



UNEASY LIES THE HEAD

Refugees from Mulmaster have flooded the rough-and-tumble town of Ylraphon. Poverty, shortages, overcrowding, and an unnatural heatwave have tempers running high. When a series of mysterious crimes erupt, the people are desperate for someone to blame. Can you find the connection and the culprit, or will the angry mob deal its own form of justice?

A 4-hour adventure for 5th-10th level characters

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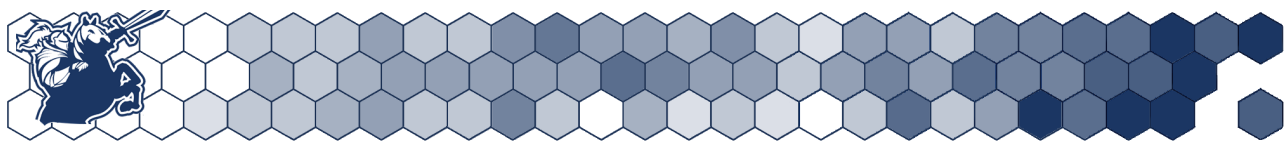
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INTRODUCTION

Welcome to *YLRA01-02 Uneasy Lies the Head*, a D&D Adventurers League™, adventure, part of the official D&D Adventurers League™ organized play system. The YLRA series is Convention Created Content for Southern California's largest tabletop gaming conventions, the Strategicon conventions: Orcon (Presidents' Day Weekend), Gamex (Memorial Day Weekend), and Gateway (Labor Day Weekend).

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

The adventure is set in the Moonsea region of the Forgotten Realms, in the newly rebuilt town of **Ylraphon**, south of Mulmaster near the mouth of the River Lis, just north of the Vast.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

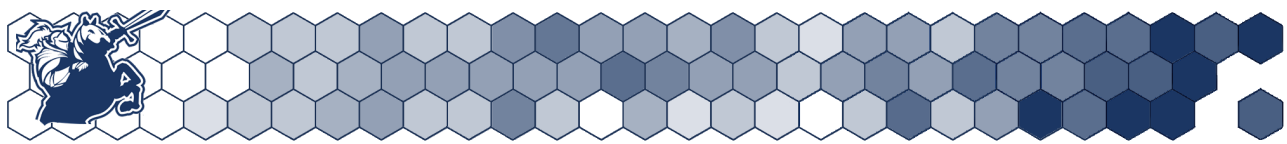
PLAYING THE DUNGEON MASTER

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

THE SETTING: YLRAPHON REBORN

Ylraphon, pronounced "ILL-ra-fon", is a small but growing port outside the mouth of the River Lis, on the southern edge of the Moonsea region, just north of the Vast. Elves from Myth Drannor built the first city here, which stood for nearly a thousand years before it was overrun by orcs, conquered by dwarves, and reconquered by orcs again, before humans finally took over. Yet in time, even the last human settlement here was destroyed by the events of the Rage of Dragons, and the nearby swamp—known as the Flooded Forest—expanded to swallow the ruins. Now the town rises again, rebuilt into a bustling hive of gold-hungry adventurers, fearless pirates, and powerful merchant houses.

Today, there are three Ylraphons. Ylraphon proper is the small but thriving dockside settlement inside a recently erected Palisade. Second is the Old City, a ramshackle village of refurbished ruins just outside the port, where refugees from undone Mulmaster try to forge new lives. The third is Outer Ylraphon, which includes all the sprawling layers of ancient rubble and buried necropoli that surround these younger habitations. Only within the wooden walls of the Palisade do the five houses of the Merchant Council and their figurehead mayor hold sway. Real power lies with the local adventurers, whose exploration and plunder of nearby ruins drives the new economy. Thanks to their influence, Ylraphon remains a wild and lawless town, a frontier outpost on the borderlands of civilization.

LEVEL LIMITS ON SPELLCASTING SERVICES

Ylraphon is a wild, uncivilized frontier settlement, and not long ago it had only one proper temple (The Moonwater). Spellcasting services are available, but limited according to the particular deity and their center of worship, as follows:

- Bane (The Black Fane). Max spell level 4th.
- Berronar Truesilver (The Argent Hearth). Max spell level 3rd.
- Selûne (The Moonwater). No limit.
- Tymora (The Lady's Token). Max spell level 2nd.
- Umberlee (The Kraken's Grip). Max spell level 2nd.

Tensions in Ylraphon are running high, as a flood of crimes has been causing unease throughout the city. It's unseasonably warm in Ylraphon for early spring; the early morning feels like the heat of the day, and tempers of the people of the city are equally hot. The people are infused with abnormally fiery tempers, jealous passions and a quickness to anger and violence.

In addition, there are dozens of nameless refugee families with heartbreaking stories that have flooded in from Mulmaster, most of whom had little or nothing before arriving in Ylraphon, and are now struggling to eke subsistence out of an abandoned city slowly being reclaimed by the swamp from which it was carved.

Amongst this chaos, the mind flayer arcanist Vanquo is continuing his plans from *DDEX2-7 Bounty in the Bog*.

He has set up a hideout on the outskirts of Ylraphon at the site of a ruined temple of Chauntea that has sunk into the swamp, where he and several of his intellect devourers search for potential relics of value to his plans. He feeds on the refugees from Mulmaster crowding the city; most have little and few are missed when they disappear, so they make the perfect victims.

Augrathoth, one of Vanquo's intellect devourers, has taken over a villager in Ylraphon to help Vanquo execute his plans within the city. This villager is determined randomly by you, the DM, at the start of the adventure, to enhance replayability (see DM Appendix, "Augrathoth and Intellect Devourers"). Vanquo and Augrathoth have recently committed the following crimes:

1) The Moonwater is a temple of Selûne whose steward, Andorran Bree, is secretly a Harper. In its vaults, the temple secures a powerful evil artifact, the existence of which Bree keeps secret. Vanquo has learned of this artifact and wants to obtain it, but dares not confront Bree directly. Last night, Vanquo entered the temple and set a trap intended to disable both Bree and the magical wards protecting the vault. He covered the temple walls with graffiti and generally trashed the place as a diversion.

2) Precious stones are excellent spell foci, and they're surprisingly difficult to acquire for a renegade mind flayer. While Vanquo was at the Moonwater last night, he sent Augrathoth with a swarm of cranium rats to pilfer Ylraphon's only jewelry shop — The Pearl, owned by former Mulmaster Zor Serge Affapanov and his daughter Ayre. Augrathoth escaped with several gems. The shop's resident cat fought off the cranium rats valiantly, scattering the swarm, but may ultimately succumb to its wounds.

3) The Chiang Emporium imports exotic and hard-to-find spell components from Kara-Tur. Early this morning, Vanquo planted mental suggestions on a swarm of pixies to sow chaos in the shop, allowing Augrathoth to steal the spell components he needs and escape unnoticed. The pixies have taken up residence in the emporium, finding its collection of antiques, exotic food and shiny gadgets to be the best thing ever.

Mistrust, false clues and racial prejudice have placed the blame for these crimes on Sebastian Emberstar, a genasi blade merchant whose house competes with both the Chiangs and the Affapanovs. As the

adventure opens, Mayor Carver hires the characters to investigate these crimes and get to the truth.

ADVENTURE OVERVIEW

Uneasy Lies the Head is organized in dramatic structure using five acts. See the DM Appendix for a visual overview of the adventure.

Act 1: Deputized. 25 minutes. Establishes that the characters are in Ylraphon, that there have been a number of “incidents” of property damage inside the city, and the merchant houses want it put to a stop. The characters are deputized by Mayor Carver to investigate. Initial evidence points toward the Emberstars. He wants results in two days’ time. The risk of vigilante justice is also high. The ticking clock *must* be emphasized at every turn.

Act 2: Investigation. 120 minutes. The characters investigate the destruction around Ylraphon, picking up clues as to the nature of the attacks. There have been three different incidents of vandalism, violence and property damage. The outcome of each will be multiple clues. The goal here is to make the characters investigate multiple crimes, and help them hone in on the real culprit, but provide enough doubt to keep them guessing.

During the investigation, an animal messenger reports that the wizard Salvar Brix’s pet octopus has escaped and been transformed to colossal size. The characters will also be approached by Ilasera, who may have some insights into the investigation.

Act 3: The Old City. 60 minutes. The characters confront the villains, and possibly some innocents along the way. After the battle, the characters discover that the intellect devourers were operating out of the ruins of an ancient temple.

Also, if the characters don’t solve the mystery in one day, Vanquo lashes out at two Mulmaster Hawks that have been tracking him as well. He burns down the wainwright’s shop they were using as a cover, which can draw the characters into the Old City

Act 4: The Lynching. 20 minutes. Despite the investigation, the civil unrest in Ylraphon reaches a fever pitch; the characters have an opportunity to prevent innocent Emberstars from being lynched. Afterwards, the characters come across one last harrowing message from Vanquo.

Act 5: Someone Else’s Problem. 15 minutes. The characters return to Mayor Carver for their reward and find him packing his things. The mayor is abdicating, leaving Ylraphon leaderless.

A NOTE ON NPCs

This adventure features somewhat more NPCs than the typical Adventurers League adventure. It may require slightly more preparation time to familiarize yourself with them as the DM, especially if this is the first Ylraphon adventure you are running.

