

D&D
ADVENTURERS
LEAGUE™

RED WAR

LOST ASHES OF A WAYWARD GNOME

BY DAVID HOPKINS

CCC-REAP-01



RED WAR: LOST ASHES OF A WAYWARD GNOME

A priestess has traveled far from home to find herself in the middle of the Red War. Join her on a surreal, madcap journey through a dangerous warzone to recover the ashes of the gnome responsible for this conflict. Can anything good come out of this fool's errand?

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



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INTRODUCTION

Welcome to *Red War: Lost Ashes of a Wayward Gnome*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure takes place during the events of DDEP00-01 *The Red War*, inside the city walls of Mulmaster. It's a tumultuous metropolis located on the eastern edge of the Moonsea. It's a city at war.

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 5	Very weak
3-4 characters, APL equivalent to 5	Weak
3-4 characters, APL greater than 5	Average
5 characters, APL less than 5	Weak
5 characters, APL equivalent to 5	Average
5 characters, APL greater than 5	Strong
6-7 characters, APL less than 5	Average
6-7 characters, APL equivalent to 5	Strong
6-7 characters, APL greater than 5	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 the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

"All gnomes are elusive, especially in death."

– Glimmerdarth Gulprin,
oft-quoted footnote from his book,
Finding Gnomish Villages

ADVENTURE BACKGROUND

Tick Tary Tanner is a controversial gnome in Faerûn. He is the Archmage of the High Forest, a chosen of Shiallia (an exarch of Mielikki), and a vocal member of the Emerald Enclave. Believing Thayan expansionism to be a dire threat, Tick rallied the Enclave and other factions to declare war on the lich ruler of Thay, Szass Tam, and his Red Wizards. This action cost him his life. Tick was assassinated by the Red Wizards shortly thereafter. Some viewed Tick as a brave martyr to a noble cause, while others saw him as a disruptive fool.

Debate erupted within and between the factions on how to best deal with the Red Wizards. Forces converged upon Mulmaster where the Thayans maintain great influence.

After Tick's funeral, one of his companions delivered the ashes to the Golden Oak, a shrine in Silvermoon. A day later, a Red Wizard stole the urn containing Tick's ashes. Shiallia called upon Soleil Finchfib, one of her faithful priestesses, to follow the Red Wizard and retrieve the ashes.

This journey led Soleil far from Silvermoon to Mulmaster, where the so-called "Red War" rages as a result of the gnome's actions.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Mulmaster (MULL-master). The City of Danger was once a sprawling cosmopolitan metropolis under the dictatorship of the High Blade. However, it was devastated by the machinations of the Cults of Elemental Evil. In the years that follow, the city has been rebuilding with the aid of the Mageocracy of Thay.

Soleil Finchfib (SO-lay fin-SH-fib). Female gnome, a priestess of Shiallia who is far from her comfortable home in Silvermoon. She just wants to complete her quest and head back west, but there may be more to her story.

Milos (MY-los). Male human, a low-level Red Wizard tasked with stealing and delivering the urn and ashes to Szass Tam. He lived his whole life in Thay. Getting a chance to travel Faerûn has changed his perspective. He wants out.

Ras Fenin (ROS FAY-nin). Male human, the handsome and charming leader of an ill-equipped band of revolutionaries hoping to fight back against the Blades and the Red Wizards to reclaim Mulmaster for the people.

Beiggvimm (BEG-vhim). Male human, a runt barbarian, who leads a small splinter group of Uthgardt warriors devoted to Tick Tary Tanner.

Thelma Scrollroller (THEL-mah skrol-ROL-er). Female gnome, deranged, and dismissed from the Emerald Enclave. She is obsessed with Tick Tary Tanner, both in life and death, and she needs some closure.

Ger'tethjzan (GER-teth-JUHn). Female, young black dragon with an amazing singing voice. She hopes to make the collapsed ruins of Mulmaster her new home.

Zilora (Zih-LOR-ah). Female human. She is evil-tempered and cruel. She faithfully serves Szass Tam. In exchange for her loyalty, she has been privileged with riding upon Ger'tethjzan.

ADVENTURE OVERVIEW

The adventure is broken down into 4 parts:

Part 1. Soliel and the adventurers enter a rickety, makeshift tavern (affectionately named "Thunderbutt") in the Zhent Ghetto—while the war engulfs the city. The adventurers meet a shell-shocked Red Wizard with a story to tell.

Part 2. The adventurers attempt to track down the mysterious zombie. An Uthgardt splinter group has similar objectives, but they aren't looking to join forces or play nice.

Part 3. The trail leads the adventures into the sewers and a bizarre tearoom where a lovelorn forest gnome resides.

Part 4. Finally! The adventurers know where the ashes are. Inside the belly of a young black dragon. Great, just great. While everyone else flees the city, the adventurers stick around for a battle at the Mulmaster docks.

IS THIS SUPPOSED TO BE FUNNY?

This adventure could be classified as a *farce*, a comedy based on ludicrously improbable situations.

When it comes to humor in D&D, the author urges the DM to play it with sincerity and conviction, rather than forcing it to be funny. The humor will emerge naturally as players react to the absurdity of their circumstance. The funniest moments at the table happen when we least expect them—a wild roll of the die, an odd turn of events, or a bold plan that just might work. (However, it should be noted that the tearoom scene in part 3 is always funny.)

Be open to anything, even a sentimental moment or two. After all, a war is going on, and there's a thin line between comedy and tragedy. All of it is wayward.

ADVENTURE HOOKS

This adventure begins in Mulmaster during DDEP00-01 *The Red War*. For each character, choose the most appropriate hook for them based on their relationships and past experiences.

Favor to a Demigod. An adorable rabbit comes to you on behalf of Shiallia, and asks you to help the priestess. When an exarch of Mielikki asks for assistance, you say yes. It wouldn't hurt to be on Shiallia's good side.

Emerald Enclave (Faction Assignment). Tick Tary Tanner is a cherished figurehead in your faction's struggle against Thay and a close friend of the faction leader, Seranolla the Whisperer. Recovering his body is a high priority.

Harpers (Faction Assignment). Harper leadership wants to strengthen its alliance with the Emerald Enclave. The gnome was always respected among the Harpers.

Zhentarim (Faction Assignment). Zombies make the evacuation effort difficult. Your faction has claimed that Mulmaster is under Zhentarim protection. It's time to prove it.

Lords' Alliance (Faction Assignment). Your faction has never been fond of the troublesome gnome. However, relations have been strained with Silverymoon over the faction's tepid response to the Red War. Helping Soleil is good diplomacy.

Order of the Gauntlet (Faction Assignment). Since your allies are turning into undead enemies, the faction wants to get to the bottom of this situation. Is this an isolated event or part of some larger scheme by Szass Tam?

THE RED WAR

This adventure takes place during the events of DDEP00-01 *The Red War*. As a result, the following additional rules are in effect for the duration of this adventure.

CURSE: SZASS TAM'S NECROTIC KISS

Szass Tam, with the aid of Zulkir Dar'lon Ma, has triggered a series of enchantments that blanket the city of Mulmaster. All living humanoids other than those intentionally excluded by Szass Tam and the Zulkir (such as the Red Wizards present in various encounters) are immediately afflicted with the following curse:

Szass Tam's Necrotic Kiss. Any living creature that ends its turn within 5 feet of this creature must succeed on a DC 12 Constitution saving throw or else immediately gain one level of exhaustion. Until Szass Tam's Necrotic Kiss is dispelled (see

DDEP00-01 *The Red War*), levels of exhaustion are healed at a rate of one per week.

For example:

- Maalkur moves adjacent to Red Wizard. Maalkur ends turn; no save needed because Maalkur isn't adjacent to himself and the Thayan isn't afflicted.
- Pearl moves adjacent to Red Wizard and Maalkur. Pearl ends turn and has to make a save because Maalkur is afflicted.
- Red Wizard dances wildly and ends turn. No save needed because Red Wizards aren't subject to the effect.
- Maalkur begins turn, does stuff, and ends turn. Has to make a save because Pearl is within 5 feet and is afflicted.

If the adventurers move so that there's 5 feet of space, no save needed. (Elementals, evil cultists, animals, summoned fey, et al. are also subject to the effect.) DMs should describe the event after the first save is made. This is an ever-present challenge but shouldn't be unexplained for the duration of the adventure.

