they would obtain several items for the party tonight. He is willing to pay 50 gold for each character because he is shorthanded. **(For Season 8 Adventurers League: Bert offers insight in magic item making saying, "I have talents beyond the simple brewing of potions.").** He offers them a horse drawn wagon that is parked behind the shop to pick them up. He needs the following: his platinum ring from the banker, the ale from Lux, fireworks from Linus the blacksmith, and pastries from Lady Eckmann. Finally, he needs them to hand deliver an invitation to Captain Wyatt Ferris of the Riders Calvary.

Bert can provide the following information:

- The Alliance bank is near the arena.
- Lux is usually at the House of Happiness, a temple of Illeira near the arena.
- Linus's smithy is only a few shops down the road.
- Lady Eckmann is a baker, and is well known for her pastries. The business has grown to a point that she manages from a distance. She is even considering expanding to other towns. She can be found at the Eckmann Manor which is at the north side of town near the Hillsfar castle.
- The banker is expecting someone to collect Bert's property.
- He has not seen Captain Ferris but suggests asking around.
- He knows time is of the essence. The party is tonight. He needs all the items delivered to the

castle by this evening. He is willing to pay 50 gold per character (***Sharing some of his valuable insight***) since he considers it an emergency.

- Bert encourages the party to split up to complete the job on time.
- His opinion of the state of Hillsfar: debates are heated in the senate. The evil Red Plume have been replaced by Tower Guards and Guard Captain Scott has proven to be a fair person though a little lazy. However, some of the wealthiest families here still hold strong to their tradition. Today's celebration will be a reminder to them that their values are no longer welcome here in Hillsfar.

Roleplaying Bert

This spirited goblin is a natural merchant. He always dresses well and speaks with unnatural eloquence. He always uses connections for any possible monetary gain.

He pretends to be anxious and worried about getting all the party pieces in place. He will speak in hurried tones and his attention is only half on the conversation. He intentionally leaves out the order the items should be picked up in simply as a prank to the adventurers. Deep down, he enjoys simple harmless pranks on unsuspecting humanoids. No insight check can identify this, Bert is extremely well verse at hiding his true mood.

Quote: *"No! Two for 100? That's absurd. 75 and I will take three."*

Running the Adventure

This module is based on time. Record the amount of time spent and make it aware to the players to allow for some planning.

To simplify the bookkeeping for the DM, travelling from one location to another always take 30 minutes, and characters will always spend 30 minutes resolving the one incident unless stated otherwise. The adventure begins at 9:00am and the items have to be delivered by 6:00pm giving the character more than enough time to finish the delivery barring major hiccups. If the party splits up, this should be quite easy. However, running split parties while common in other RPGs like *Legend of the Five Rings* are less common in D&D. If you are not familiar or are uncomfortable with this, consider giving them more time but increasing the time to 8:00am to 7:00pm.

Unconventional Ideas

Characters are in Tier 1 so it is unlikely magic and magic item will also too much shenanigans. However, creative players can still figure out ways to work around things. Reward those creativity, reward them for doing things adventures do not usually allow. If they decide to split the party, don't try to screw them over. This module is designed to be fun, carefree, and something a little different from your traditional "Beat it till it dies" module.

Once again, if you have the time, read up on other NPCs in the city that could be here and drop them in here and there. Make the city of Hillsfar more immersive!

For more detail about key NPCs, download the *NPCs of Hillsfar* document, available on the DM Guild as *Pay What you Want*.

<https://www.dmsguild.com/product/253214/NPCs-of-Hillsfar-Fresno-CCC?term=NPCs+of+Hillsfar>

Eckmann Manor

If the characters head to Eckmann manor, it isn't difficult to find. Many other rich, older estates rise above the rest of the city.

You go up a nicely cobbled street and eventually curve to the north. There you see a large two-story mansion. It is shaded by many older trees. The house is made of older wood, but still looks magnificent. A large "E" metal plate is mounted near the upper level eve.

Several nobles are having polite conversations near a large stone worked steps leading to the front door.

Developments

If the characters enter anywhere other than the main parlor connected to the front entry, Lady Eckmann and Madame Ravenwood call for guards assuming they are thieves. After 1 minute, 12 **knights** show up to investigate.

After entering the main parlor, read the following:

The entryway leads to a large room with glossy tiles and two elaborate staircases on both sides of the room. A tall slender woman with long black speckled hair and piercing eyes stands from a chair in the center of the room. "Hello. What brings you here today?"

If the characters introduce themselves, she motions them to sit on a couch and extra chairs near her. This large room is a sitting room for guests with various artwork on the walls. She brings a pot of tea and offers each character a cup of it.