Many of these NPCs are expected to reappear in later adventures in the Ylraphon story arc. Additional information on the town of Ylraphon and its key NPCs and locations can be found in *Volo’s Guide to Ylraphon*, which is available on the DM Guild to players and DMs looking to enhance their experience of the setting.

There is also a DM reference sheet for the NPCs featured in this adventure, found in the DM Appendix: NPC Summary. For the players, there is **Player**

Handout 4: People of Note

A NOTE ON TREASURE

In addition to the initial fee offered by Mayor Carver, the characters find items with gold value in each of the optional encounters. These treasures aren’t hidden and shouldn’t require skill checks, metagame knowledge or lucky guesses to acquire unless noted. The characters become aware of potential buyers simply by asking around.

ADVENTURE HOOKS

The characters have been summoned by the mayor based on their reputations. This may be for one of several reasons:

- Characters who have played *YLRA01-01 Her Dying Wish* have been recommended by Gwynora Ironheart, as they are trustworthy and powerful.
- Characters that have returned to Faerûn from Ravenloft may be attracted to Ylraphon due to its general lack of living dead. Word of their harrowing tales is on everyone’s lips.
- Characters that have played *DDEX2-6 Breath of the Yellow Rose* may have been recommended by Serge Affapanov for rescuing his daughter.

- Salvar Brix might have slipped the characters' names to the mayor if they worked for him in *DDEX2-3 The Drowned Tower*.
- Emerald Enclave members who have played previous adventures set in Ylraphon are suggested to the Mayor by the druid Ilasera as impartial parties interested in justice rather than local politics.

As a means of introducing the characters to one another, suggest they each recount a heroic deed that would have earned the Mayor's respect.

ACT 1: DEPUTIZED

Expected duration: 25 minutes.

The adventurers have been summoned to meet with the mayor of Ylraphon. Regardless of the adventure hook, the best place for the characters to rendezvous before approaching the town hall is the Hunter's Market.

YLRAPHON TOWN HALL

When the characters reach the Town Hall, read the following:

Though probably once an imposing edifice, the moss-covered walls and crumbling stonework of the Ylraphon Town Hall seems to sag under the weight of time. Massive oak doors open into a perfunctory, tile-floored lobby with a single wooden desk. It is flanked on one side by an iron-barred cell — stuffed inside of which is a massive sleeping goliath — and on the other by another more ornate door, from beyond which echo the sounds of angry voices.

At the desk sits a halfling, wizened and grey from beard to toes, feet propped up, a pipe dangling haphazardly from his lip, snoring loudly.

The halfling is former sheriff **Lindon Steeltoe**, whom Mayor Carver has pulled out of retirement to serve as his assistant, as he is one of the few men in town who is both trustworthy and literate. When the characters approach, Lindon snaps awake and falls backwards out of his chair, then scrambles to his feet to assist the characters. The goliath is called **Fren the Moose**.

Lindon was expecting the characters, and offers to announce them to the Mayor. If the characters speak with him, the halfling is amiable and reveals:

- Fren, a forgerman that works for the Emberstars, is locked up more for his protection than any real crime. A perfectly amicable bar fight at *The Drink of Lis* last night turned ugly, and the guard on duty thought felt that letting the generally affable man sleep off his anger in a cell the most prudent decision.
- The shouting is the “lordy lordy merchant men” chewing into Carver. They’ve been at it for a good hour. Steeltoe’s disdain for the house leaders is palpable.
- Lindon resents folks carrying on like they’re important just because they have a few coins to rub together. He’s happy to wax on about the good old days, when a sharp axe and a taut sling were all you needed in this town.
- Characters keen enough to eavesdrop at the door easily hear argumentative shouting: “this is all your fault,” “You’re just trying to take our business,” “It’s impossible to sell anything in this chaos,” et cetera.

After he introduces the characters to the mayor, Lindon grabs a bucket of greenish-brown water from beside his desk, dowses Fren with it, then shoos the bigger man out of the cell and back to his home.

AN AUDIENCE WITH THE MAYOR

When the characters enter the mayor's office, read the following:

This room is dominated by a massive oak desk, covered in ledgers and loose paper. Behind it, a muscular graying man grimaces and tries to speak as an impeccably dressed group shouts at him and each other simultaneously. At your approach, the seated man grabs a sheathed broadsword from his side, slams it onto the table, and instantly has silence.

“Friends,” he says, “I hear your concerns, and will look into them. Here are my investigators now. If you’d please let me discuss the details with them.”

The man at the desk, **Mayor Carver**, looks exhausted. He introduces **Zor Serge Affapanov**, **Yuki (Mei) Chiang**, and **Sebastian Emberstar** if the characters are not acquainted with them. They are three members of the five-member merchant council, and are angry that crimes have been disrupting their business. Once introduced, the merchant council members take their leave.

Once alone with the characters, Mayor Carver visibly slumps.

Carver explains that Ylraphon has been increasingly wracked with troubles: from expensive pranks and vandalism to theft and worse. He's got a pile of recent crime reports on his desk, and needs answers. And he needs them fast. He explains:

- The crimes have been strange and have no apparent connections, but Carver doesn't believe in coincidences.
- The Emberstars always seem to be connected somehow, as our friend in the cell outside can attest. Carver doubts the Emberstars are involved. But the people of Ylraphon don't care; they want someone to blame.
- Fren (in the cell outside) is harmless. But the people have been hot-headed of late, and fights have been getting ugly. With refugees from the mess in Mulmaster nearly doubling the population, everything is scarce and overcrowded.
- Carver fears people will take matters into their own hands unless something is done fast. His guards lack the training to do serious investigation, and he lacks the time to look into these reports himself.
- He's willing to pay: 1000 gold pieces, half up front, half upon completion, and he'll throw in another 500 if they can finish the job today, or an extra 250 if solved by dawn.

If the characters dicker over the payment, he flushes, slams his fist on the table, and levels a new offer: 900 gold, no advance, and they'll take it or he'll find some more deserving adventurers — Ylraphon is lousy with them. He then regains his composure as suddenly as he lost it (the new offer remains final). If the characters agree to investigate the vandalism, he continues:

"Find who's doing this," the mayor says, reaching into a desk drawer, and a handful of tarnished tin stars rattle onto his desk, "and put a stop to them, or arrest them and bring them here. But you'd better be sure — I don't need an even bigger mess."

The characters must raise their right hand and swear to protect the peace and people of Ylraphon. Once sworn in, as fully deputized members of the Ylraphon Town Watch, and while wearing their badges the characters have the right to arrest anyone they wish — with cause

— and hold them in the city's small jail. Carver himself presides over trials if they become necessary, and justice is administered at the end of a rope. Carver cautions the characters to be careful who they accuse. Ylraphon can be a rough town and a body lost in the swamp stays lost.

Carver provides the characters with his notes. Give them **Player Handouts 1 – 4**. He also recommends that if the characters want background information on the town or its politics, then they should reach out to their existing contacts. He, on the other hand, has another meeting. He dismisses them with a perfunctory, "now get to work."

USING THE JAIL

The jail is small and dirty. Lindon carries the keys, but Carver keeps a spare in his desk if needed. The single cell can fit two people comfortably and four uncomfortably. It's not overly secure: a DC 20 Strength check could knock enough bars off the windows to allow a medium creature to escape, and using thieves' tools to open the lock requires only a DC 12 check. Innocent citizens won't try to escape, but Intellect Devourers might.

If the characters wish to lock up a suspect, see the **Accusations** in Act 3.

CONFLICTS OF INTEREST

When the characters leave the town hall, they stumble upon the end of an argument between **Serge Affapanov** and **Sebastian Emberstar**.

As you step out of the town hall into the sweltering sun of the recent heatwave, familiar voices ring out across the square; the purple-faced **Serge Affapanov** shoves off the manservant attempting to usher him into a waiting carriage and stalks toward **Sebastian Emberstar**, who turns from his own carriage to face the former **Zor**.

"Emberstar! I know you're behind this! You and all the freaks at your forge. Should have been blown up like the rest of the elemental garbage that destroyed Mulmaster."

Sebastian winks to you and responds calmly. "I'm sure these heroes will clear our names, friend."

Serge snorts, unwilling to let the genasi get in the final word. "I'm not your friend, pal."

Serge and Sebastian will linger if the characters wish to speak with them, otherwise they take their leave.

IF CHARACTERS SPEAK WITH SERGE:

- Characters in the Lords Alliance gain advantage on all skill checks involving Serge, as he is their faction contact, and they know each other by reputation.
- Serge hates Sebastian Emberstar, as the fire genasi reminds him of the elemental cults that lead to the downfall of Mulmaster. He suspects the Emberstars for the break-in at The Pearl — the motive would clearly be jealousy. However, he lacks evidence connecting them to the crime.
- With DC 15 Charisma (Diplomacy) check, Serge can be enticed to hint that he has leverage over some dangerous people — and winking says that his enemies “should know One Good Turn deserves another, if you know what I mean.”

Characters who know Ylraphon well might infer a clue from this last statement. Serge is aware the wainwrights who run the One Good Turn shop are undercover Hawks, and therefore dangerous people. Serge doesn't know their current mission, but if the characters connect the dots and follow up on this, modify the “One Good Burn” scene in Act 3.