CANCEROUS MAGIC

The Thayans have been toiling away in an effort to harness the rifts into the elemental plane. These rifts are an abomination in the fabric of the Weave, and magic has begun to behave erratically as a result. Until such time as this effect is undone (see DDEP00-01 *The Red War*), every spell that is cast by the characters and their allies automatically triggers a wild surge as per the wild magic origins for sorcerers in the Player's Handbook, ch. 3. Furthermore, any creature afflicted with Szass Tam's Necrotic Kiss has disadvantage on the first saving throw they make each round.

NPC Red Wizards and their allies are not subject to these effects.

Remove curse and similar magics are not capable of dispelling either Necrotic Kiss nor Cancerous Magic.

PART 1. WHY IS THIS TAVERN CALLED “THUNDERBUTT?”

Estimated Duration: 45 minutes

The adventure begins outside the Thunderbutt (yes, you read that correctly) in the burnt ruins of the Zhent Ghetto in Mulmaster. This area is being evacuated, but the characters are here for a different purpose.

GENERAL FEATURES

Mulmaster has the following features:

Terrain. The city is built upon level ground with cobbled streets.

Weather. A dark, unnatural storm brews above the city, blotting out the sun during the day and swallowing the stars at night. Black clouds roll, stained by red lightning flashes.

Light. During the day the area is dim light, and creatures with aversion to sunlight suffer no penalties within the city. At night, the area is dark.

Smells and Sounds. Shouts of fear and anger. Far off explosions like rolling thunder. The smell of rot.

A. THE EMPTY URN

When you're ready to begin, read the following:

A forest gnome, Soleil Finchfib, stands near the entrance of Thunderbutt Tavern. It's obvious she's not from the Moonsea region. Her frizzy auburn hair is festooned with leaves and golden acorns, marking her as a priestess of Shiallia, the Daughter of the High Forest. Soleil has had a dangerous and difficult journey, only to arrive at quite possibly the *most* dangerous and *most* difficult city in Faerûn right now. War has erupted between the Red Wizards of Thay and several united factions. Soleil is anxious and appreciative for your assistance. She paces, ready for you to take the lead.

“He's in there,” she says, “The Red Wizard who stole the urn. I know it.”

The characters can ask Soleil for more background information. She is sarcastic, frazzled, but not unkind. Servants of Shiallia are known as “Silent Helpers,” but Soleil certainly isn't quiet. If asked, she will tell the characters more about who she serves—Shiallia, a demigod over fragile and wayward creatures. She will also talk about Tick Tary Tanner, the gnome responsible for this war (see Adventure Background). Tick was a chosen of Shiallia and *certainly* a wayward creature. After his death, Tick's ashes were transported to Shiallia's shrine in

Silverymoon, the Golden Oak. But the ashes have been stolen.

Soleil is keeping a secret, revealed in part 3C (**Soleil's Story**), but it is not something the DM should tease or hint at. Every indication is that Soleil is trustworthy and means what she says, because what she says is true. Any *insight* checks should not reveal her secret, since it's not immediately relevant.

MOVE ALONG, CONSPIRACY THEORISTS!

If players have participated in the online social roleplaying aspects of the Red War, they may believe Tick Tary Tanner is alive. If they bring up this possibility, Soleil responds with annoyance. This adventure happens concurrently with the Red War battle for Mulmaster and, at this time, Tick's death is an accepted reality.

Soleil has been tracking the thief for many a tenday, leading here, to this warzone. (“He did not know I was tracking him for I was too stealthy.”)

The Red Wizard is inside Thunderbutt, along with a few patrons too stubborn to leave. There are no other Red Wizards around.

The rickety tavern is not actually a building. It's cobbled together with wooden pallets and a propped up tarp. There is a front entrance, and also a human-shaped hole near the back where someone ran through the wall for a speedy escape. Thunderbutt serves moonshine, sour ciders, and open-bucket ale, all for a few coppers.

If the characters choose to enter Thunderbutt, read the box text below. If the characters decide to lure the Red Wizard outside or some other scheme, the interrogation will be the same regardless.

No matter how shoddy the construction, taverns are all basically the same throughout Faerûn. People need a place to sit and converse with companions, to enjoy a moment's respite from the chaos outside. Even in the middle of a warzone, even as strange malignant magic blankets the city, there are still people hoping to weather the storm inside the tavern. Unlike a usual tavern, they all sit far from each other—spread out and raising their voices. You see some people on the floor, unconscious or unable to move. There are quite a few empty chairs at empty tables.

You overhear various war-time gossip: barbarian hordes within the city walls, mass looting, undead roaming the streets, witches in the sewers, a singing dragon, and other nonsense.

At the far end of the tavern, all to himself, you notice a bald man. His red robe is on the ground. He's frantically trying to rub the Thayan sigil tattoos off his body to no avail. When he sees you, he holds up his hands in surrender.

The bronze urn is on the table. Huh. That was easy.

When the characters confront the shell-shocked Red Wizard ("Milos"), he doesn't want a fight. It's clear that he's seen something that can't be unseen—even more unsettling than the Red War itself. He doesn't want to be a Red Wizard anymore.

If the characters interrogate him, they will need a DC 10 Charisma (Persuasion or Intimidation) check to get a forthright response. However, if anyone offers to help Milos safely escape the Red Wizard life, all information is freely given with no check required. A few things the characters can uncover:

- Milos is a low-ranking Red Wizard tasked with stealing and delivering the urn and ashes to Szass Tam.
- Milos lived his whole life in Thay. This assignment was his first opportunity to travel Faerûn and see the world. The experience changed his perspective. He has come to love Faerûn in its diverse splendor.
- Upon meeting Szass Tam in Mulmaster, the archlich took the ashes and reformed them into an uncommonly powerful zombie. Szass Tam in person, with all his dark power, the pure malice, it absolutely terrified Milos.
- Szass Tam ordered the Zombie Gnome to go on a murdering rampage through the streets of Mulmaster.
- Milos can give the characters the general area where he believes the Zombie Gnome is, somewhere between here and the Leaning Boot Tavern.

Helpful Tip: To accentuate Milo's anxiety, obsessively rub your head, your neck, and your arms while "in character" as if trying to remove the Thayan tattoos.

Milos gives the empty urn back to Soleil and begs to be left alone. If invited to join the adventurers, Milos will adamantly refuse.

If the characters aren't able to put together the next steps, Soleil will spell it out for them:

- Find this zombie,
- Kill him again,
- Burn him again,

- Put the ashes back in the urn,
- And get out of Mulmaster.

DEVELOPMENT

Soleil insists on coming along to find the zombie. She will not engage in any combat encounters, except to support the characters with healing spells and other non-offensive spells. She will cast *sanctuary* on herself, if things get dangerous. When not casting a spell, she will take the dodge action and stay out of the way.

ADJUSTMENTS TO SOLEIL

For Soleil, use Priest stats from the Monster Manual. Consider replacing sacred flame with guidance, and guiding bolt with healing word.

Helpful Tip: You can ask one of your more experienced players to run Soleil during encounters. One less thing for the DM to worry about!

B. THE MISERABLE ONES

Once outside Thunderbutt, the characters can journey toward the Leaning Boot Tavern. However, many streets are blocked with debris, forcing the characters to take the long way there. A character may make a DC 15 Wisdom (Survival) check to track down the Zombie Gnome.

Other ways to find the zombie might include asking fleeing refugees DC 15 Charisma (Persuasion) if they've seen an undead gnome lately or DC 15 Intelligence (Investigation) to search for clues. However, if the characters never bothered to ask Milos where the zombie might be, make any of these checks at disadvantage.

Success or failure will still lead them to the non-combat random encounters and the barricade in part 2, but failure will delay matters, adding **1d4 zombies** to the encounter in part 2. Make a note for later.

Once they begin their search, have fun setting the scene. They are a group of adventurers exploring a city in the midst of violet upheaval.

- Trebuchets lob massive boulders into buildings.
- Citizens flee southward in a mad panic. Many succumbing swiftly to the Necrotic Kiss.
- Volleys of arrows impale friend and foe alike.
- Stray spells whiz overhead, while fireballs and other spells explode nearby.
- In short, pandemonium.

You might ask how the characters feel about this mission. Is it a fool's errand or a noble undertaking? What do they do as they walk the streets? Proceed with caution or stay casual? Give them the space to have a moment interacting with each other. But then, cut in with the non-combat random encounter(s).

MOVE ALONG, VICTOR HUGO!