If the characters ask about receiving pastries, she asks for whom. If they mention Bert, she quickly nods and retrieves a large basket of pastries. For other questions, she knows the following:

- Madame Ravenwood is aware Ardem has a crush on Aliam, everyone in Hillsfar knows about this.
- If asked where Captain Ferris is, she mentions seeing him early this morning during her morning walk near the Arena. A DC 11 Wisdom (Insight) check shows a hint of desire in her eyes seeming to ponder on Captain Ferris. If questioned she brushes off and tries to change the topic. A DC 13 Charisma (Persuasion) check convinces her to share Lady Eckmann's interest in Captain Wyatt. If a character attempts an intimidation check instead, they are thrown out of the mansion. Any disrespect towards Madame Ravenwood is met with the same consequence.
- If they ask to see Lady Eckmann, Madam Ravenwood says she is not ready for company.
- If asked if anything is wrong with Lady Eckmann, Madame Ravenwood gives a tight smile and shakes her head.
- If questioned further on the subject, Madame Ravenwood leans in and whispers about the predicament with Lady Eckmann not being invited tonight to Bert's party. She asks them if they know why Bert has done this. Many in the community

view it as a great insult. Even Madame Ravenwood received an invitation, though she is not attending.

- Her opinion of the state of Hillsfar: there are positive changes taking place, but the nobility are concerned. Many have hired on additional security. Aliam and Madame Ravenwood believe there is no real threat from the non-humans moving into the city.
- Her opinion of Bert: He is an annoying creature, not because he is a goblin but simply because of his behavior. Yet, he seems to be wise beyond his age. There's something odd about him.

Roleplaying Madame Ravenwood

Madame Ravenwood is older than Lady Eckmann. She is blunt, but very proper. She comes across as judging, but she is over protective of her friend, Aliam. Although they are not related, Madame Ravenwood acts like a mother to Aliam.

Quote: *"Ensure no harm comes to Lady Eckmann. Have a good evening."*

Treasure

The characters receive a basket of pastries. It contains 30 pastries. At least 20 needs to be available during the party.

Alliance Bank

The bank is near the arena. It has loose ties to the Lord's Alliance. It provides financial support to help eastern cities thrive.

Off a dirt path are several older structures directly across from the old arena. A sign with the Lord's Alliance insignia stands in front of this brick building. Barely fitting inside of the building is a long line of people waiting to see one banker desk. The line runs in several rows in a criss-cross pattern. People in line look tired, some are even half asleep.

Developments

If the characters decide to wait, the wait will take two hours. If a character tries to cut and is seen, it draws the ire of other people in line. Several people start cursing the characters. If the characters escalate things, one **commoner** per character starts a fight with them. The rest of the commoners run away and notify the guard. At the end of the second round a group of twelve **knights** arrive to arrest anyone involved.

If they wait, it takes two hours to get to the front of the line.

If they push commoners aside to get forward quicker, they take one and a half hour but has disadvantage on all Charisma checks for the rest of the adventure as news of their deed spread throughout Hillsfar.

If they are involved in a brawl and are arrested they lose four hours of their time in jail. Characters not involved in the fight are not arrested. Characters have to get back in line after the fight (which counts as one scene: 30 minutes).

Characters who are part of the five factions may make a DC17 Charisma (Persuasion) check to ask to speak with Guard Captain Scott and convince him to let them out early from jail. If successful they only spend two hours in prison (remember travelling time between one location to another).

If they successfully cut or wait, they finally get a meeting with the banker. Use the statistics of a **Noble** with the following modifications:

- Constitution score is 19 (+4) with Shield Dwarf bonus so the Noble has a Hitpoint of 19 instead.
- Intelligent score is 17 (+3)
- He does not have any weapons but is guarded by two **knights** at all times.

A middle-aged shield dwarf with a greying beard and clean suit sits in a nice chair and motions for everyone to have a seat. "What can I do for you?"

If the characters ask about a ring for Bert:

The banker's eyes thin for a moment, but he turns to his side and takes out a lockbox out of one of the desk drawers. "Bert said he had several associates. I assume you have the pastries?"

If the characters do not have the pastries he says they must visit Lady Eckmann and return later. Otherwise If they present the pastries he responds:

"Before you can be trusted with this property, it is stipulated you must complete a merchant exam."

Any protests or questions he waves away. He immediately opens the lock box and takes out several stacks of coins.

"Here we have three similar Waterdeep silver coins worth a total of 24 gold. One Waterdeep coin added to one Illuskan gold coin is worth 25 gold. If you take this Illuskan Gold and take away the value of this Cormyrian bronze coin you have a value of 8 gold. Finally, if I add one Waterdeep silver coin, one Illuskan gold coin, and one Cormyrian bronze coin, what will be the total value in gold?"

The answer to this riddle is the silver coins are worth 8 gold each, the gold coins are worth 17 gold, and the bronze coin is worth 9 gold. The final answer is 34 gold. If answered incorrectly, the banker will give them the value of the silver coin as a hint.

Once they give the correct answer, he hands them the box.

Any other questions the characters have, the banker mentions the other customers waiting to avoid the question. Further questioning or intimidation causes him to signal his two **knights** to 'escort' the characters out. He also signals for 12 more **knights** who arrive after at the end of the second round. Two **knights** guarding the bank initiate combat if the banker expresses he is in danger.

Treasure

If they pass, the banker gives them a small unlocked wood box containing a platinum ring.

"The bite marks were quite troublesome to fix! Looked like they were made by a dragon! The ring was made by the elves you see, I had to make a lot of arrangement to get a good elven smith to fix it. Wonder where that little goblin stole this from!" The dwarven banker exclaim as he hand the box over to you.