ROLEPLAYING ZOR SERGE AFFAPANOV

Everything about Serge is big: his stature, his nose, his voice. He fills the room, laughing and telling stories. He appreciates fine things, and constantly notes the origin of any exotic thing he is eating, drinking, or wearing. Beneath his ostentatious exterior, however, he is a brilliant and calculating political mind, motivated by boundless ambition and a ruthless competitive streak. His family, name, and noble station are everything to him; anyone who disrespects one of those is marked for a cruel and cunning punishment. Self-important to the point of narcissism, Serge will not rest until Affapanov is the most respected and powerful name in the Moonsea.

Quote: “With my vision, I shall bring this town and these people up from the muck in which we all now tread.”

IF THE CHARACTERS SPEAK WITH SEBASTIAN:

- Sebastian is used to this type of animosity towards those associated with the elements, because many connect them with the elemental cultists who devastated Mulmaster. He says that it's regrettably usual for Ylraphon, especially among the Mulmasterite refugees.
- He only hires the best forgemasters — even if they happen to be a dragonborn or half-orc, and he pays

well enough that his people would never resort to this sad lunacy.

- Sebastian believes Serge has ulterior motives for slandering him. His forge has been experimenting with high-end bejeweled scabbards and sword hilts, possible competition for The Pearl.

ROLEPLAYING SEBASTIAN EMBERSTAR

Sebastian Emberstar is a well-known figure in Ylraphon, far beyond his striking, rust-colored skin, piercing eyes, and bright orange hair. He is respected as the fiery yet charismatic head of the Emberstar Exchange. Sebastian is mercurial, but better at keeping his impulses in check than most fire genasi. An expert flatterer with a vise-like memory and a disarming smile, he excels at grasping small details and transforming them into a shared personal connection. This social adroitness is the result of feeling that he must overcome suspicion and mistrust based on his heritage as a fire genasi. Most of the time, he remains intensely focused on advancing his merchant house and its fortunes, but he is easily distracted by beauty, fine craftsmanship, and mystery.

Quote: “To accept the ordinary is to accept defeat; this town's people must build their future on their own terms.”

ACT 2: INVESTIGATION

Expected Duration: 120 minutes.

The adventurers investigate the crimes across Ylraphon, picking up clues as to the nature of the attacks. There have been three different incidents of vandalism, violence and property damage. Unless otherwise noted, each location the characters visit takes a minimum of half an hour to explore. There are also two events that can occur while the characters explore:

- After the characters investigate at least one location, run the encounter “Brix's Towers.”
- After the characters have investigated at least two of the initial three crimes, if they have not yet encountered Ilasera the druid, run the encounter “Investigating the Investigators.”

Throughout the investigation, observant characters should spot cranium rats — or evidence of them — whenever they're on the intellect devourer's trail. The rats are trying to find their way back to Vanquo as their intelligence fades, and the characters can attempt to follow them into Act 3. Each individual rat is harmless, but if they are captured and gathered together, they form a **cranium rat swarm** and attack.

TRACKING TIME

Residents of Ylraphon divide the day into ten segments, each about two hours long: Dawn, Morning, Highsun, Afternoon, Dusk, Sunset, Evening, Midnight, Moondark, and Night's end. The adventure begins halfway through morning.

Player Handout 2: Deputy's Time Sheet can help the characters keep track of their time. During the adventure the characters will have the option to spend time to search for clues. They should have a general idea when an action will take time, although the duration necessary to complete it may not be a certainty up front, or may depend on skill checks, etc.

If the characters investigate past Midnight on Day I without taking a long rest, they gain a level of exhaustion unless they are somehow able to ignore fatigue.

THE CHIANG EMPORIUM

Vanquo has used his psychic powers combined with an arcane *suggestion* to convince a swarm of pixies from the Flooded Forest to cause havoc in the Emporium, causing a distraction that let his intellect devourer steal some spell components. The *suggestion* has worn off, but the pixies are having too much fun to leave. In addition, when Dialon, a unicorn, witnessed Vanquo enchanting her pixie friends, he stealthily followed to ensure they come to no harm.

As the characters approach the shop, read the following:

The Ylraphon branch of the Chiang Emporium occupies a small storefront built into a massive warehouse. From within, the occasional sounds of laughter and smashing glass reach the street.

The door is unlocked, and as the characters enter, read the following:

The Emporium is packed with row upon row of high shelves and displays. Statuettes, vases, and exotic tchotchkes are crammed into every nook from floor to ceiling, and the scent of dust and age mingles with exotic spices, teas and coffees. From within, you hear a giggle and a whoosh of wings, and a woman's voice yell, "stop! That's a rare Kao Dynasty —" and then a sound of smashing clay.

In the air above, an elegant filigree-gripped katana clangs against a notched bronze khopesh, each wielded by a pair of tiny, winged fey. "Hello," one of the fey yells, "my name is Twinklestar Glitterbottom! You killed my father! Prepare to die!" With a slice, he knocks the katana from his opponent's hands, landing blade-first in the floor inches away from a ducking clerk. The pixies burst into laughter.

The eight **pixies** will cavort here unless the characters convince them to leave. The pixies are good-natured but lack impulse control, and find breaking expensive historical relics hilarious. Four **commoner** clerks and a **veteran** security guard are trying to restore order. Unless the party is weak or very weak, before rolling initiative, the pixies polymorph the guard into an ill-tempered bull **auerochs**. Finally there is also a **unicorn** hiding nearby keeping watch over the safety of the pixies (see below under tactics).

Fighting in the cramped quarters is risky, and movement is challenging. Any missed attack, area effect, or failed Strength or Dexterity check risks collateral damage. For melee and ranged attack rolls (including attempts to grapple), characters may intentionally take disadvantage to attack carefully, having no effect on a miss. Provide this information to the players in **Player Handout 5: Save the Shop!**

Whenever an event occurs that may cause collateral damage, roll on the following table. For missed attacks, any effect is centered on the target of the attack or the creature that failed the check. For area effects, roll once per 5' square targeted:

COLLATERAL DAMAGE

D20	EFFECT
1-10	No Effect
11-17	Smashed. A piece of merchandise is destroyed.
18-19	Spilled the beans. A bag filled with coffee or seeds spills across the ground. Everywhere within 5 feet is difficult terrain.
20	Friendly fire. a well-meaning clerk tries to help and takes 4 (1d8) damage instead.

A character may also spend its reaction to subtract five from any roll on this table if it is within five feet of the affected square.

Budget 15 minutes of real time for dealing with the pixies, after which the pixies declare the characters "no fun" and fly off.

TACTICS

The pixies prefer to defend themselves with confusion, or polymorphing their opponents (the preferred form being an **aurochs**). They use their tiny size to hide and to dart amongst the shelves, evading the characters.

Aurochs become enraged at the sight of the characters – they will pick a character and attempt to gore that character until one of them is defeated. A DC 14 Wisdom (Animal Handling) check will also soothe the beast and allow it to be led out of the shop.

A character may spend its action to persuade, intimidate or deceive one pixie within five feet to leave the store; the DC for these checks is 12; the DC decreases to 8 if any pixie is killed. Charisma-based skill checks have advantage if a pixie has been grappled or is otherwise forced to pay attention. Grappled pixies can be thrown out of the store and will retreat, though if they are concentrating on a *polymorph* they will continue to do so.

Characters searching the shelves for something useful notice butterfly nets that allow a creature to use Dexterity in place of Strength when attempting to grapple tiny creatures.

Dialon the unicorn is hiding nearby using its *pass without trace* spell. If the characters begin to kill the pixies, he teleports into the shop. Read the following:

In an explosion of light and power, a massive alabaster horse with a foot-long pearl horn on its head appears in the center of the store. Its stern voice echoes in your mind. “You draw the blood of innocent children? You will know justice!

Dialon opens with *calm emotions*, but if it doesn’t stop the violence, he charges into battle, defending the pixies. The unicorn and pixies are all good and don’t wish to fight to the death; they are willing to accept the characters’ surrender and apology.

GENERAL FEATURES

The general features of the Chiang Emporium are as follows:

Lighting. Overhead lamps provide bright light throughout the warehouse.

Ceilings. The warehouse has fifteen-foot ceilings.

Counter. A long, three-foot-tall counter runs across the north wall of the emporium. The counter is difficult terrain and provides half-cover.

Shelves. Five rows of shelves ten feet high and twenty feet wide line the warehouse, spaced five feet apart. Tiny creatures can move through shelves easily, and small creatures can do so by squeezing. The shelves take a DC 5 Strength (Athletics) check to climb. The shelves are not sturdy, and any damage or using an action to push them (Strength, DC 10) causes them to fall over, knocking down every other shelf in the row. Shelves provide half cover.