Some of these random encounters have the potential to spiral out into epic-levels of drama, worthy of a 19th century French novel. Feel free to award inspiration for positive interactions or interesting outcomes. As DM, do your best to resolve everything quickly. Keep the adventure moving. If the players are too distracted, let Soleil remind them there's a murderous zombie on the loose, killing their allies.

NON-COMBAT RANDOM ENCOUNTER (CHOOSE ONE OR TWO)

d10	Encounter
1	Roch
2	Mercy
3	A'mais
4	Crow
5	Burke
6	Fauchel
7	Fabre
8	Mooney
9	Gunter
10	Four Dead Druids

Roch

A sickly little kid ("Roch") attempts to pickpocket one of the characters at random with a *+2 sleight of hand* skill check. If successful, DM selects a single non-magical item off their character sheet that is now gone. Character is not aware of anything missing until a short rest. If caught, the kid will smile and casually give the item back. ("It was worth a shot. The picking's good during a war.")

Don't force it. If the character is paranoid about a street urchin bumping into him or her and then running away, feel free to let them chase the kid down and figure out what was taken.

Mercy

A young bourgeois citizen ("Mercy") is worried about the health of a general ("La'mah") in a nearby house. He asks if anyone is able to heal him.

A'mais

An emaciated, impoverished woman ("A'mais") attempts to sell her hair to you. Her asking price is 10 sp. She needs the money to escape Mulmaster and arrange transportation to the village of Lighthouse, near Elventree. Her daughter is there at the orphanage, where it's safe.

Crow

An officer ("Crow") in the Mulmaster city guard is looking for an escaped prisoner ("Fabre"). Have you seen him? The guard will describe someone. A character in the party—the one with the highest passive perception—remembers seeing them at Thunderbutt.

Burke

A Mulmaster citizen ("Burke") who looks like he's been heavily affected by Szass Tam's Necrotic Kiss (4 levels of exhaustion) is nailing parchments to doorways across the city. On closer inspection, the parchment is a copy of the Shadowtop Cathedral Declaration. Burke yearns for freedom from Thayan influence. He gives the characters copies of the declaration. (**Player Handout #1**) "The great factions of Faerûn . . . they're united . . . help is coming . . ."

Fauchel

A cart has fallen on a man ("Fauchel"). He's pinned and needs help getting it off of him. For a single person to lift the cart, it would require a DC 20 Athletics check or if enough characters help with a combined total Strength score of 30 or more.

For anyone trying to do the math on how heavy the cart is, yes, it's heavy. But it's also lodged into the ground, making it extra hard to lift.

Fabre

Characters see a man ("Fabre") leaving a small chapel next to the Shrine to Lathander with valuable silverware in hand (worth 100 gp). He can be easily apprehended. If taken back to chapel, there's a kindly priest ("Myriel") who says he *gave* Fabre the silverware, but says the man forgot some and gives him even more (worth an extra 200 gp).

It's quite possible that a player will hear the words VALUABLE SILVERWARE and assume it's time to kill and loot this poor commoner. It is preferable to make the players curious about why this person is doing what he's doing, and maybe consider other options. However, if they absolutely have to take the silverware for themselves, don't bother rolling

initiative; just talk through the encounter. Any attack will land and drop Fabre instantly. I hope they're happy. Damn murder hobos.

Mooney

An ambitious writer ("Mooney") for Thunderquill Tribune is in the streets, attempting to chronicle the events of the Red War. He wants to interview the characters, so he can report these events to his editor all the way in Neverwinter.

Gunter

A young drunken man ("Gunter") with bottle in hand is found stumbling through the streets mumbling incessantly about his friends. He can't find his friends. His friends are stationed at the barricade (see Part 2). If the characters bring Gunter along, they will be able to reunite.

Four Dead Druids

Characters discover a pile of dead druids. A DC 10 Medicine check reveals they've been mauled by *several* undead creatures. The Zombie Gnome must be nearby, and he's not alone.

TREASURE

If characters murder Fabre, they acquire up to 300 gp worth of silverware—and a lifetime of guilt.

DEVELOPMENT

The characters should get a sense that the Red War is much more complicated than Red Wizards vs. factions, or a power grab by Thay in the Moonsea region. The war impacts the everyday people who call Mulmaster home.

PART 2. DON'T THE UTHGARDT HATE WIZARDS?

Estimated Duration: 1 hour, 30 minutes

The search continues for the Zombie Gnome as the characters work their way through the Mulmaster warzone.

A. THE BARRICADE

Lead the players down a few more twists and turns in the Mulmaster streets. Vividly describe the death and destruction in the ruined city. The horrible sounds of warfare are never ending. In the sky, there are explosions from stray spells and minor elemental rifts.

If characters did not get a copy of the Shadowtop Cathedral Declaration (**Player Handout #1**) from Burke in part 1B, they might find them plastered throughout the city at this point.

There are no Red Wizards to be fought in the vicinity, but the reality of war and its consequences are ever present. As the characters continue, they enter a vacant and eerily calm part of the city.

You approach a massive barricade of junk, furniture, old chairs, wagon wheels, and so forth entirely blocking the street—at the top of the pile is a Thayan banner with a large X painted over it. The street is quiet. As you approach, you see some movement on the other side. Mostly men and a few women, armed with crossbows. These are not soldiers or adventurers. They are everyday people of Mulmaster who have decided to take a stand.

A man with long wavy, golden hair stands at the summit of the barricade. He is handsome with a charming smile. He calls out.

"We stand for freedom and oppose the tyranny of the High Blades and the Red Wizards. What do you stand for?"

Helpful Tip: If you tend to stand while DMing, put one foot on your chair and resting your forearm on your knee, while uttering lines by Ras Fenin. This gives the character maximum debonair-ness.

If the characters communicate that they are not in league with the High Blades or the Red Wizards, they will be allowed to climb the barricade and pass without trouble, DC 5 Dexterity or Strength (Athletics) check. A fail means 1d10 bludgeoning damage and some degree of embarrassment.

The handsome leader is named Ras Fenin. He is one of **12 commoners** (armed with light crossbows), stationed at the barricade. These brave young men and women are passionate about taking back the city in the name of freedom.

If the characters talk with these men, here's some pertinent information:

- The most important issue for the revolutionaries is that they need weapons, especially crossbow bolts. Right now, they're making due with improvised weapons—and barely a single bolt per person.
- If asked about a Zombie Gnome, Ras will tell them that they've heard reports about undead attacks happening not too far from them. It's created a situation where they are being hemmed in on both sides. It would really help if adventurers were able to take care of it.
- They are barricading this street because it's a strategic thoroughfare near the Windsnug Hearth to the western edge of Mulmaster and the docks.

Good-aligned characters may be tempted to abandon Soleil's mission, stay and join the barricade, but Ras will insist they eliminate the zombie. Ras believes the characters will be needed elsewhere to fight greater foes, instead of staying behind to be an inconvenience to Thayan infantry. But Ras is honored to see the adventurers would risk their lives for his home. He will give them a devil-may-care smile and fierce eye contact. "May we live to share a glass of wine and the stories of this day."

XP AWARDS

For supplying the revolutionaries, award each character 500 XP.

OPTIONAL: OFF THE RAILS!

It is the intention of this adventure that the players continue to chase after the Zombie Gnome, following all the absurd twists until it inevitably and ironically results in them saving the revolutionaries by taking on the dragon who schemes to destroy the barricade.

As DM, try your best to keep them on the intended path. Otherwise, you'll miss out on some fun moments. (The tea party!) However, let us never be accused of "railroading" our players.

If they give up chasing Tick's body, choosing NOT to go into the sewers (part 3) and instead returning to the barricade, you can flip the story beats and the locations. Move the

evoker/dragon encounter to the barricade, adding **4 Thayan Apprentices** and **4 Thayan Warriors**. This encounter will be much harder. Give them some time to plan for the assault, to set traps, etc. If they encounter the honey badgers (from part 2b), they could attempt to enlist their help with the right incentive.

For this barricade assault, it should have all the dramatic intensity of a last stand. There is no adjustment to this encounter. The characters are opting to risk their lives to maintain the barricade. Use the most dangerous words a DM can utter: “Are you sure you want to do this?”

For part 4, the characters may see Thelma Scrollroller sneaking out of the sewers, dragging the lifeless body of Tick Tary Tanner behind her. Now run that encounter in the streets, instead of in her sewer lair (move the *scroll* rewards to her backpack). Make other adjustments as needed.

Tah-dah! A DM’s greatest tool: The illusion of choice!