If the character's inspect the ring, read the description in **Player Handout #1**, also listed here for your convenience.

At first glance, this platinum ring has golden leaves engraved onto it. Upon closer inspection, though, you notice it depicts a story of an elven man and human woman falling in love. Two elven words are engraved on the inside of the ring, likely the couples' names, but the text is too ancient for anyone to understand. One might wonder whether these are the names of the parents of the first half elf, or just the notes of two lovebirds' song. The real question is where did Bert find this ring in the first place!

Lux Feraelness

Lux can be found at the House of Happiness, a temple of Lliira in Hillsfar.

There is a group of people outside the House of Happiness. As you approach they all turn to look in your direction. There is a wood elf man, a tough looking half-orc woman, and a female Half-elf. The half-elf steps towards you, "I know an adventuring party when I see one. Salutations! I am Lady Feraelness, but you may call me Lux. "

There are three people with Lux all drinks in hand. They are open to small talk, but don't know answers to most direct questions. Before taking any questions Lux questions the characters:

"Ah, here for party business. I have a dozen barrels of ale around the other side. Bert said you would have an ID? "

If the characters ask what an ID is she responds:

"ID? Yes, **I** paid? This ale must be distributed *properly*. Surely you have something that belongs to Bert?"

Lux stares at the characters until they show the ring. If they are having difficulty Lux may give a hint that it is probably valuable or important to Bert. If the characters are unable to show her the ring, she tells them to check with the bank. If they have it and show it:

Lux gasps holding her hands to her mouth. She puts her hands to her side after a few moments and begins laughing. "Now, how on earth did Bert get his hands on this... artifact?" She waves you over and walks around the side of the building where twelve barrels are stacked. "I assume you can load them? Hopefully I will see you at the party later. Please party responsibly."

Roleplaying Lux Feraelness

Lux is a party paladin at heart. She takes her vow of being the light and spreading the light very seriously, and because of that she has an easy-going demeanor. At times of stress, there are small ripples in her calm exterior, but generally she tries to laugh off the bad, is quick to joke and quicker to change the subject.

Though she is the main proprietor of alcohol in Hillsfar, she believes in moderation and safety, which

she encourages in every patron she comes into contact with.

Developments

If asked, Lux knows the following information:

- She saw Captain Wyatt Ferris heading to the Vault of Swords. This Temple of Tempus is near the arena.
- She isn't sure why Bert did not invite Lady Eckmann, but if it was a joke it was a bad one.
- Bert is a good friend.
- Lux's opinion on the state of Hillsfar: progress is being made. Now humans and non-humans are celebrating together. Tonight's party is a sign of major progress.

The loading of the ale can be ignored and accounted for by the 30 minutes spent to resolve this scene.

Treasure

The characters receive 12 barrels of ale. At least 10 must arrive at the party.

Linus's Smithy

The smith is a few doors down from Bert's shop.

****Traveling to the smith from Bert's shop cost no time.**

From the potion shop, one can hear the occasional sound of hammer striking metal rings. As you approach you see a tall human man. His beard is short and grey. He wears a black apron and shows intense focus on the piece he is hammering. It looks like he is shaping a horseshoe.

If the characters ask if he is Linus, he looks up and nods, but returns to his work. Any other questions he simply shakes his head and says "don't know". If they ask about the fireworks read the following:

He grabs the horseshoe with a set of metal prongs and throws it into a bucket of water sending steam into the air. "Are you with Bert?" He shakes his head, "never mind, It's over here. If you're willing to get em' I don't care who you are." With little acknowledgement he guides you through an open field. At the far side is a large barn. He stops midway in the field and points to the barn. "They're in there. You can't miss em'. There are some critters in there I haven't cleared out. You might wanna be careful. Don't start a fire either."

If the characters have any questions his answers are terse. He wishes them good luck and safety.

The Barn

The Barn is large, thirty by sixty feet and two stories high. There is one gate on the side that is currently barred by a single wooden beam.

General Features

The barn has the following general features:

Terrain. The floor is mostly dirt, but debris is littered throughout making the entire barn difficult terrain.

Light. There is no light here.

Smells and Sounds. Rotting straw and meat, mildew.

The barn is dark. As you open the doors it creaks open to darkness. Some points of light shine from cracks in the wood frame. Surrounding this first floor are large piles of debris with only a single path leading forward to a wooden staircase up at the far end. The path is wide enough for one person at a time.

When the characters proceed they notice the large piles are mostly chopped wood, unrefined ore, or metal projects unfinished, and even stacks of scap armor.

At one point a pile halfway becomes loose causing debris to fall onto the character in front. That character makes a DC11 **Dexterity** saving throw or take 7 (2d6) bludgeoning damage (Consider using 3 (1d6) instead if there are many level 1 characters), or half as much on a successful save. This five foot space is now difficult terrain from the fallen scraps.

Upper level

At the backside of the barn is a wooden staircase the characters can ascend. The upper level is almost as large.