TREASURE

Mei Chiang knows the Mayor is paying the characters to solve these crimes, so she’s unwilling to pay them. The Emporium is, however, coated in pixie dust, which the characters are welcome to take. As an action, a character can coat itself or an adjacent creature with pixie dust, causing that creature to gain the effects of the *fly* spell. The dust is unstable, however: after each round of flying, roll a d6; on a 1 the effect immediately ends. The dust takes half an hour to gather after the encounter ends. If unused, the dust will lose its potency in 24 hours, but Salvar Brix will buy it anyway for magical research, paying 250 gold pieces.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** five pixies and no aurochs
- **Weak:** eight pixies and no aurochs
- **Strong:** eleven pixies
- **Very Strong:** eleven pixies and two aurochs

DEVELOPMENT

Yuki (Mei) Chiang arrives not long after the characters deal with the pixies, or confronts them outside of the store if they retreat before the pixies are dealt with. If the characters have managed to disperse the pixies with fewer destroyed goods than the number of characters, and no clerks killed, they earn the story award **Caveat Venditor**. If the pixies are still in the Emporium, she rushes inside to deal with them. Otherwise, the characters can get more information from her.

ROLEPLAYING MISTRESS MEI CHIANG

Cool, confident, and charismatic, Yuki “Mei” Chiang is a natural leader. She is always regally dressed when in public, with grace to match. Mei is a sharp business person of middle-age who is well respected throughout Ylraphon. Initially embittered by being stationed at Ylraphon by the family leaders in Tantras, she has

taken to the town's rustic charm and has committed herself to the betterment of life there.

Quote: *"Give yourself entirely to the task you are about to undertake. You wouldn't want to disappoint everyone now, would you?"*

- The pixies streamed through the door in a swarm and immediately began playing.
- A *detect magic* spell cast on the area confirms the presence of enchantment magic (the original *suggestion* spell).
- The Chiangs don't have any enemies in town, although she recently had an argument with Sebastian Emberstar over her decision to import a selection of high-end Kozakuran blades for sale.
- Before the debacle, only a handful of customers were in the store, and they all fled immediately. She does recall asking one of her clerks to keep an eye on a group of youths she recalls joking around in the store — such youths rarely purchase anything, and often steal. (Depending who the Intellect Devourer is, Mei will either recall the youths wearing robes, or one with an eyepatch and a tail. See below.)
- If the characters manage to interrogate any of the pixies, a DC 15 Charisma (Diplomacy) check will elicit the response that "the purple guy had this awesome idea that we come play here!" The pixies don't know where he can be found.
- If the characters search the store, a group Intelligence (Investigation) check can help them determine if anything has been stolen. If more than half of the characters pass a DC 10 check, this search takes an hour; if more than half of the characters pass a DC 15 check, it takes half an hour. Otherwise the search takes two hours. The only missing items are a pound of candies (hauled off by the pixies), and several rare dried animal organs.
- A DC 14 Intelligence (Arcana) check identifies that the missing organs are delicacies in Kara-Tur, but in the West are more often used as spell components for powerful rituals. If asked, Mei Chiang also knows this information.

AUGRATHOTH IN THE EMPORIUM

If Jyn, Lia or Aleck are intellect devourer, the three of them were the youths in the store, and Aleck stole the spell components — either of his own accord or after cajoling by one of the girls. Any innocent one of the three will confess to this after a half hour of questioning with a DC 10 Charisma (Intimidate) check. Mei recalls all the youths were wearing robes.

Otherwise, Glendt and Tail were there, Glendt casing the place for Purserazor, and Tail tagging along as a friend. Mei recalls a youth with an eyepatch and one with a tail. All three are tight-lipped although a half-hour interview allows a DC 10 Charisma (Persuasion) check to convince the innocent ones to tell the truth for 20 gold. If Purserazor is the intellect devourer, he followed behind them, and entered without them knowing.

If *Dialon* has not yet appeared, he reveals himself as the characters leave the shop. If he appears, or if he has ended the encounter on friendly terms with the characters, read the following:

An alabaster white horse with a pearl horn on its head emerges from the shadows as you leave the shop. Its voice echoes in your mind. "You have my thanks for safely delivering my children. I witnessed a foul creature enchant them and followed, fearing they would come to harm. I know not what this purple-skinned wizard seeks, but take warning as he likely does not work alone." Then, in an explosion of light, the unicorn disappears.

THE MOONWATER

When the characters approach The Moonwater, read the following:

A priest greets you at the door, his robes disheveled and a pair of spectacles perched on his head. He pats his pockets absently then smirks and pulls his glasses in front of his eyes, as if just remembering they were there. "Thank you for coming, as you can see, we have quite the mess here." Behind him, the floor is littered with prayer books and upended chairs. A girl in acolyte's robes fishes swimming rats out of a large marble bath, while a second is taking a scrub brush to a garish red graffiti painted across the temple's back wall.

The man is **Andorran Bree**, the half-elf steward of the temple; the girls are **Jyn** and **Lia**, although one of them may also be Augrathoth. If the characters investigate:

- Bree explains that Jyn and Lia discovered the temple in this state upon arriving in the morning, and fetched him.
- The damage is largely superficial, and should only require a day of cleaning, although the sudden influx of rats is troubling.

- The rats are **cranium rats**; Bree and his acolytes assume they are seeking water or food, and don't suspect the rats' true nature.
- The temples' baths, renowned for their restorative powers and ability to induce prophetic visions has been... defiled. They require cleaning and draining.
- Characters that have played season 2 adventures, hail from Mulmaster or passing a DC 12 Religion check will recognize the symbol painted on the wall as that of the Cult of Eternal Flame.
- If asked, Bree mentions that the temples' teleportation circle and vault were undamaged, as they are protected by a *hallow* spell that prevents entry by most evil creatures.
- Spending an hour investigating the mess allows a DC 12 Intelligence (investigation) check, which discovers traces of a translucent mauve mucus amongst the trash littering the temple.
- Throughout the day, Ylraphites come to the temple and offer to help clean up. Many see the graffiti and recognize it, many angrily assuming it's connected to the fire genasi, Sebastian Emberstar.

ROLEPLAYING ANDORRAN BREE

Bespectacled, bookish, and soft-spoken, Andorran pretends to be an absent-minded spiritual leader, almost to the point of caricature. In truth, this powerful cleric's iron will and prescience keep Ylraphon safe. His affectation of cheery forgetfulness masterfully hides his secret work as the town's most stalwart defender. Devoted to good and his goddess, if necessary Andorran is willing to sacrifice those around him to protect the web of secrets he's woven over the Moonwater's vault. His cold tranquility reveals itself both when he conducts rituals, and also in the face of imminent danger. Andorran wears thin spectacles which he is constantly misplacing, and tends to look harried or distracted. His bulky vestments disguise that he is surprisingly well-muscled for a man of the cloth.

Quote: *"Selûne shines her light on the loved and hated, the jester and the mourner, the sated and the starving, the wealthy and the poor—but there are some secrets she still permits to stay in the shadows."*

One of the prayer books on the teleportation circle has been enchanted with a *glyph of warding*. When touched — either by the investigating characters, or one of the acolytes cleaning — it triggers and dispels the temples' *hallow* as well as an *Alarm* to Vanquo. When this occurs, Vanquo activates the circle and teleports in his mindwitness.

When the circle activates, read the following:

The hum of magical energy fills the air as the temple's teleportation circle begins crackling with purple light.

"What? That's impossible!" yells Bree, as a portal yawns open and a floating monstrosity with a single, glazed-over eye and toothy maw floats through. "Please deal with this! If our wards have been dispelled, I must check—" and he dashes deeper into the temple.

As if responding to something broadcast from the creature, rats pour into the temple from every crack in the walls.

The creatures are two **swarms of cranium rats** (one at half its maximum hit points) and a **mindwitness**. They have been ordered to take the temple by Vanquo, attacking anyone they see. Their goal is to secure the temple so their master can then attempt to break into the vault. They intend to leave no witnesses.

The mindwitness uses its Telekinetic Ray on the first round of combat to slam the temple doors shut. The doors lock, requiring a DC 20 Strength check or a DC 15 Dexterity (thieves' tools) check to open. There is also a key in Bree's desk in the office.

If either Jyn or Lia are intellect devourers, the devourer was expecting the attack, and begins combat in a position to easily escape, exiting before the door shuts. Otherwise both girls start near the altar.

GENERAL FEATURES

The general features of the Moonwater are as follows:

Lighting. The Moonwater is well-lit during the day; it is filled with bright light.

Baths. The baths behind the altar are five feet deep and filled with cold water.

Benches. Pews for watching rites at the Moonwater are difficult terrain; a medium-sized or smaller creature has half-cover while prone within them.

Dais. The central dais is raised five feet above the floor and blocks line of sight. Atop the dais is a four-foot-tall alter that provides three-quarters-cover.

Teleportation Circle. When not activated, the circle is visible as a circle of runes on the floor.

Temple Doors. These heavy duskwood doors have AC 10 and resistance to all damage and 30 HP. They can be forced open with an action and either a DC 20 Strength check to force (one character can help), or a DC 15 Dexterity (thieves' tools) check to pick the lock.

TREASURE

This encounter has no treasure.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** remove the swarm of cranium rats with maximum hit points
- **Weak:** both swarms of cranium rats begin with half their maximum hit points
- **Strong:** both swarms of cranium rats begin at their maximum hit points
- **Very Strong:** both swarms of cranium rats begin at their maximum hit points; if both swarms are reduced to half their maximum hit points, they join to form a new swarm with maximum hit points and no expended spells.