B. THE ALLEY

After leaving the barricade, it is much easier to follow the Zombie Gnome’s trail. No skill check necessary. The characters can clearly see a trail of carnage. The damage is more savage and bestial. The characters approach an alleyway (**Appendix: Map 1 - Mulmaster Alley**). There’s a gate and an open door leading into it. They can hear snarling noises.

If they decide to check it out (and why wouldn’t they?), read the following:

At the back of the alley, near a covered grate leading to the sewers, you see a ragged gnome. It is the one you’ve been searching for. His eyes are shrunken and discolored, and his flesh is gray. Signs of stab wounds and fire damage are obvious across his body. Whatever he was in life is now long gone, and this zombie merely possesses Tick Tary Tanner’s face. Other zombies accompany him. They are covered in blood. Soleil gasps in horror.

The Zombie Gnome looks at you, and points his finger in your direction. He hisses the words, “*Vel Karsh!*”

In addition to the Zombie Gnome (**greater zombie**), the other **5 zombies** are also immediately recognizable as members of the Emerald Enclave—murdered and turned into undead, as some sick joke by Szass Tam.

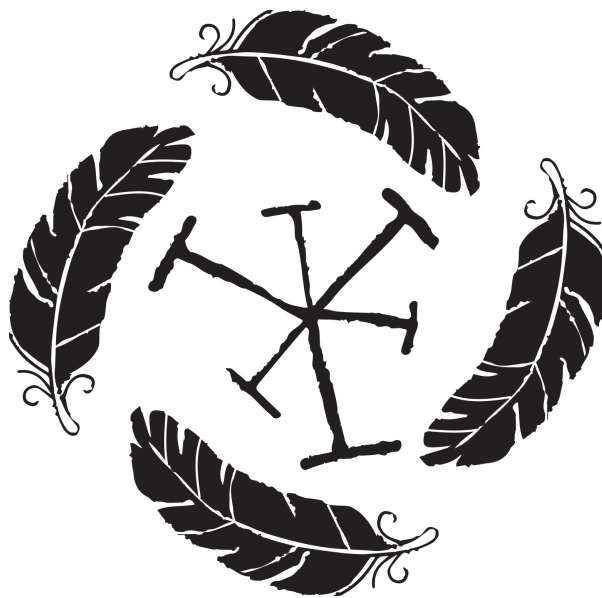
The zombies instinctively go after Emerald Enclave members before anyone else.

“Vel Karsh!” is a gnomish expression, which literally means “ruin them.” It is a common gnomish battle cry, and the only thing the Zombie Gnome is capable of saying.

ADJUSTING THIS ENCOUNTER

- **Very Weak:** Remove **4 zombies**.
- **Weak:** Remove **2 zombies**.
- **Strong:** Replace the **5 zombies** with **5 ghouls**.
- **Very Strong:** Replace a **zombie** with a **greater zombie**.

For Extra Challenge: Give **Zombie Gnome** the *shocking grasp* cantrip (+3 spell attack, 4d8 lightning damage). Some habits are deeply ingrained, even after death.



As soon as the Zombie Gnome falls...

A band of peculiar Uthgardt barbarians (**6 berserkers**) approach from the entrance of the alley, effectively cornering the characters. Each one of them has Tick Tary Tanner’s sigil (see above image) branded on his chest and a raven upon his shoulder, which serves as an animal companion. One particularly feral Uthgardt has a stuffed raven made of tar and bound hay with button eyes. He doesn’t do well with pets.

These barbarians are led by a stocky man, who stands about a foot shorter than the rest. He steps forward to speak.

"I am Beiggvimm of the honey badger tribe. This gnome had a barbarian's heart. We honor him and all he stood for. We shall burn his body. Use the ashes to make sacred war paint. We followed your friend Soleil, all the way from Silverymoon. She did not know we were tracking her for we were too stealthy."

Beiggvimm laughs, overly proud of himself. The other honey badgers join in, except the one with the fake raven. He just drools. Beiggvimm continues: "Now, we fight!"

ADJUSTING THIS ENCOUNTER

- **Very Weak:** Replace 2 berserkers with 2 tribal warriors.
- **Weak:** 1 berserker does nothing. He just drools.
- **Strong:** Add 1 berserker.
- **Very Strong:** All berserkers have max hp of 99.

For Extra Challenge: Beiggvimm has the Martial Adept feat with *disarming attack* and *riposte* maneuvers—one superiority die, which is a d6 (DC 13).

The berserkers take their turn on Initiative count 11.

During the course of the battle, the characters might banter and ask questions. Beiggvimm will happily share the following information:

- **Where did you come from?** "Each honey badger was kicked out of his Uthgardt tribe. We are united as outcasts."
- **Why are you faithful to this archmage when Uthgardt normally kill wizards on sight?** "The gnome bested me in combat without relying on his magic, and following him means we get to kill more wizards . . . red ones!"
- **What's with the ravens?** "A raven was faithful to the gnome, so we are faithful to the ravens."
- **How about sharing the ashes?** "No sharing. He's too little. There won't be enough ash to share."

TRICKS OF THE TRADE

It's not meant to be a fight to the bitter end. The honey badgers will retreat, if they feel it's a losing battle. They'll retreat, and then watch from afar, waiting for another chance to strike (such as at the end of Part 3).

The ravens should only be present as an interesting visual (maybe they circle overhead) or a creepy environmental effect (they use their mimicry ability to recreate the sounds of war or people whispering)—to have the ravens fight would be a lot of attack rolls, and may slow down the encounter.

As a general guideline: If the first part of the encounter with only the zombies went by fast, run the honey badger portion for 3 rounds. Conversely, if the zombie portion felt long, run the honey badger combat for only 1 round.

THE BODY DISAPPEARS!

After 1 to 3 rounds of combat, the ground underneath Tick's body will open up (*passwall* spell cast upward from the sewers by Thelma Scrollroller). His body will fall about 20 feet with a splash into the sewer tunnel below!

Once the body is gone, the honey badgers will disengage and retreat. It's important AT LEAST one honey badger and one raven survives the encounter. (They return at the end of part 3.) If the battle seems like it will end much sooner than 3 rounds, feel free to move up the disappearance of the body. It can happen at any time, at any point in the initiative order.

What if the characters are more adamant about securing Tick Tary Tanner's body than fighting the berserkers?

Option 1. Make two of the honey badgers just as adamant about getting to the gnome. Have them fight and grapple over the body, then the *passwall* appears. Maybe one of the berserkers falls with the gnome, and in part 3 the characters find this berserker dead in the sewers—blasted by a spell.

Option 2. What if a character jumps after the falling body? They take fall damage (2d6 bludgeoning), and are knocked prone. During this time, Thelma Scrollroller (see Part 3) escapes with the body. If the character is able to chase Thelma, she darts around a corner with the body, and effectively vanishes (via *dimension door*).

The character is unable to effectively pursue her, since the character cannot detect where she is at this point in the labyrinth of tunnels.

Option 3. If there's any other unexpected effort from the characters to hold onto Tick, make use of Thelma's *dimension door* spell to grab him and go.

TREASURE

One zombie wears a holy symbol of Eldath (worth 500 gp).

DEVELOPMENT

The characters have defeated the Zombie Gnome. They still need to recover his body, which is now somewhere in the sewers. They also still need to burn it. The honey badgers have retreated, but it's possible they will return at a more opportune moment. Soleil is focused on doing whatever it takes: "I've traveled this far. No stopping now."

PART 3. ARE WE SERIOUSLY GOING DOWN THERE?

Estimated Duration: 45 minutes

Yes, you are. The Zombie Gnome has been defeated, but now his body has fallen into the sewers underneath Mulmaster. The characters must continue their journey, out of the warzone and into the muck.

GENERAL FEATURES

The Mulmaster Sewer System has the following features:

Terrain. 10 foot tall stone-worked rounded tunnels. The water comes up to a medium-size humanoid's knees. Counts as difficult terrain.

Weather. Humid. The water is warm, but there's a cool breeze in the tunnels.

Light. It was dark outside. It is darker down here. The sewers count as darkness. Characters without darkvision or a source of light are completely blind.

Smells and Sounds. Everything echoes. Water drips, pours, and swirls at regular intervals. It smells like a sewer.

A. THE SEWER SLOG

The grate in the alley can be easily removed, and the characters can climb a ladder to the sewers underneath Mulmaster. Characters will find, floating in the water, burnt spell scrolls (presumably the *passwall* and *dimension door* spells, if used in part 2). These scrolls have been consumed and cannot be used again by the characters.