A glow of light covers the base of the wooden stairs. They creak as you ascend. The source of the light comes from a large circular uneven hole in the roof. A dozen crates sit around, but a bad smell of decay and the view of several carcasses catch your attention.

Characters have entered a lair of 4 **giant spiders**.

There are remains of many types of animals they have survived on traveling out the roof. The spiders are hiding in the shadows of the ceiling. Make a stealth check for the spiders compared to the character's passive perception. ****Remember balancing for split parties, feel free to reduce the count further if needed!****

Adjusting this Encounter

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

- **Very Weak:** Remove three **giant spider**
- **Weak:** Remove two **giant spiders**
- **Strong:** Replace two **giant spiders** with **phase spiders**.
- **Very Strong:** Replace all **giant spiders** with **Phase Spiders**

Developments

The spiders will fight until death. If the characters retreat downstairs the spiders will use the opportunity to exit out the roof and stay on the roof. If attacked from the ground they will resume attacking the characters.

If fire is used during the combat roll 1d20. On a 16-20 a firework is set off. In the event a firework sets off, each creature in the room must make a **DC13 Dexterity** saving throw or suffer 3 (1d6) fire damage.

Treasure

There is a total of 10 firework crates in the barn. Remember to remove any crates set off by fire spells or fire-based attacks. Characters need at least 6 crates for the celebration.

Optional: What do you have there?

This is an optional encounter to increase playtime especially for groups who do not enjoy roleplaying. The timing of the module works out fine for more roleplay heavy players but seem to end significantly earlier for players who are more combat oriented. This additional encounter should account for the lack of combat in the module as well.

This encounter can happen whenever the characters have collected either the fireworks or the barrels of ale and is travelling to another location. Sir Ardem is suspicious of Bert's plan and has sent men to disrupt the character's progress. Though Sir Ardem ordered them to avoid unnecessary violence, his men are less civil. They will try their best to destroy whatever goods the characters have.

As you and your party members travel down a quiet alley way several humanoid figures rushed out from hiding to attack you.

The characters are surprise by three **bandits** unless they have a **Passive Perception** of 13 or better.

The bandits focus on attacking the characters to keep them occupied. A **scout** stays 500 ft. away and shoots burning arrows at the wagon. The scout has to *Sharpshooter* feat and does not attack with disadvantage. However, she is only interested in destroying the goods. When at least two bandits have been defeated, the scout leaves.

Each attack by the scout sets one of the goods on fire. Record a burnt point on any good that was on fire at the beginning of the scout's turn.

Complications are caused depending on the goods.

Barrel of Ale: After collecting two burnt points, the barrel is destroyed. Unfortunately, the content of the barrel is extremely flammable. This sets all other barrels on fire. **Remember to hint the characters by reminding them what's on fire ☺

Fireworks: After collecting one burnt point, the fireworks are set off. Each creature within 15 ft. of the wagon must have a **DC13 Dexterity** saving throw or suffer 3 (1d6) fire damage.

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Adjusting this Encounter

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

- **Very Weak:** Remove one **bandit**; **scout** only makes one attack
- **Weak:** **Scout** only makes one attack
- **Strong:** Add one **bandit**
- **Very Strong:** Remove two **bandits**, add a **bandit captain**

Part 2. Finding Wyatt

Estimated Duration: 60 minutes

The characters have collected clues from other NPCs. Most notably, Lux mentioned seeing him going to the Vault of Swords. If they follow the clue from Madame Ravenwood, begin this part at the **Arena** section below. If they follow Lux's clue skip to **Vault of Swords** section below. This part of the adventure can be run in-between errands in part 1 if necessary.

Arena

General Features

Light. The Arena is well lit from being partially outside.

Smells and Sounds. There is loud conversation filled with smells of cooked meat.

The arena is not what it once was. As you walk in, the viewer stands are destroyed. The bottom part is mostly an empty dirt field save for a bar setup under a shade. Water damage can still be seen from the battle the factions fought against the demon and Red Plumes. Several humans are conversing with the bartender.

There are two tall, rough, muscular human men and a similarly muscular human woman bartender.

Developments

The three are not welcoming to the characters. They quiet their conversation as they approach and ignore the characters. Any initial questioning results in a delayed response. The three know the following:

- They don't want to comment on the state of Hillsfar
- They will give terse directions of places in town if asked.
- They don't care about the party or anyone involved.
- They don't know where Captain Ferris is and show a lack of caring.

If intimidated, pushed into getting answers, or a strong looking character is in the group, choose one of the men or the woman bartender at random: that person speaks directly to the character that fits the criteria:

One of their eyes narrow on one of you. "You look tough. Think you can handle a fight? These two will vouch for me that I'm good. How about you and me get a round in?" They shrug, "you could even make some coin." The other two chuckle. "Just don't go crying when I win your gold."

If any character(s) seems interested:

"Good. Meet me at the Vault in thirty." The three smile and start putting away their cups. They say little else as they seem to rush to head out.

If no character takes the offer they all go back to ignoring the characters. If further harassed the three have the stats of **thugs**.

Tricks of the Trade

Interaction Encounter. This encounter is meant to point characters to the Vault of Swords, but also to foreshadow the underground fighting. If a character is interested in a good fight, this is intended to enhance the experience for them. Feel free to skip this if time is an issue or if you foresee it unbalancing character "screen" time.