DEVELOPMENT

Not long after the monsters have been dispatched, Bree reappears, collected once again. He thanks the characters for their service to Selûne. The characters have earned the story award **The Moonmaiden's Waters**. If asked where he rushed off to, he smiles and explains that the Moonwater's vaults house several sacred relics of Selûne, and he was concerned that the vandals may have been able to access the vaults. Luckily he sees no signs of theft, but he will need to work quickly to restore the temples' wards. Any Wisdom (Insight) check against Bree confirms his statements to be true. If the characters offer to help restore the wards, he reminds them a *Hallow* requires 24 hours to cast, and he'll accept their help after they complete their current duties.

If the characters manage to capture and communicate with the mindwitness, they discover that long-term separation from an Elder Brain has driven it quite insane, and all it can manage is to repeat a single phrase: "Temple secrets, temple power. Two temples, two powers." There is no second temple in Ylraphon.

If the characters ask Bree about his acolytes he provides a little background, before suggesting they speak to the girls themselves:

- **Jyn** is the daughter of a wealthy farmer from Featherdale, who opted for the temple life instead of being married off to a farmer's son.
- **Lia** is a refugee who lost her family, and was formerly an acolyte at the Tymoran temple, *The Gate of Good Fortune*, in Mulmaster.

Bree is fond of both girls, and turns a fatherly blind eye to their tendency to sneak out at night and general childish behavior. He's concerned about their relationship with **Aleck**, Salvar Brix's apprentice, but he knows Selûne is watching over them.

The temple receives visitors frequently, as it's the largest place of worship in Ylraphon. If the characters ask Bree about suspicious visitors, only a few stand out.

- The Emberstar tiefling is a daily visitor, but he doesn't know any of the benedictions.
- Bree doesn't judge his visitors, and members of the criminal element in Zhentish Corners frequently attend services. They usually leave more in the collection plate than they take.

If any of the characters are Harpers, Bree confides to that character (only), that one of the relics in the temple's vault is quite powerful, and in the wrong hands could prove a dangerous weapon. He beseeches the character to uncover the nature of the attacker, so he can better assess how to protect the temple.

If the characters interview the acolytes, they can add some color on the other suspects:

- The girls have the love-hate relationship of people who kept in close quarters and wouldn't otherwise be friends. *If Jyn or Lia are the intellect devourer*, the other will confirm her odd behavior: up at odd hours, giving up her hobbies and skipping daily devotions. She doesn't know where the other snuck off to at night, but she assumes it's either with Aleck or up to no good in the Old City.
- Both girls are moony over Aleck, and compete over his affections. *If Aleck is the intellect devourer*, they defend him; they claim it's impossible that he could have done anything wrong, although they can confirm he visits often and has taken them to both the Pearl and the Chiang Emporium. If the characters make it seem like they will hurt him, the girls may try to stop them.
- Jyn complains that Tail is always skulking around and giving her weird gifts, and Lia is slightly jealous of the attention. *If Tail is the intellect devourer*, they admit he's stopped with the gifts recently, although they don't care why.
- The girls don't know Glendt or Purserazor personally, although they've seen them in the temple and consider them "creepy". They know the Zhents

sell all sorts of vices that Selûne would disapprove of them trying.

BRIX'S TOWERS

Run this encounter after the characters have investigated at least one of Vanquo's crimes. Vanquo and his minions don't rest while the characters investigate Ylraphon. In fact, they accelerate his plans. Read the following:

From behind you a man's voice cries out, "Please help!" The street, however, is empty aside from a squirrel pursued by a pair of rats. "Please help," comes the voice again, clearly from the squirrel. The squirrel climbs a lamp post leaving the rats chittering angrily below it, then gives its full message:

"Please help, investigators! Mayor's orders! Crime in progress at towers of Salvar Brix outside Shou Gate. Beloved pet transformed by magic. Don't hurt it. Hurry."

Then a third rat leaps from a windowsill above, tackling the squirrel to the ground, where the three rats begin devouring it.

The three rats have the exposed brains of **cranium rats**, and flee if the characters intervene. A *detect magic* spell on the squirrel confirms enchantment magic — It is of course an *animal messenger* from Salvar Brix — If the characters save the squirrel, it says nothing further, but they can follow it back to Brix's towers outside the Palisade. It takes half an hour travel time to reach the site and return. Read the following:

Shouts and curses echo through the streets, punctuated by crashes and wet slurping sounds. As you round a corner, the buildings give way and a pair of twisting, half-finished ivory towers stretch toward the sky, each wrapped in wooden scaffolds. The eastern tower groans and shudders as a man-sized tentacle squeezes through its entryway, followed by another and another, until the bulbous pink body of an octopus as large as most ships, presses its way out into the courtyard.

Surrounding it are a handful of leather-clad men brandishing spears and crossbows. One sinks his spear into the octopus only to find himself hoisted upside down by a sucker-covered tentacle. "Shoot her! Shoot her!" he yells before being flung bodily into a nearby fruit stand, which explodes in a shower of apples and revealing the applemonger that was hiding beneath it.

The colossal octopus is **Wobbles**, a natural creature, magically enlarged, and a pet to Salvar Brix. The men are four **guards**, a mercenary group, hired by Brix to help build his tower. There is also a **commoner** paralyzed with fear.

TACTICS

Wobbles attacks any attacker within reach, at random, attempting to throw them away. It is motivated by fear however, and would like nothing more than to escape into the sea. If Wobbles goes a whole round without being attacked, it will stop attacking and disengage and dash toward the ocean.

As an action an adventurer can make a Wisdom (Animal Handling) DC 12 or Wisdom (Insight) DC 17 check to deduce the creatures' goals. At the end of the first round of combat, **Salvar Brix** appears and begs the characters not to hurt Wobbles.

The guards currently attacking Wobbles can be convinced to stand down with Charisma-based skills (DC 15) used as an action, or by physically restraining them.

Budget fifteen minutes of real time for this mayhem. If the characters are still fighting Wobbles after 15 minutes, Wobbles immediately disengages and escapes if he has not already done so.

DISPELLING WOBBLES

Cunning characters may attempt *dispel magic* on Wobbles. The effect is equivalent to a 5th-level spell, requiring a DC 15 check as normal. However, dispelling Wobbles reverts him to his normal hit point total (3). If Wobbles has taken any damage, the damage remains, potentially killing him outright. Characters with a 14 or higher passive insight realize this.

GENERAL FEATURES

The general features of Brix's towers are as follows:

Lighting. this encounter takes place outdoors under daylight, unless it takes place at night.

Buildings. Nearby buildings are standard stone, wood and thatch. They are 20 feet tall and require a DC 20 Strength (Athletics) check to climb.

Cart. Apples litter the ground surrounding the cart creating difficult terrain. Crawling beneath the cart provides total cover.

Scaffolds. Scaffolds ring the towers running upwards, rising twenty feet per rotation. They are rickety at best. Creatures that take damage while standing on a scaffold must make a DC 15 Dexterity (Acrobatics) check or fall to the ground. If a scaffold takes 10 or more points of damage, a 10-foot stretch collapses.

Stone and Wool Piles. These piles of construction materials block line of sight. Any medium-sized creature beginning its turn standing on one must make a DC 12 Dexterity (Acrobatics) check or fall prone.

Towers. the towers are 40ft tall but have open roofs, as they are not fully constructed. Their smooth stones require a DC 30 Strength (Athletics) check to climb.

TREASURE

If Wobbles escapes alive, Brix offers to pay the characters to dispose of Wobbles' aquarium and food. The aquarium is worthless (no one's willing to buy it), but Brix feeds his octopus a rare and expensive shellfish magically preserved in ice, which sells for 175 gold pieces at the Hunter's Market. If Wobbles is restored to his normal size and returned to Salvar Brix, he rewards the characters with 175 gold pieces.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** add two commoners
- **Weak:** add one commoner
- **Strong:** add one guard
- **Very Strong:** add two guards

DEVELOPMENT

If Wobbles is subdued or otherwise captured, *detect magic* reveals powerful transmutation magic (the effect is similar to *enlarge/reduce*, but altered to be permanent). The spell effect is 5th-level, and well beyond Brix's ability (he admits as much). The characters can attempt to dispel Wobbles, but Brix begs them not to because it might risk Wobbles' life. In fact, successfully dispelling the effect reduces the octopus to

its normal size, but it maintains any damage it has taken, which — if more than 6 hp — kills it outright.

If the characters kill the octopus, they're left with several tons of fresh calamari, which will rot in the sun. The stomach-turning smell quickly becomes overwhelming, causing any characters who fail a DC 12 Constitution saving throw to be **poisoned** for three hours following the fight. Brix refuses to talk about anything until his friend is put to rest. It takes two hours to butcher, burn or bury the corpse unless the characters have a means to speed it up.

ROLEPLAYING SALVAR BRIX

A contrast with the bookish demeanor of most wizards, this charismatic nobleman in fine robes cuts a dashing figure. Born into wealth, Salvar Brix simply assumes that most people will obey his orders, and that anyone who doesn't can be bought. Brix loves fine things, but loves secrets—magical or otherwise—even more. He loves turning situations to his advantage with the right words, playing off others' hidden motivations. He is quick to assume the aid of those who seem useful and quick to dismiss those who don't. Preferring the safety of a research lab to the perils of adventure, Brix thrived in Mulmaster's guild of wizardry, the Cloaks, and seeks to build something similar in Ylraphon. He keeps a menagerie of unusual pets in his towers, and is more attached to them than he is to most people.