A character will need to make a DC 15 Wisdom (Survival) check to track where the body has been taken. A success means the characters are able to find the tearoom in under an hour and no saving throw is required for **sewer plague** (see below). Succeeded by five or more, the character is able to identify that the body is being dragged by a single small humanoid. Failing the save means that it will take longer than an hour to find the tearoom. They will need to roll a save for sewer plague.

Here's a surprise. The sewer is gross. As they journey, blood from the many battles above ground pour into the tunnels below. The conditions in the sewer are too inhospitable for a short rest.

At the end of every hour in the sewer, each character must succeed on a DC 11 Constitution saving throw or become infected with the disease **sewer plague**. The symptoms manifest immediately.

SEWER PLAGUE AND YOU

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease. (Dungeon Master's Guide, ch. 8)

The character may encounter several things during their journey through the sewers. As DM, feel free to skip some of these encounters, if time is an issue.

The dead body of a human male. He appears to be nobility. If the characters search his body, they will find he has a bejeweled bracelet on him worth 1,000 gp. Any attempt to *speak with dead* reveals that:

- His name is Brammer.
- His father was a member of the governing council in Mulmaster.
- Brammer was on his way to a fundraising gala for the Moonsea Children's Hospital (see CCC-GEL-01 *Bedlam at the Benefit*) when he was robbed and murdered by brigands, then dumped in the sewers.
- The stupid criminals took his small chest of gold but did not take his necklace, which was far more valuable.

A series of symbols carved into the tunnel walls every 50 feet or so. It is a code. Characters can decipher it with a DC 20 Intelligence check (characters with *thieves cant* can roll with advantage) or if they use magic to decipher it. A successful result reveals the symbols are a series of coded messages from Mulmaster citizens against the Council of Blades and the Red Wizards of Thay. The messages:

- Warn other members of business establishments loyal to Thay,
- Instruct them on where to find Zhentarim contraband,
- Let them know the priest of Lathander is sympathetic to the resistance,

- Encourage them with news that a small group of radicals nicknamed “the Verdantium” are disrupting trade routes from Mulmaster to Thay,
- And other such details.

A family trying to flee the city by using the sewers.

The father is unconscious (0 hp, but stable). Due to fear of triggering the Necrotic Kiss, none of the other family members want to get close to him. If the mother notices a cleric or druid in the group, she will beg him or her for healing magic. If there is no cleric or druid in the group (or if they refuse), Soleil will step in and help them.

A predatory semiaquatic reptile. Any character with a *passive perception* score of 15 or higher will sense there is something following them in the water. It is a **crocodile**, which will not attack the characters unless provoked. It’s merely curious.

TREASURE

Bejeweled bracelet is worth 1,000 gp.

B. THE TEAROOM

The tunnel opens to an outlandish tearoom decorated with trash and dead vermin (**Appendix: Map 2 - The Tearoom**). It’s unclear what the original purpose of this place was. Several tables have ornate porcelain tea sets, complete with plates and serving trays, arranged at each table—4 sets total, worth 400 gp each. The deranged, grimy, forest gnome Thelma Scrollroller (**Mage**) sits at the back.

Disclaimer: The author acknowledges there are too many forest gnomes in this adventure. The author apologizes for the inconvenience.

Thelma has a wild look in her deep sunken eyes. Thelma is cuddling with Tick Tary Tanner’s corpse. She strokes its cheek and whispers sweet sentiments into its ear. She giggles and pats it on the shoulder as if they are having a great conversation, and it just said the funniest thing. It didn’t, of course. Because it’s dead. Actually dead.

The strange gnomish woman smiles when she sees you. She lets go of the corpse, which slumps a bit in its chair.
“Oh, dearie, we have company!”
She waves you over and invites you to take a seat at the table.

Helpful Tip: Use your best impersonation of Helena Bonham Carter at her craziest (a la Bellatrix LeStrange?), and you’ve got Thelma down!

If the characters sit down (keep *Necrotic Kiss* in mind), Thelma will pour some pretend tea in each of their cups, just like a little girl playing “tea party.” She might scold the corpse for its manners by not offering a lump or two of sugar, since the bowl is right next to it. There is no sugar in the bowl. The corpse is not being rude. It’s dead.

Emerald Enclave members: You know that Thelma was dismissed from the faction. The rumor was she lost her mind. (Theory confirmed.) Regardless, the faction would NOT want her to be harmed. Try to resolve this conflict without violence.

ENJOY SOME IMAGINARY TEA!

Spend a few minutes roleplaying the tea party. Have fun with it. Thelma is a cordial host, if not slightly unhinged. She tries to get the corpse involved in the conversation, but it does not join in. If the characters ask about her relationship to Tick Tary Tanner or if they tell Thelma they need to take Tick away from her, she will pause.

Thelma’s Story

After a moment, Thelma sets down her cup.
“Tick and I would go for long walks in the Goldenfields orchard. Thought it meant something. But he wasn’t interested in me. No, no, no, no, not really. He was the hero. I was just another supporting character in his grand adventure. I knew he would die eventually—at the hands of some elder evil or demon lord or lich king or giant frog monster. He always ran toward the danger, you see, never from it.
“I wanted his ashes, so I could bury them in the orchard. It was one of his favorite places, and it would give me closure. So, so, so, I went to Silverymoon. I knew the Uthgardt would eventually lead me to him. They did not know I was tracking them. They did not. I was too stealthy. Now, here I am.”
She picks up her cup and takes a long sip of her tea.
“You’re not taking him from me. He’s mine. Forever.”

If characters attempt to heal Thelma’s madness with spells such as *greater restoration*, it does calm her down and make her more susceptible to reason (see the relationship advice chart below). However, no spell can fix her broken heart.

A special ability or skill check is necessary to recover the body. To even make this check, the characters need to listen to Thelma’s dating woes

and give appropriate relationship advice. Encourage the players to help Thelma through her heartbreak. When roleplaying Thelma, be stubborn and self-deprecating (“I’ll never meet anyone like him again.” “The people I like don’t like me.” “No one wants to date a crazy person.” “I smell like sewage.” etc.).

Depending on how they play this scene, you may either ask for a group check or a single check from whoever takes the lead. A Charisma (Persuasion) skill check is the most obvious route. However, through the creative roleplaying, a different skill may emerge as the one you want to use (e.g., maybe the bard performs an empowering song informing Thelma that she’s an independent young gnome with the rest of her life ahead of her—in this case, a Performance skill check would be good).

DATING ADVICE SKILL DC AND MODIFIERS

Base DC to convince her to give up Tick’s body	20
Excellent role play	Player adds d4
Uses magic to calm her or remove her madness	-5 to DC
Provides good advice*	-5 to DC
Provides bad advice*	+5 to DC
Successful use of <i>charm person</i> spell	Advantage
Character tells her she doesn’t need a man to be happy	Advantage
Character flirts with Thelma	Disadvantage
Botched <i>charm person</i> spell (i.e., Thelma saves)	Auto fail, Thelma fights the characters.

* Good advice and bad advice are a matter of the DM’s opinion.

ADVANTAGE AND DISADVANTAGE

A friendly reminder about advantage and disadvantage: “If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don’t roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20. If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.” (Player’s Handbook, ch. 7)

If the skill check is successful, Thelma begrudgingly gives Tick’s body to the characters and moves on with her life. She gives her 2 remaining scrolls (see Treasure) to the players before she leaves. “I won’t need these anymore.” Players can pilfer the tea sets.

If the skill check is unsuccessful, Thelma feels threatened. Roll initiative and fight! **3 swarms of rats** join the fight to aid Thelma.

ADJUSTING THIS ENCOUNTER

- **Very Weak:** Remove **2 swarms of rats**.
- **Weak:** Remove **1 swarm of rats**.
- **Strong:** Add **1 swarm of rats**.
- **Very Strong:** Add **2 swarms of rats**.

For Extra Challenge: Thelma has a few scrolls tucked away in her tattered robe. She can pull them out and use them. Give her anything that a wizard can cast (3rd level or lower). These battle scrolls are not intended to be consumable magic items, i.e., a character reward (like the two scrolls listed below), but to make the combat experience more interesting. Thus, only give her what she’ll use.

TREASURE

In the tearoom, there are four complete porcelain tea sets, worth 400 gp each (1,600 gp total). Thelma is carrying a total of 50 gp in coins. She has two scrolls in her bag, *scroll of protection (from undead)* and *spell scroll of tiny servant*.