Vault of Swords

The Vault of Swords is a temple to Tempus, the God of war. The characters meet **Acolyte David Osker**. Normally Battleguard Lorhanna is in charge, but she has been busy with work in the Hillsfar Castle. The growing threat of the demonlord cults, the recent destruction of Mulmaster, and the growing strength of the Thayan has kept her rather occupied. Since David has been overseeing the temple, increasing incidents of the illegal fighting take place in the underground catacombs.

General Features

Terrain. The floor here is white marble, but filthy dirty.

Light. There are sconces and stain glass windows providing plenty of light in the temple.

Smells and Sounds. There are soft conversations and chanting.

The Vault of Swords has chipped stonework and missing statues outside. As you enter the main hall some of the pews are broken. There are a few parishioners praying. A human man in red robes walks quickly to you. "Welcome. The Battleguard is out, but I am here if you need me. Is there anything you need?" Now that you closer, you see David has many scars over his arms and face.

Developments

David Oskers knows the following:

- If asked about his scars, he responds that Tempus has brought him through many battles.
- If told they are here for a fight with someone, David nods and directs them to the entrance to the catacombs as discreetly as he can.
- David dodges any discussion of the underground fights unless a fight is setup in advance. If there isn't a prearranged fight, David disregards any questions about fighting in the temple. A passive insight 12 or higher reveals he is hiding something. If pressured he motions for them to follow him to the catacombs.
- David's opinion of the state of Hillsfar: "It's hard to change people's ways. Tempus teaches us battles are won, but wars reward the patient." If asked further he simply says it is a hard adjustment for many, but things will balance eventually.
- David knows nothing about the party or anything related. Though he remembers receiving an invite.

- David says he saw Captain Ferris this morning, but not since. A passive insight of 12 or higher gives a character a sense he is nervous. If asked about his nervousness he disregards it. If further persuaded or intimidated (DC 10) he motions them toward the catacombs.
- He is aware of points of interest in town and can direct the characters.
- With any other questions he mentions the need of the other parishioners and leaves them.

If the characters begin to leave If the characters start searching, defacing or stealing things, or harass other people, David goes to call the guards. 12 **knights** arrive 2 rounds later.

If the characters start to leave they hear a shout from behind the pulpit. David has a surprised look and if persuaded or intimidated DC 10 he guides them to the catacombs.

Roleplaying David Osker

David was once a champion of the arena. He appears humble, but has indomitable courage to any situation. He helped start the underground fighting since it was such an important part of his identity. He acts as a referee to make sure things don't turn deadly. He also collects gold to start an arena of his own one day. He sees arena fighting as a necessary evil in Hillsfar. While some where able to leave the arena behind, others found it much harder to reintegrate. David believes force reintegration is not the answer for these fighters. Instead, he wishes to provide a controlled environment so they can continue to have a safe way to cope.

Quote: "Fight? Now you're talking my language."

The Catacombs

If guided to the entrance, the characters find more to the Temple of Tempus than they thought. At the back of the stage is a curtain that hides a large hole with stone steps leading underground underneath the temple. It is a catacomb containing dead tempus followers and battle priests. The characters walk into the middle of a fight between **Shujaa Kanye** and another fighter.

General Features

The catacomb has the following general features:

Terrain. The floor here is packed dirt and is level. The walls are stone. The floor makes a rough circle 60 feet in diameter.

Weather. The air here is stale and warm.

Light. There are lit torches providing light.

Smells and Sounds. Slight smell of decay and mildew. There are sounds of cheering and grunts.

Behind the pulpit is a painted background. It depicts a past battle with many soldiers on either side. David takes a left behind the stage wall. He leads you down a short passage to a large curtain with the Symbol of Tempus. He whispers, "Always obey the rules of war." He then pulls the curtain aside to reveal a broken opening in the stone wall. You can quickly see stone steps heading down.

David heads down avoiding any further questions. If the characters follow:

The stone steps descend 15 feet to a large circular underground cavern. You hear grunts and jeers and can see a group of people have created a circle in the center. Within the circle are two combatants attacking each other while the others watch. Along the cavern walls are carved tombs of wrapped decayed bodies.

The cavern is a rough circular cavern that acts as a catacomb for the fallen of Tempus. A ring of a dozen **thugs** surrounds two combatants. None of them are paying attention to David or the characters as they approach. If the characters watch, they see one combatant wears a vest with the Riders insignia. A History check DC 10 reveals to the character this being the same Rider Company of Captain Ferris. The other combatant is a **thug**. They are both bare chested and fighting with their fists. If the characters try to intervene or wait until the round ends:

The fight comes to a stop. One man has a battered face. His eyes look sunken and bloodshot. The winning fighter raises his fist to continue the assault until an older man with short hair walks out to the middle of the circle clapping. "Well this should make things interesting. Sergeant Kanye of the riders loses twenty-five gold. Who wants the next fight? Twenty-five gold entry. I can also take one wager per person too. No magic or bows allowed. Use your favored weapon and no hits to kill. The guard will be on to us if we leave a mess."