Quote: "*The fall of the Cloaks of Mulmaster was a tragedy, but can we not build something in Ylraphon even greater?*"

Regardless of the results of the encounter, Brix is shaken. Once he's composed himself, his conversation can include the following:

- If the characters rescued Wobbles or allowed him to safely escape into the sea, Brix thanks the characters for their help. He gives the characters two *potions of healing*. If any of the characters played *DDEX 2-3 The Drowned Tower* and returned the *orb of living water* to Salvar Brix, he will instead offer the characters two *potions of greater healing*.
- Wobbles was a treasured pet (not technically a familiar, but generally treated as such) who was usually only three feet long and lived in a small aquarium in Brix's study.
- The characters — or Brix, if prompted — can cast *detect magic* to reveal that, yes, transmutation magic was used here.
- Brix likes to entertain, and has had many of Ylraphon's elite visit him, but he only recalls Sebastian Emberstar taking notice of Wobbles. The fire genasi found the octopus amusing.

- It takes an hour for Brix to inventory his towers looking for anything missing or stolen. He discovers *Deities of the Demiplane of Dread Volume 3* is missing. He's unsure what the possible use for the book could be, but he's sure it's not good.
- A character can snoop through Brix's belongings — requiring half an hour and Intelligence (Investigation) DC 12. On a success, the character finds a hidden compartment in inside a statue. The statue contains Brix's stash of Black Lotus. The statue can be accessed easily, but requires a DC 10 Dexterity (Sleight-of-Hand) check if the character wants to avoid Brix's notice.
- Brix buys the Black Lotus from Purserazor Neemoy in Zhentish Corners, and sometimes has it delivered by Glendt. Brix is a casual user and prefers the having — and offering to elite guests — to the use.

AUGRATHOTH AT BRIX'S TOWERS

If Aleck, Jyn, Lia, or Tail is the intellect devourer, Aleck cast the scroll, either knowingly (if he's the intellect devourer) or because Jyn or Lia convinced him to cast it as a prank. (If Tail is the intellect devourer, it was one of his "gifts" to Jyn.) In any of these cases, Aleck has bolted after he sees what has occurred. Pick any suitable location in town where he might choose to try to lie low for a bit.

Brix expects him to be around and spends significant time searching for him. If the characters find and press him, he will confess that Jyn or Lia put him up to it (regardless of whether they did so or not).

If Glendt or Purserazor is an intellect devourer, they made a "special delivery" of Black Lotus to Brix, and cast the scroll on their way out. Brix is aware of their visit but does not know that they cast anything, and would take some convincing to admit that they were even here in the first place. Though he will readily admit it if confronted with his stash of Black Lotus. Aleck will be present in the tower in this case, and he is also aware of Brix's contraband, and who delivers it.

INVESTIGATING THE INVESTIGATORS

Run this encounter after the characters have investigated at least two of the locations on **Player Handout 1**, or if they otherwise encounter Ilasera. Ilasera Kombu is a locally revered druid who monitors Ylraphon and the surrounding areas. She too is assessing the impact of the recent troubles. At some point during Act 2, she should encounter the characters. When she does, read the following:

An olive-skinned half-elf in red Calishite robes approaches, her attention wandering various places before coming to rest upon you. "Greetings, heroes — if that's a title you claim — my name is Ilasera, and I'd like a word with you."

Ilasera is curious what the characters have learned about the recent problems. Her questions particularly focus on any creatures they have encountered, and how those creatures behaved.

Ilasera has little to contribute in terms of helping to identify a suspect. If the heroes ask what she knows about various creatures however, Ilasera relates the following:

- **Cranium rats.** Ilasera is aware of these, but they somehow manage to avoid her scrying. Whatever they are is unnatural and unnerving. They may have been corrupted by something evil. She warns caution.
- **Wobbles, the octopus.** A gargantuan octopus would be quite a marvel; only a monster would harm such a thing. Although she's generally opposed to people keeping pets, she admits that Brix kept Wobbles in the lap of luxury.
- **Pixies.** These and other woodland fey are common in the Flooded Forest. They are naive, trusting creatures and such gentle beings wouldn't be difficult to mislead.
- **Unicorns.** A unicorn inhabiting the Flooded Forest is wonderful, exciting news. She chastises the characters if she hears it has come to harm.
- **Intellect devourers or mind flayers.** If the characters suggest an intellect devourer or mind flayer might be involved, Ilasera's attention suddenly becomes much more focused. She urges that these abominations be cleansed from the world, and recommends a frontal assault; crafty foes are best taken by brute force. She also warns that such creatures are able to devour the brain and prevent the raising of the dead. Once she was called upon to reincarnate a hapless dwarf who had fallen prey to such a fate, and he came back as a forest gnome, much to his chagrin.

The characters may suspect Ilasera; if they do, she shrugs off their aspersions. She wasn't at the scene when these crimes took place. The players are free to spend as much time as they would like pursuing their suspicions against Ilasera, but she is truthful and

innocent, and Carver will not allow them to jail her with the evidence they have.

Ilasera offers spellcasting services as well, although since she is a druid, her available spells differ from those offered at cleric-led temples:

ILASERA'S SPELLCASTING SERVICES

SPELL	COST
<i>Cure Wounds</i> (1st level)	10 gp
<i>Lesser Restoration</i>	40 gp
<i>Locate Animals or Plants</i>	40 gp
<i>Locate Creature</i>	210 gp
<i>Greater Restoration</i>	450 gp
<i>Reincarnate</i>	1,350 gp

Ilasera doesn't remain in one place for long, but if the characters wish to confer with her a second time, they can spend half an hour asking around town to find her.

ROLEPLAYING ILASERA

An auburn-haired, olive-skinned half-elf in red robes with a Calishite accent, Ilasera always has a distant look in her eyes, as if attentive to a world beyond the one around her. She seems to lack knowledge of civilized customs, but is more eager to discuss local animals and plants, and the goals of the Emerald Enclave (for which she is the main local contact). She always brings conversations back around to the wildlife of the Flooded Forest and the cause she speaks of as her sacred duty: recovering the balance between the swamp and civilization. She believes the natural order of this region—and the world—must be set right at all costs.

Quote: *"I grew up with humans, but now I live in the Flooded Forest with beasts and monsters. They're easier to trust."*

Characters in the Emerald Enclave know that Ilasera is their faction contact. She tells these characters that she's been working to restore Ylraphon's equilibrium with the encroaching swamps. She's seeking locations of power to reclaim, and hopes the characters find one. She gives the characters one magical acorn. Planted, the acorn rapidly grows and begins sucking away nearby water, allowing reclamation of the land.

If none of the characters are members of the Enclave, she will sell the characters her magic acorn for 500 gold if they ask for her help, as the acorns are rare and difficult to make. If the characters have been rude to her, she will mention the acorn, but refuse to part with it; if a character makes a DC 15 Charisma (Persuasion) check, she will acquiesce and sell it for double the price.

TREASURE

Ilasera's magic acorn is a *charm of restoration*. The charm has six charges. A creature holding it can expend two

charges to cast lesser restoration or four charges to cast greater restoration, although it loses potency after 24 hours.

The characters can use this to restore a creature affected by intellect devourers' *devour intellect* ability.

THE PEARL

As the characters approach The Pearl, read the following:

The Pearl's storefront sports an ostentatious glass window fronted by black wrought-iron bars. Its gilded gold-leaf signage glints in the sun. A massive, muscled guard lounges menacingly near the doorway.

If the characters approach, the guard offers a curt "store's closed." If they press him, or offer that they're investigating a report of theft, he assures them: "store's closed." During the day, if the characters apply further pressure, he'll briefly speak via *sending stone* to Ayre and then nod them inside. The guard also accepts bribes, but they don't grant the characters entrance any faster.

The inside of The Pearl is true to its namesake, awash in white marble and glass, with gems and jewelry sparkling from within the many display cases. The pristine opulence is marred by a harried young woman shouting orders at workmen doing repairs.

The woman is **Ayre Affapanov**, whom the characters may have met before, although the reckless, carefree youth has transformed into a pinch-faced and straight-backed woman, her wild black hair pinned tightly in a bun. If the characters look around:

- Ayre attempts to convince them not to investigate, and that the report of a break-in was a mistake. The lie is easy to detect — Wisdom (Insight) DC 10.
- If pressed, she admits that there was a break in, and that a few gems were stolen. She begs the characters to keep the crime quiet, however, since The Pearl's reputation for security is key to its business. This is true, although it's not the only reason she doesn't want the characters to look around.
- The break-in remains a mystery. The shop is guarded by around-the-clock security, and there are no signs of forced entry. The shop doors are locked after closing and only Ayre holds the keys.

- If the break-in wasn't strange enough, Fat Chance, the shop's resident cat, is missing.
- If asked about Serge or the Emberstars, or if the family has any enemies, she doesn't know anything. Her father might. He may receive them at their home, but she insists that asking him is probably a waste of time.
- If asked about suspicious customers at the shop, she shrugs and admits that since many of their customers are adventurers, they're all suspicious (offense intended). Most of their clientele are after gaudy baubles or spellcasters seeking raw gems as foci.
- Yesterday was an unusually slow day, no sales, although those girls from the temple were ogling engagement rings with that boyfriend of theirs.
- Regarding what was stolen, the only things missing are a few large cut stones: diamonds, ruby, agate, jade and pearls — no settings or even coins.