XP AWARDS

For successfully helping Thelma achieve closure, award each character 500 XP.

DEVELOPMENT

The characters finally have the body. It is far too wet and muggy in the sewers to burn the body right there. The characters need to resurface. They can easily find a ladder leading them to back to the Mulmaster streets. They are not far from the Leaning Boot Tavern, near the docks.

C. THE SECOND PYRE

Once out of the sewer, the adventurers can burn the body. (They are able to find wood from a nearby collapsed building to construct a pyre.) Burning the body takes time. It will count as a short rest.

Soleil's Story

As Soleil watches Tick's body burn, she speaks to the group, but keeps her eyes fixed on the flames.

"I should tell you the truth. My clan name isn't Finchfib. It's Tanner . . . Tick is my nephew. I didn't know he had died until his friend delivered the ashes directly to our shrine—placed right in my hands. The night that Red Wizard stole the ashes, I was actually on my way to steal them myself. But he got there first. My plan was to return the ashes to his mother and father."

Soleil wipes a tear from her cheek. She takes a deep sigh.

"I don't care about Thay or Szass Tam or Mulmaster or this stupid war. I just want to go home."

She looks to you.

"Does anyone else want to say something? To pay their respects?"

Give the characters an opportunity to say something. Consider awarding inspiration for good roleplaying. This moment is also a good time to give them *Woodland Hospitality*. (**Player Handout #3**)

Once the pyre has completely burned and consumed the body, Soleil scoops the ashes and places them back into the urn.

Soleil smiles and holds up the urn. Finally! But at that moment, a raven swoops down and grabs the urn by its handle. The raven flies off with the urn. (The characters will no doubt try to prevent this from happening. But everything occurs too quickly. Let the box text be your sanctuary.)

From the roof of the Leaning Boot Tavern, the honey badgers cheer as the raven flies toward them to deliver the urn.

But then . . .

You hear singing, faint at first and then louder. A young black dragon flies with a Red Wizard riding upon her. They are heading in the direction of the barricade. You recognize the rider as the infamous Zilora, a stern, cruel woman and an evoker of great renown. The Thayan sigil tattoos upon her body look almost like black flames. In contrast, the dragon is manically upbeat. The dragon appears to revel in the chaos and destruction.

The dragon sings an upbeat, jovial song.*

*With the war, you've got
Mulmaster in shambles, and
I'm the flame to light that candle.
The factions feed the flames.*

*With the war, full stock of buildings in tatters,
My lair's almost together.
Ruins are my domain.
Now we fly to—
Gonna blow that barricade through!
Nothing they can do—
Gonna blow that barricade through!*

"Koff! Koff! Ack!"

The raven inadvertently flies into the dragon's mouth, while the dragon is singing. The dragon gags and coughs a bit and then swallows the raven—and urn—down her throat. You hear a collective sigh of disappointment from the honey badgers.

Soleil curses in gnomish. "*Magra!*"

Magra, indeed.

* The lyrics were originally written in draconic. Admittedly, some of the phrasing and poetic complexity has been lost in translation. However, the dragon's little ditty can be sung to Hall & Oates' "You Make My Dreams." The author dares you.

The dragon lands for a moment, near the docks, to clear her throat before she resumes flight again.

The dragon and the Red Wizard were sent by the Thayan leaders to utterly wipe out the barricade and everyone guarding it. The characters have enough time to dash over there to stop her. Soleil is already running in that direction.

PART 4. A DRAGON, REALLY?

Estimated Duration: 1 hour

Yes, really. A singing dragon has swallowed the urn. The chase continues.

Try to instill a sense of urgency; the characters NEED to get to the docks before the dragon takes off again. If they dawdle, the encounter is still happening, but Ger'tethjzan (**Young Black Dragon**) and Zilora (**Evoker**) start combat in mid-air, which should pose more problems.

OPTIONAL: HONORING GILB'ART

As the characters run to the docks, you may have them pass an entire city block that has been leveled — scorch marks spread out from the center of the blast point. Smoke wafts from the burnt ground. If any characters were to revisit this area and cast *legend lore* (strongly not recommended while they are chasing the dragon), they will learn that . . .

A wizard named Gilb'art broke his staff of power at this exact spot (presumably just moments ago while the characters were underground). He did so to defeat a creature described as a "titanic golem-like creature, made of buildings." The explosion destroyed the monstrosity, buildings, carts, animals—everything in a wide radius around it. The explosion could be seen and heard from most parts of the city. With his sacrifice, Gilb'art defeated the rampaging beast and saved his companions. It is believed, after breaking his staff, the wizard was thrown to the celestial plane where he took a vacation.

This information is not anything the characters need to act on. It's merely an anecdote to further illustrate how absolutely insane this day is.

Note: This event actually happened on July 7, 2018 at Sheraton Milwaukee Brookfield Hotel for the Milwaukee Summer Revel during their Red War epic. Ben Siekert played Gilb'art. The author tips his hat to Ben. Well played, good sir.

As the characters approach (**Appendix: Map 3 - The Docks**), Ger'tethjzan and Zilora notice their arrival and hold off on their trip to the barricade. Zilora is amused, whereas Ger'tethjzan is continually distracted by all the wonderful explosions and violent disorder throughout Mulmaster. Zilora introduces herself and her friend (Ger'tethjzan). She ponders why the characters are here: "A bit far from the front lines, aren't you? Or do you have other business in Mulmaster?"

If the characters tell Zilora what they've been doing, she will find it absolutely hilarious. "A fool's quest to recover the ashes of Faerûn's greatest fool."

Zilora might monologue a bit about their mission to destroy the barricade and pick off the weaker enemies. She muses on how often the strong fight the strong; the weak pair off against the weak. It's all too balanced. But what if she and her dragon friend just obliterated the foot soldiers and plebeians? The losses would add up quickly. "They will triumph. That is not in dispute. They always triumph. The real issue is how painful can we make your loss. And that is my specialty. Pain."

NICE SADDLE!

The dragon Ger'tethjzan wears a *saddle of the cavalier* (see rewards section for full item description), which means attack rolls against the dragon have disadvantage. This item will make the encounter more difficult than it normally would be. It should be clear to the characters, once they make an attack against the dragon, that the saddle is magical in nature—and makes it hard to land a hit.

Give the players some creative latitude to solve this problem, e.g., "I cast fly and soar underneath the dragon to attempt to unfasten the saddle." Keep skill checks in mind and any other consequences, such as the unwanted attention of Zilora and Ger'tethjzan.

The DM may consider not having Zilora mounted upon Ger'tethjzan. Thus, the dragon is not considered "a mount," and the item does not function.

The fight begins. Ger'tethjzan and Zilora are patient and strategic in their combat. They keep their distance by staying high in the air, but just within range for certain spells and breath weapons to be effective. They prefer to pick off the weak first.

ADJUSTING THIS ENCOUNTER

- **Very Weak:** Replace the **Evoker** with a **Mage**.
- **Weak:** The **Young Black Dragon** only has 2 claw attacks, no bite.
- **Strong:** Add 1 **Thayan Apprentice**, riding shotgun.
- **Very Strong:** Add 1 **Thayan Apprentice** and 1 **Thayan Warrior**, riding shotgun.

If the encounter goes awry, the honey badgers might come to the aid of the characters. The dragon, after all, ate one of their precious ravens.

TRICKS OF THE TRADE

To make the encounter memorable, consider the unique features of the area. For example, each time the dragon uses her acid breath it could dissolve or weaken the wooden platforms, which the characters

might be standing on. Characters would splash into the water below.

TREASURE

If the characters defeat Ger'tethjzan and Zilora, they retrieve the *saddle of the cavalier*. In one of the bags lashed to the saddle, the young dragon carries the beginnings of her hoard: a total of 1,000 gp in various coins and gems.

DEVELOPMENT

If successful, the characters can gut the dragon to get the urn out. However, the urn opened inside dragon's stomach. It's a mess. There is no way to salvage the ashes at this point. Soleil is tired. She eyes the dead Red Wizard. "You know, they really won't know the difference . . ." Yes, you read that correctly. Soleil suggests burning Zilora and putting her ashes in the urn, and then returning to Silverymoon. If the characters choose to do this, she is reasonably content.

And so, there's yet another pyre. Different ashes, same urn.

You are able to safely escort Soleil outside the city walls.