If a fight was pre-arranged at the arena or a character is interested, they can wager twenty-five gold. The group encountered earlier is here and show crooked smiles at the characters. There is one **thug** for each participating character. Characters not participating may choose to place a 25 gold wager on any combatant winning their duel. Any one

character cannot wager more than 25 gold for this fight.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative. Adjustment is also a little different in this fight. Adjustment should be based on the characters level

- **Very Weak (Level 1): Bandit**
- **Weak (Level 2): Bandit**
- **Very Strong (Level 4): Bandit Captain**

Developments

If any character uses magic in the presence of the fighters, or deal lethal damage, the leader objects:

"No. that is against the rules. Take your money and go."

The man returns the character's gold back and walks out with the rest of the fighters.

Otherwise the old man waits until each participant nods then announces the beginning of the fight. If neither combatant is knocked out unconscious after ten rounds he ends the match:

"Alright. Good fight. It's a draw. Here's your gold back."

For each character that get knocked out, the **thugs** keep the original twenty-five gold bet. For each opposing **thug** that gets knocked out, that player character receives gold mentioned in the **treasure** section below. Gold is distributed as described in the treasure section below.

After all characters have a chance to participate in one fight, A loud voice booms from the stone stairs:

"Acolyte David. No drawn weapons! I know all about your illicit activities. You are all under arrest for illegal gambling and harming others." A dozen other knights come down and attach manacles to each **thug** and David Oskers.

The booming voice belongs to a man with good posture and a commanding presence.

The knight's leader has armor bearing the insignia of the Riders. His eyes widen upon recognizing one of the fighters. "Sergeant Kanye. I expect better of my soldiers. You will be suspended until further notice."

Sergeant Kanye pleads, "Please sir have mercy. Hillsfar lacked resources and I accepted my low wages when I joined the Riders. You know my son is sick, I rely on gold from the Righteous Hand to afford my son's medication. But the Righteous Hand has not returned to Hillsfar for months now! I only turned to illegal gambling after the company continuously turned down my request for aid."

Captain Ferris looks visibly uncomfortable. You can tell he has sympathy for his man but yet struggles to decide between his duty and personal feelings.

This is a point when the characters can make a case for Sergeant Kanye.

A DC10 Intelligent (History) check reminds the character Sergeant Kanye has a small zoo that is a mini-attraction in Hillsfar. He tends to exotic animals which Luna Darkmoon collects on her adventure. Luna Darkmoon is a Righteous Hand of the Order of Gauntlet and she pays the sergeant a good amount of gold to care of her exotic pets. However recent events outside of Hillsfar meant she has not had time to return here. Members of the Order of the Gauntlet have advantage on this check.

A DC10 Wisdom (Insight) check reveals that the Sergeant is not lying.

Allow the characters to brainstorm a solution. The following points will give the characters advantage in persuading Captain Ferris to let Sergeant Kanye off:

- Bringing up the Sergeant's record. Though the character does not know of his record, questioning this reminds Captain Ferris that this is his first offense.
- *Should Justice be blind?* Questioning the meaning of justice. Should justice mean throwing a desperate man in prison for wanting to buy medicine for his son.
- Offer to pay the fine of 50 gold pieces.

Character must make a DC 15 Charisma (Persuasion) check to convince Captain Ferris to forgive Sergeant Kanye for his mistakes. If characters bring up any of these points, they gain advantage on this roll. If they bring up all three points, they automatically succeed on this roll.

If needed, Captain Ferris uses the **Warlord** statistics with 12 **knights** accompanying them. If they succeed in their check:

Captain Ferris crosses his arms. "Very well. You are free to go, but do not leave town. I may have more questions for you later."

If the characters give the invitation to Wyatt:

"Ah the party. I don't know. There is plenty to do." He frowns, "Wait...there is a space for a guest?"

If the characters suggest Lady Eckmann as his guest or mentions her crush on him:

He looks at you eyebrows raised, "Lady Eckmann? I don't think she would go. No. There is a lot of work to do."

The characters can attempt a persuasion check DC 11 to change his mind. If they succeed, he then changes his tone:

A smile cracks across Captain Ferris's normally stern face. "Maybe I will go speak to her after all. The case is closed until trial anyway." He nods to your group. "Many thanks for speaking up for my sergeant and for this," he holds out the invitation. "Perhaps I will see you later." He frowns, "What do they wear to these things?" as he walks away. It appears to other knights are quite excited for the party as well.

Here the characters may suggest cleaning up, healing his wounds, grooming. If they convince Wyatt to invite Lady Eckmann they will receive **50 XP**. If they help prepare him for the occasion they receive an additional **50 XP**.

Roleplaying Wyatt Ferris

Captain Ferris is a serious military man. He normally is focused on his training. He is fiercely loyal to his friends and those under his command. He is also in command of the Riders. He is a young leader, and charismatic.

Quote: "Never look down. Always look forward and wait for your moment."

Treasure

For each character that enters in the contest and wins, they receive 25 gold (25 in addition to their original bet). Each non-participant character that bets on a different character that wins also receives 25 gold (25 in addition to their original bet).