INVESTIGATING

Ayre begs the characters to not to investigate, but if they do, they can make an Intelligence (Investigation) check adding +5 for every half hour they spend looking. With a success, they discover a few things:

- **10 or higher:** The massive, ink-black tom cat has wedged himself under a cabinet, malevolently hissing at anyone who approaches.
- **15 or higher:** Scratches and tooth marks along the pilfered cases make them appear to have been chewed, as if by small animals.
- **20 or higher:** In the store's work room are several large gems, prepared to be cut and set into multiple smaller pieces — surprising since it would drastically reduce the sale price.

Pressing Ayre about that last point with a DC 12 Charisma (Intimidation) check compels her to admit that some of her stones are sourced from a fence named "Purserazor" Neemoy in Zhentish Corners. The relationship ensures The Pearl some protection from Ylraphon's criminal element.

Fat Chance is bleeding from over a dozen wounds, and will die if not treated. A character can attempt to grapple the cat (DC 14) but has disadvantage due to the awkward angle, and takes 4 (1d4+2) slashing damage each attempt and each round the cat remains grappled. A character willing to spend half an hour coaxing the

cat out can do so with a DC 10 Wisdom (Animal Handling) check.

Underneath the cabinet along with the cat are the corpses of several rats. Each dead rat has slashing and puncture wounds consistent with a cat's attacks, but also a damaged skull, revealing their brains.

Investigating The Pearl and interviewing Ayre takes a minimum of half an hour. The rats were **cranium rats**, brought to The Pearl by Augrathoth. While connected in a neural network, the rats would have been organized enough to steal the gems and return them to Vanquo, however, rats that had been separated from the group or injured by Fat Chance rapidly lose their enhanced abilities, and seek out each other and their master.

ROLEPLAYING AYRE AFFAPANOV

The characters may have met Ayre before (especially if they helped save her during the events of *DDEX2-6 Breath of the Yellow Rose*), but Mulmaster's fall and the trials that followed have sobered this proud aristocrat. Once a brazen and headstrong youth, the Affapanov heiress has become a frugal, pinch-faced businesswoman, with her wild black hair pinned tightly in a bun. Clipped and curt, with no compunctions about asking painful questions, Ayre is only gracious and polite to those she does not see as beneath her (such as members of the Lords Alliance). She has her father's sense of self-importance—when deep in her cups, she's just as loud and blustering—but at times, she believes the old man a fool, and that the burden of keeping the family in power falls to her.

Quote: "*Freedom and self-expression are all well and good, but they won't fill a belly or a coin-purse.*"

ZHENTISH CORNERS

At the heart of the city, the black market at Zhentish Corners is the worst-kept secret of Ylraphon.

The buildings huddle tightly here, and the streets are only wide enough for a single wagon. At the intersection formed by three streets, ramshackle stalls are littered with wares.

Menacing, muscled men and women with haunted eyes line the buildings, while dirty-clothed children pick their way through the crowd, flicking from purse to purse.

Amidst the chaos, a gnome and a second man sit quietly joking together on a throne-like stoop. The second man is the size of an elf with black feathers and the head of a massive bird.

Every manner of vice is available in the alley, with the tables re-selling pilfered goods, and others filled with drugs such as Black Lotus, Silkroot and Traveler's dust. Another sells a harsh moonshine. The prices are all exorbitant. If the characters are wearing the badges Carver provided them, or if they otherwise play up their deputization, read the following:

A one-eyed boy with an eyepatch cries out, "ca-caw! Ca-caw!" and the street becomes a flurry of motion as stands begin folding up and being carted off, while people duck into doorways, hop through windows and dive into the sewer grates. In less than a minute the square is empty save the gnome and the bird-man.

The bird man — called a Kenku — is **Clank**, the faction contact for Zhentarim characters, while the gnome is "**Purserazor**" **Neemoy**, a wily fence. The boy is **Glendt**, who runs off unless the characters give chase.

CLANK & NEEMOY

Clank and Neemoy are happy to chat with the characters. The pair are cagey and offer help with a side of insults.

If "**Purserazor**" **Neemoy** is an intellect devourer, he denies any involvement in anything. The more the characters press him, the more he tries to evade. If pressed directly about Glendt and Tail, he admits to knowing them — he knows a lot of people — but that he isn't close with them. Once confronted by snooping characters, he retreats to Vanquo's hideout in the Old City. If the characters ask him about Glendt or Tail, he might try to make them seem guilty, but can't outright lie with Clank listening.

If "**Purserazor**" **Neemoy** is not an intellect devourer, he's happy to take bribes for talking. He always speaks in generics:

- If a jeweler wanted cheap jewels, he might know with whom to speak.
- If a wizard had a taste for lotus, he might know who to ask.
- If someone needed to get over the Palisade at night, he might know a way.

The asking price for a bribe is 500 gold pieces, but can be negotiated down to 100 gold pieces.

If the characters ask about Glendt, Neemoy shows genuine surprise. Neemoy loves the kid and would

never inform on him, but admits what he knows: that he and Tail are friends and run together often, that he's always off somewhere — Neemoy doesn't have time to keep tabs on him. Neemoy also doesn't know that much about Tail, although he thinks Tail is a sucker: the kid will do anything for some bauble to give to his girlfriend.

If **Glendt** is an intellect devourer, Neemoy becomes pensive if the characters ask him about his behavior directly. He admits Glendt's been different lately — more secretive. If the characters press, a DC 12 Charisma (Diplomacy) check can get him to tell the characters where in the Old City Glendt tends to be, giving them advantage when searching for him in Act 3.

Talking with Clank & Neemoy takes half an hour.

ROLEPLAYING CLANK

A kenku gang leader and black marketeer, Clank is a newcomer to town, having relocated from Mulmaster like many others. Encountered in squalor during the events of *DDEX 2-10 Cloaks and Shadows*, here in Ylraphon he wears nicer clothes and looks better fed. Clank is a mean old bird, missing half the feathers on his head. He passes Zhentarim orders on to local faction members and works to keep the town free of Mulmaster's influence. No one is sure where Clank gets his orders from, but like all kenku, he only speaks using mimicry, so he obviously repeats them verbatim. Clank's favorite joke is using his mimicry abilities to repeat someone's words with an insulting gesture or an eye roll.

Quote: (In a male dwarf's voice.) "*This is Ylraphon, my friend, everything is for sale—if you can pay the right price.*"

GLENDT

Glendt ducks into a hidey-hole concealed under fake trash near the Zhentish Corners, and hides from the characters regardless of whether he is an intellect devourer. If the characters spooked **Tail** at the Emberstar Exchange, the tiefling boy might be with Glendt. Characters can spend an hour searching to make an active DC 15 Wisdom (Perception) check to find him — DC 10 if Tail is with him.

If **Glendt** is an intellect devourer, he will immediately confess everything to the characters, but say he did everything at the direction of "**Purserazor**" **Neemoy**. Tail (if he's with Glendt) knows this is a lie and goes wide-eyed, but Glendt plays the scared foolish child. If the characters buy this excuse, he escapes to the Old City when the characters leave him; if Tail is present, Glendt murders Tail and stuffs his body in the hidey hole.

If **Glendt is not an intellect devourer**, he plays tough, but caves quickly if the characters attempt to intimidate him: Charisma (Deception) DC 10. He'll admit that he cased the Chiang Emporium and that he's delivered Black Lotus to Salvar Brix, but doesn't know anything about the Moonwater. If the characters ask directly, he'll even admit that he delivers stolen gems to The Pearl, and tries to convince them that if he wanted to steal the gems, he'd do so before dropping them off.

THE EMBERSTAR EXCHANGE

The characters may wish to investigate the Emberstars. The Emberstars operate out of two compounds: their retail space, the Emberstar Arms near the Hunter's Market, and the forge located outside of Ylraphon Proper, across the Dragon's Cut Bay. If they visit the forge, it takes an hour to travel to the forge and back, and when they arrive a hulking half-orc tells them the forge is off-limits. If they press the issue, **Sebastian Emberstar** appears. He apologizes, insisting the workspace is not designed for tours and unsafe for visitors. There is a small cordoned-off area that gives the players a view of an impressive, if mundane, forge operation. Flying sparks and molten steel validate Emberstars' safety concerns. Sebastian will idly chat with the characters about the forge and its capabilities for an hour before asking them to leave, as he has business to which he must attend.

At the Emberstar Arms, they are welcomed by the adorably cranky elderly dragonborn proprietor, **Cristobella Crexi** while **Tail** watches. Read the following:

A bell on the shop door jangles as you enter. Inside, light glints off hundreds of blades, ranging in size from daggers to glaives. Behind the counter, a weathered-looking female dragonborn narrows her eyes at you and crosses her arms derisively, while a sheepish tiefling boy makes himself busy dusting.