She takes the long walk back to home, humming the dragon's song.

REWARDS

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

EXPERIENCE (Min/Max XP: 4,500/6,000 each)

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
Evoker	5,000
Young Black Dragon	2,900
Mage	2,300
Greater Zombie	1,800
Berserker	450
Thayan Warrior	450
Thayan Apprentice	450
Ghoul	200
Zombie	50
Swarm of Rats	50
Tribal Warrior	25
Raven	10

Non-Combat Awards

Task or Accomplishment	XP Per Character
Supply the revolutionaries	500
Help Thelma achieve closure	500

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
Silverware	100 or 200
Bejeweled bracelet	1,000
Porcelain tea set (4 total)	400 each
Thelma's coins	50
Ger'tethjzan's hoard	1,000

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*.

THE CHORALIER'S COMPANION (SADDLE OF THE CAVALIER)

Wondrous Item, uncommon

While in this saddle on a mount, you can't be dismounted against your will if you're conscious, and attack rolls against the mount have disadvantage. Any mount that wears this saddle possesses a phenomenal gift for singing—the song selection, frequency, and volume depends on the temperament of the mount, but it's beautiful and almost always entertaining. This effect does not grant any additional languages to the mount. This item can be found in **Player Handout #2**.

SCROLL OF PROTECTION (FROM UNDEAD)

Scroll, rare

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

SPELL SCROLL OF TINY SERVANT

Scroll, uncommon

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

STORY AWARD

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

Woodland Hospitality. Shiallia, the Daughter of the High Forest, owes you for helping out Soleil—regardless of the outcome. Small woodland animals of the High Forest treat you like royalty. A copy of this award can be found in **Player Handout #3**.

CHARACTER REWARD

In exchange for completing this adventure, each character receives downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide*. In addition, the following faction activity may provide additional rewards:

Members of the Emerald Enclave. Thelma Scrollroller was once a respected member of the Emerald Enclave. If you can keep your fellow adventurers from killing her in order to take back

Tick's body, you gain 1 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

BERSERKER

Medium humanoid, any

Armor Class 13 (Hide Armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8+12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, * *light*, * *prestidigitation*, *ray of frost**

1st level (4 slots): *burning hands*, * *mage armor*, *magic missile**

2nd level (3 slots): *mirror image*, *misty step*, *shatter**

3rd level (3 slots): *counterspell*, *fireball*, * *lightning bolt**

4th level (4 slots): *ice storm*, * *stoneskin*

5th level (2 slots): *Bigby's hand*, * *cone of cold**

6th level (1 slot): *chain lightning*, * *wall of ice*, *

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see, it can choose a number of them equal to 1+the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

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

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie makes two melee attacks.

Empowered Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage and 7 (2d6) necrotic damage.

MAGE

Medium humanoid, any

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

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

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

PRIEST

Medium humanoid, any

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

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

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4-1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 30 ft., passive Perception 10

Languages --

Challenge 1/4 (50 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

THAYAN APPRENTICE

Medium humanoid (human), any non-good alignment

Armor Class 12 (15 with mage armor)

Hit Points 27 (5d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Skills Arcana +4

Senses passive Perception 11

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion.* Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

Spellcasting. The apprentice is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd level (3 slots): *blur*, *scorching ray*

ACTIONS

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

*Doomvault Devotion is relevant to “Dead in Thay” chapter of *Tales from the Yawning Portal*, not this CCC.

THAYAN WARRIOR

Medium humanoid (human), any non-good alignment

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8+16)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion.* Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

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

ACTIONS

Multiattack. The warrior makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+31) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

*Doomvault Devotion is relevant to “Dead in Thay” chapter of *Tales from the Yawning Portal*, not this CCC.

TRIBAL WARRIOR

Medium humanoid, any

Armor Class 12 (hid armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages Any one language

Challenge 1/8 (25 XP)

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

ACTIONS

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

YOUNG BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10+45)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive perception 16

Languages Common, Draconic

Challenge 7 (2,900 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 4 (1d8) acid damage.

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

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

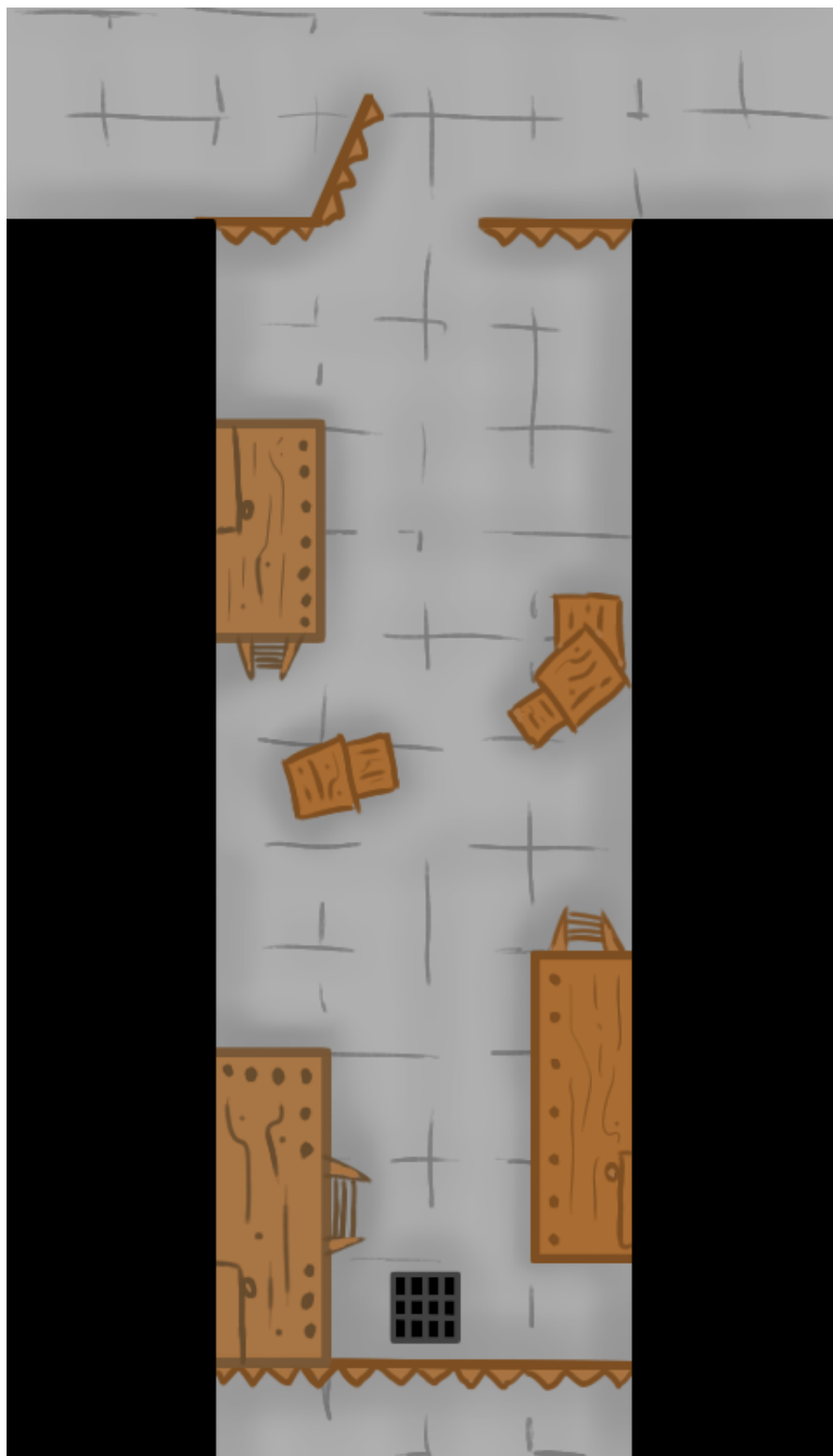
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