Each of the twelve **thugs** have 5 gold.

Tricks of the Trade

Combat Encounters. Each character that fights will fight one on one with a suggested enemy. They are welcome to use any combination of melee weapons in a non-lethal way. There'll be some characters not involved in the fighting, so you may want to encourage creative ways to help. As long as it's not magic or additional damage, it is legal. Good examples might be bardic inspiration, help action, intimidation, or persuasion of the opponents. Other special abilities can be used at your discretion.

Part 3. The Party

Estimated Duration: 60 minutes

Characters approach the castle after a long day. Bert greets them to find out how they did and asks them to deliver anything they retrieved. Wyatt Ferris and Lady Eckmann arrive, while Ardem Rohan makes a scene before the party ends.

General Features

Terrain. The castle courtyard is flat trim grass.

Weather. The sun is sitting low with a pleasant breeze and a few clouds.

Light. Once dusk turns to dark, there are many lanterns illuminating the courtyard.

Smells and Sounds. Cooked meats, and vegetables. Many voices from conversations and laughter ring out. A group of musicians play upbeat music.

Drop Off

Several messengers of Bert direct the characters towards the castle entrance. Bert is directing a dozen servants in final preparations but needs the character's help once more.

As you approach the castle several messengers run up to you asking you to bring the supplies to Bert at the gatehouse.

The messengers shrug to any questions and run back towards the castle hurrying to other errands. If the characters head to the gatehouse read:

"No! Keep the gate up I said!" Bert points to the portcullis yelling at several guard members. He looks in your direction, "Ah. Do you have everything?"

If the characters say they do not have one or any of the requested items (fireworks, ring, and ale):

"No!" Bert sighs, "Ah well. Better get back to it. The show must go on!" Bert turns to go back to work, but quickly looks back, "You can still join in. Other guests are already here." He points in the direction of the castle courtyard just beyond the main gate.

If the characters show or mention having the fireworks, the ring, and the ale:

"FINALLY! Some good news!" He claps his hands together smiling a toothy grin. "Can you unload it in the courtyard? Guests have already arrived! Have a seat when you are done." He points towards the courtyard just beyond the main gate.

Once the characters reach the courtyard:

As you pass into the courtyard, you see dozens of wooden tables and chairs in rows on the trimmed grass. Many guests have already arrived, and all tables have various serving dishes of food. A raised platform holds an elaborate table of the First Lord and other members of the court. A goblin band play an upbeat melody. The dancing area is a large open grassy area between the main dining tables and the platform of the First Lord's entourage. It is empty at the moment.

Whether the characters split up or share a table, other guests enter small chat. If they approach First Lord Yestral's table, he waves down his guards of 10 **Knights**. He speaks to them:

"Bert mentioned your willingness to help with the celebration. We are thankful! Please enjoy yourselves."

Lord Yestral will convey following:

- He will keep most matters private keeping the subject to small talk.
- He avoids commenting on individuals
- If the underground fighting is brought up he looks concerned, the First Lord stares at Guard Captain Scott:

"Thank you was bringing this to my attention. I'm sure my guards will take care of the matter."

- If asked on the state of Hillsfar he answers:

"Hillsfar has come a long way. The senators are moving past their grievances and seeing what is best for all." He smiles broadly, "I look forward to the bright future in Hillsfar."

Missing Items

While unlikely, if the characters have failed to retrieve any of the items the party will go on but with notable complains.

Pastries

Characters can notice a group of dwarves, who are big admirers of Lady Eckmann's pastries, are disappointed. Their complaints get louder and louder just they drink more and more alcohol throughout the night.

Ale

While other forms of alcohol are available, Lux's ale was a major attraction for the party as well. Many guest, especially the elven guest are disappointed with the missing ale. They would drop a hint of disappointment while conversing but will not overtly cause a scene.

Fireworks

Bert already had a backup plan for this! The goblin band begin to perform a thrilling yet uplifting series of music. Each song seem to have a strange draconic ambience to it. Everyone at the party enjoys the music. Though the characters may wonder when the band got the time to practice those pieces.

Wyatt and Lady Eckmann

After an hour of eating and conversation, Aliam and Wyatt arrive.

You see a lot of people turning to look back at the gate. Captain Wyatt Ferris and Lady Eckmann walk into the courtyard. Aliam smiles and waves while Wyatt walks rigidly shaking hands. Both of them seem a little awkward together. They come over to you and bow in greeting.

Both Aliam and Wyatt smile and greet the characters. If the characters helped persuade Wyatt or assist him in preparing to ask Aliam to the party, they receive the story award **matchmaker**. Aliam and Wyatt are very grateful to the characters.

Developments

After an hour of feasting, many people begin dancing.

Tricks of the Trade

During the party, characters that are known for skills in performing arts, simple magic tricks, or other forms of creative entertainment are asked by attendees to entertain. If they are willing, consider DC 10 skill checks that impress attendees.

Ardem Rohan

Towards the end of the party a tall, muscular silver haired man comes to address any human characters and says the following:

"Well met. I have been hearing tales of your deeds in Hillsfar. However, I recommend you find better company in the future."