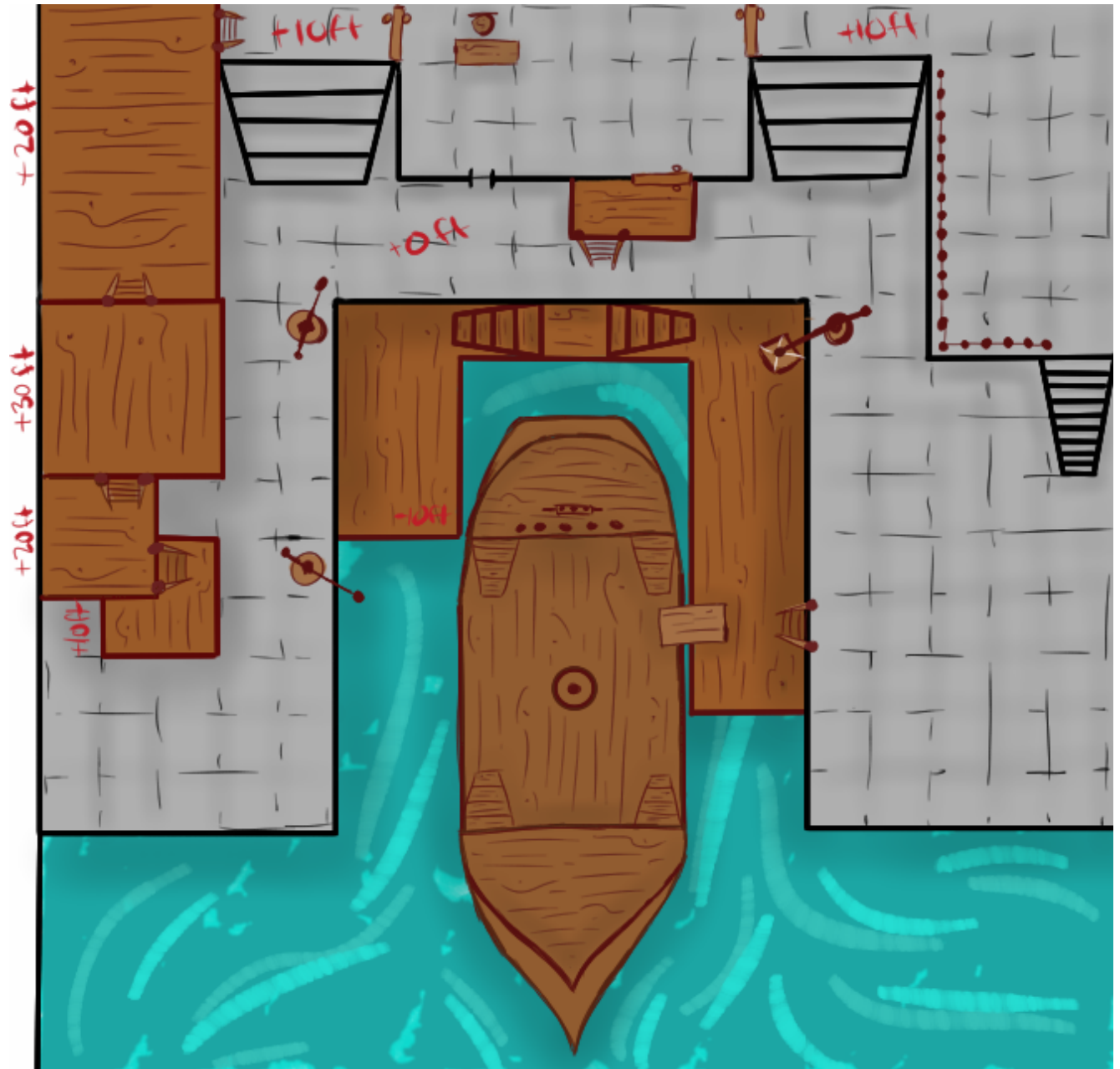
APPENDIX. MAP 1 - MULMASTER ALLEY



APPENDIX. MAP 2 - THE TEAROOM



APPENDIX. MAP 3 - THE DOCKS



PLAYER HANDOUT 1.

THE SHADOWTOP CATHEDRAL DECLARATION

I. We, the Emerald Enclave, are often spread far and wide, operating in isolation—but, on this day, we gather at the Shadowtop Cathedral in the High Forest to declare our common purpose: to restore and preserve the natural order; destroy all that is unnatural. These statements often lead to a discussion of what is truly unnatural in Faerûn, when gods speak to mortals, when mages pull at the threads of existence and call it art, and when our world overlaps with other planes of existence.

We may disagree on the particulars, but we agree on the general circumstances of our surroundings. Certain realities align with our spirit; we find harmony and call it truth. **We gather here to acknowledge that the Red Wizards are discordant to the song of life within Faerûn.**

II. Our grievances against the Red Wizards: (1) The Red Wizards provide a haven for lichs and the undead. (2) Szass Tam is a tyrant with schemes detrimental to Faerûn. (3) The Red Wizards maintain slavery throughout Thay and sell slaves on the black market across Faerûn. (4) The magic they practice is disruptive and dangerous, tearing at the fabric of the multiverse.

III. **Due to these unresolved grievances—I, Tick Tary Tanner, also known as the Intrepid Gnome, Impressive Illusionist, and Chosen of Shiallia, in the company of those undersigned who support this act hereby petition the Emerald Enclave to declare war upon the Red Wizards.**

We will accept the surrender of the Red Wizards upon these three conditions: (1) a dismantling of the Red Wizard organization whereupon all wizards retire the signifiers of their allegiance and cease to operate as a group, (2) the total eradication of Szass Tam and any other discordant leaders, (3) a free Thay with no slave class, a self-governed network of city-states.

IV. **We call upon the Harpers** to renew their opposition of the Red Wizards with a greater sense of urgency and strategic resourcefulness. We ask your agents to seek and destroy the phylacteries of high-ranking lich leaders—Valindra Shadowmantle and Szass Tam, as a priority.

We call upon the Lords' Alliance and its council cities to end all diplomatic courtesies with the Red

Wizards. We request an embargo upon the Red Wizards and Thay, including greater enforcement against black market dealings, such as the Thayan slave trade and sale of magic items. Goldenfields will levy heavy tariffs on cities that do not sign the Thayan embargo. The Granary of the North will not feed those who sit at the same table as Red Wizards.

We call upon the Zhentarim to honor the Thayan embargo in all their dealings, especially along the Black Road and other trade routes. We implore the Zhentarim to drive all Red Wizards from Mulmaster. We also ask for you to offer Mulmaster and other areas along the Moonsea as sanctuaries for runaway Thayan slaves—with reasonable opportunities for employment and refugee support.

We call upon the Order of the Gauntlet to mobilize its forces against the undead armies of Thay. Additionally, we implore the Order to liberate the Thayan slaves and provide safe passage for these refugees to the Moonsea region.

We call upon the people of Thay to rise up against the Red Wizard ruling class by laying down your plowshares. If possible, escape; if not, take apart Thay from the inside.

We call upon the Red Wizards exiled by Szass Tam to put aside any hope for “restoring Thay to its former glory.” Thay, as you knew it, is gone. Retire your red cloak for your own safety. Join the fight against Szass Tam and then go your own way.

V. The Emerald Enclave is not naïve about the power of the Red Wizards. Many groups have tried and failed to defeat them. The Red Wizards are a highly structured bureaucracy, which will be their downfall. We will deprive the Red Wizards of all that sustains them. We will isolate and uproot them. We are more than survivalists and guides. United, we are as unyielding as nature itself.

VI. The following leaders within the Emerald Enclave support this declaration of war, and mutually pledge to each other our lives and our fortunes to the fate of this endeavor:

Tick Tary Tanner, Grehiel Darkwood, Badger, Matias Stormsong, Jason Greatbear, Lexa kom Trikru, Panther Claw, Van'Coril, Baeshara Barnalby, Ajax Worm-Rider, Meepo of the Golden Scale, Kitten, Ash, Forgrydd Forgeborne, Eldon Turren, Morc StoneJaw, Argon, Beau Dangle, Findolfin, Sturmis Icevein, Mornhavon, Daine, Lana, Rhogar, Cadebrennus Drunken Ranger, and Tana “Topsy” Timbers

PLAYER HANDOUT 2. MAGIC ITEM

THE CHORALIER'S COMPANION (SADDLE OF THE CAVALIER)

Wondrous Item, uncommon

While in this saddle on a mount, you can't be dismounted against your will if you're conscious, and attack rolls against the mount have disadvantage. Any mount that wears this saddle possesses a phenomenal gift for singing—the song selection, frequency, and volume depends on the temperament of the mount, but it's beautiful and almost always entertaining. This effect does not grant any additional languages to the mount.

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

PLAYER HANDOUT 3. STORY AWARD

WOODLAND HOSPITALITY

Shiallia, the Daughter of the High Forest, owes you for helping out Soleil—regardless of the outcome. Small woodland animals of the High Forest treat you like royalty.