Developments

Ardem will only speak with humans. He is still brewing after seeing Aliam and Wyatt together. He attempts to hide it and commit himself to some small talk. Ardem knows the following:

- If a character makes an active insight check DC 14 they can tell someone is upsetting him. If asked about it he smiles but does not answer the question.
- If Wyatt and/or Aliam are brought up, he scowls saying it is too bad their relationship won't last. If the characters ask why, he mentions that many suitors have sought Lady Eckmann, but only a true man deserves her. Any further questions regarding Wyatt or Aliam causes him to say goodbye and leave.
- If asked about the state of Hillsfar:

Ardem frowns, "Hillsfar was once a prospering city. Now there is corruption everywhere. All these wizards, and cultist reappeared after we allow these non-humans into Hillsfar. The First Lord is prone to external influences. He must gain a firm foothold to bring Hillsfar to stability. The only way to do it is to remove these taints."

- Further questions on the state of Hillsfar lead to Ardem giving terse simple answers. Additional questioning makes him uncomfortable to a point he says goodbye and leaves.
- If Bert is mentioned he scowls and changes the topic.

Bert the Goblin

Towards the end of the party, read or paraphrase:

Bert has been going around the party speaking with everyone, thanking people for showing up, and supporting the event.

Nearing the end of the night, some goblins stack several books on top of each other as Bert climbs on top of them and announces, "Today, Hillsfar celebrates a day of hope, where it open its doors to new opportunities. Destruction and pain surrounds the Moonsea, but Hillsfar can be different. For years, we have been the symbol of hatred and despair. For this day, we can and will be the symbol of hope and unity!"

Everyone cheers and clap for the goblin as he unveils an art depicting the Senate members sitting around the First Lord. Notably, all the non-humanoids have their arms around Sir Ardem Rohan, who is painted to look very uncomfortable. "The artist did a great job capturing all of our personality!" Bert exclaims. Sir Rohan is clearly not please and he leaves with his guards.

Conclusion

Bert approaches:

"A successful inaugural celebration! Thank you, friends, for your help!" He reaches out to shake each character's hand. "If you have my old ring please keep it. It helped get my business off the ground, but I don't need it anymore." He straightens his hat smiling, "I will see you again sometime soon. If you come by the shop you can have a complementary item. Goodbye for now!"

If the characters brought all the party items (ale, pastries, fireworks, and ring) Bert also gives each character a pouch containing 50 gold pieces. Each player receives one *Potion of Healing*.

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
Giant Spider	200
Knights	700
Thug	100
Warlord	8400

Non-Combat Awards

Task	XP Per Player
One item collected for Bert x3	50
Present Invite to Wyatt	50
Assist Wyatt	50

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

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1200 **experience points**.

Suggestions for Season 8 ACP awarding. 2 ACP is awarded for successfully collecting all the materials and attending the event. 1 Bonus ACP is awarded for dealing with the ambush and 1 Bonus ACP is awarded for locating Captain Ferris and helping him invite Lady Eckmann.

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
Bring items for Bert	50 per character
Fighting bet	25
Thug gold	60
Entertainment	10

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*.

Ring of Warmth

Ring, uncommon (requires attunement)
While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Potion of Healing

Potion, Common

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

Story Awards

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

Matchmaker. Though nothing came out of the matchmaking efforts, Bert is none the less entertained by the characters assistances. It is likely their deeds today will pay dividend in the future.

Renown

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

DM Reward

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

Appendix A. Monster/NPC Statistics

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandit Captain

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

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

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

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

Reactions

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

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Commoner

Medium humanoid, any

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

Giant Spider

Large beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 10

Languages --

Challenge 1 (200 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength Check, bursting the webbing on a success. The webbing can

also be attacked and destroyed (AC 10; hp 5; vulnerable to fire damage; immunity to bludgeoning, poison, and psychic damage).

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

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

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

Reactions

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

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Thug

Medium humanoid, any

Armor Class 11 (Leather)
Hit Points 32 (5d8+10)
Speed 30 ft.

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

Saving Throws Str +4, Dex +0, Con +4

Skills Intimidation +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The Thug makes two weapon attacks.

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

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

Warlord

Medium humanoid (human), neutral good

Armor Class 18 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

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

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

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses passive Perception 15
Languages any two languages
Challenge 12 (8,400 XP)

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

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

Actions

Multiattack. The gladiator makes two weapon attacks.

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

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

Legendary Actions

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

Weapon Attack. *The warlord makes a weapon attack.*

Command Ally. *The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.*

Frighten Foe (Costs 2 Actions). *The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.*

Player Handout 1. Magic Item

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

Ring of Warmth

Ring, uncommon (requires attunement)

At first glance, this platinum ring has golden leaves engraved onto it. Upon closer inspection, though, you notice it depicts a story of an elven man and human woman falling in love. Two elven words are engraved on the inside of the ring, likely the couples' names, but the text is too ancient for anyone to understand. One might wonder whether these are the names of the parents of the first half elf, or just the notes of two lovebirds' song. The real question is where did Bert find this ring in the first place!

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Player Handout 2. Shop Logo