The characters can learn the following:

- The Emberstars sell high-quality bladed weapons, mostly for export through Sembian traders, although they have a retail location in Ylraphon.
- Their business is new and they're still building their brand, but Sebastian Emberstar dreams of "Emberstar steel putting Ylraphon back on the map!"
- After the mess in Mulmaster, Sebastian's used to people fearing and distrusting him — despite his lack of involvement there — because of his race. He has built his team from people of similar ilk: while most of Ylraphon is largely comprised of humans, elves, dwarves, and halflings, the Emberstars welcome outsiders — half-orcs, dragonborn, goliaths and tieflings — as long as they're good at their jobs.
- This "Emberstar Aura", as they call it, has engendered a fierce loyalty amongst his staff; the employees feel like a family, they would all sacrifice themselves for their boss.
- Although they've grown accustomed to prejudice, recently the Ylraphites' folksy distrust has turned into outright hostility, even threats of violence.
- **Tail** and the daytime forge crew — including **Fren the Moose** — are not boy scouts by any stretch of the imagination, but they all claim they were minding their own business at the Drink O' Lis when crazies from the market picked a fight with them.

Interviewing the Emberstars takes half an hour.

If **Tail is an intellect devourer**, he keeps his cool and lays low, attempting to avoid the characters' attention. If the characters wish to speak with him, he tries to decline, but Cristobella forces him to answer their questions.

If **Tail is not an intellect devourer**, he bolts if the characters start asking about crimes, due to his guilt over his gifts to Jyn and hijinks with Glendt. If the characters don't stop him, he runs to the Zhentish Corners in panic, straight to Glendt.

ROLEPLAYING CRISTOBELLA CREXI

This aging dragonborn woman runs the Emberstar Arms with an iron fist. Her weathered, grey-tipped golden scales and a slight hunch show her age, but her eyes and tongue are sharp. She affects a cranky demeanor, disliking people she considers useless (which is everyone until they prove otherwise) and isn't afraid of letting people know where they stand in her opinion. But her crankiness is somehow likeable, and she really knows her blades. Her skill and expertise with them drives much of the Emberstars' success in Ylraphon. Nothing makes her happier than a perfectly-crafted weapon. She is a true believer in the forge, and in how the Emberstar Exchange has allowed so many misfits and outlaws to join.

Quote: "I will make the Emberstar Exchange a success, even if I have to do it all myself."

THE TOWN WATCH

If the character wish to speak with other members of the watch, anyone they ask refers them to the guards on duty at the Palisade. On the day the characters investigate, the Shou and Marsh gates are each being guarded by the halfling **Clem Stouthandle** and the half-elf **Trell Bannon of the Fens**, respectively. The two aren't bright, but they're loyal and good. Clem appreciates a good joke, while Bannon is brusque and laconic. When the characters approach, they act exactly the same:

Ylraphon's Palisade is a wall of sturdy duskwood trunks lined up in a row, each sharpened to a point. A small wooden platform stands next to each gate, giving the guard on duty a view of both the city within and the ruins outside. The guard snaps to attention: "Guard on duty!"

The guard knows the Mayor was looking to hire deputies, and if the characters are wearing the tin stars they were offered, considers them to be on the same side. The guard waves the characters up, but the platform can only comfortably hold two people, three at a squeeze. Another character could cling to the ladder, but any further must have the conversation relayed to them on the ground.

The guards talk freely, happily providing editorial on anyone in town: to Clem everyone is a friend; she always sees the bright side. Trell is the opposite, suspecting everyone of something, and even the most minor crime is serious. But regardless of their color on the information, their reports are the same. They believe:

- The whole town is on edge lately. It's probably the heat in the early winter, they've had to break up way more tavern brawls than normal, and had more than one disturbance at the market.
- The refugees are a problem; there's far too many of them. Their lives are hard, and it's the perfect recipe for crime.
- The guards don't consider the ruins part of Ylraphon proper, and don't care what goes on outside their Palisade, so long as outsiders don't bring trouble in.
- Palisade jumpers have become a real problem. Sure, some of it's probably innocent: Ylraphon kids looking for a thrill or refugees caught in town after a

night out. But if the walls are so easy to cross, that means it won't keep out the truly bad ones.

- The guards have found several hidden rope ladders and trash stacked up against the Palisade that makes it easy to scale. They've even seen some failed attempts at tunnelling under and cutting through the Palisade.

If asked about specific people, the guards aren't afraid to give their opinions:

- **Jyn, Lia** and **Aleck** are entitled brats with too much time on their hands.
- The Zhents (including "**Purserazor**" **Neemoy** and **Glendt**) are up to no good, but nothing they're accused of ever sticks.
- The Emberstars (including **Tail**) are hard-working folk that mind their own business.
- The merchant houses are the real powers-that-be in town, not the mayor. That's fine, but sometimes they act above the law as well.

The guards also can reveal the following clues, depending on who the intellect devourer is:

- **Jyn, Lia or Aleck:** the victim's been caught Palisade jumping on a couple of occasions — likely up to some youthful shenanigans — the victim's been caught and scolded several times, but the guards have never made a big deal of it.
- "**Purserazor**" **Neemoy or Glendt:** The guards have heard reports of the victim trafficking stolen goods, contraband and even people over the Palisade at night, but he's never been caught.
- **Tail:** The Emberstar crew likes a drink though, and they've been caught going over the wall after a night out. Though he never joins them at the bars, the little tiefling is usually with them serving as a lookout.
- **Regardless of who the intellect devourer is:** If they have fled the city, the guards saw them leave. If the characters want to try to follow them, proceed with *Searching the Ruins*.

The guards are good and can't be bribed or influenced. They also refuse to leave their post under any circumstances.

ELSEWHERE IN YLRAPHON

The characters may seek to visit any number of different places within the city, and you should allow

them leeway to go where they please, and improvise as best you can. In general:

- Require characters to make skill checks (DC 12 - 17) when an outcome is uncertain.
- Failed checks should advance the plot, but cost the characters additional time, money or physical damage than successful ones.
- Be careful not to add too many red herrings that will pull the characters off the scent.

Be sure to remind the characters that Carver expects results and that time (both in game and out) is limited.

ACT 3: THE OLD CITY

Expected duration: 60 minutes.

Having investigated as much as they are willing or able, the characters need to make some accusations. Their status as deputies allows them to arrest anyone if they can make a solid case. If they do, the characters spend an hour transporting their prisoner and getting them sorted out in the jail.

Determine which scenarios to run in Act 3 based on the characters' actions:

- **If the characters return to the Mayor without a suspect arrested**, Mayor Carver simply tells them to apprehend the guilty parties. Characters on the wrong track may go backwards to Act 2 scenes here; that's OK.
- **If the characters leave Ylraphon Proper to investigate the Old City**, proceed with *The Palisade*, then *Searching the Ruins*.
- **If the characters interrogate Augrathoth**, a successful DC 15 Intimidate (Charisma) check will convince Augrathoth to reveal Vanquo's location and plans. Run *The Sunken Temple*. A failure sends the characters on an hour long wild goose chase; run *Searching the Ruins*. Regardless of success, you may run *The Palisade* first if you have time.
- **If the characters jail a suspect**, Mayor Carver wants to see if there are any more crimes overnight, now that a suspect is in custody. He invites the characters to come back and see him the next day, and suggests they spend the night at a nearby inn. Run *One Good Burn*.

- **If the action stalls or the characters find themselves at a loss for what to do next**, proceed with *One Good Burn*.

If the characters have locked up Augrathoth, it does not linger in jail long. It waits until the characters leave, then exits its host body. It attacks Lindon, takes control of his body and leaves town. The (now dead) former body remains locked in the cell, though it will likely not be discovered until the following morning.

SEARCHING THE RUINS

If the characters climb atop of the guard post or pass beyond the Palisade, read the following:

The ruins stretch out beyond the wall, crumbling buildings sinking into the swamp. In, around and between them are a mishmash of tents, lean-tos and converted wagons, dotted with cookfires and milling people. Shouts, crying infants and angry jeers occasionally rise from the people below. Around the edges rise more stable structures, from refurbished ruins to expansive pavilions, where those refugees who came here with more wealth live comfortably amid the squalor. In the distance, more ancient ruins spread in every direction, to the edge of the Flooded Forest and beyond.

If the characters have learned, or suspect, that Vanquo is operating from a base outside Ylraphon, and go looking for it, use this encounter. Things may unfold in a few different ways:

- The characters might interrogate a captured intellect devourer or mindwitness.
- The characters could either be chasing or searching for someone they believe to be an intellect devourer.
- The characters could be searching for suspicious buildings or characters.
- The characters might be magically detecting or scrying the area.
- The characters might want to research the history of Ylraphon to find the lost temple location.

Depending how specific their earlier information is, you can give them advantage (i.e. if they interrogated Augrathoth successfully) or disadvantage (general searching with no specific intel and no trail to follow) on the checks in this section.

Allow the characters to use their skills and abilities in creative ways, and encourage them to split up if necessary. The search should require each character to

participate. The following guidelines can be used to govern the mechanics:

- Try to only check any particular skill once.
- If the character would only need to perform one skill check, that DC should be 16
- If the character would need to use multiple skills, the DC should be 12, but every check must be successful to count as one success.
- If a character spends a limited resource (like a spell slot) it can receive either advantage or an automatic success (your choice).
- If you are short on time, you may simply call for a DC 13 group Survival check.

Once each character has participated:

- If at least half the group has succeeded on their skill check, the group finds the sunken temple in one hour.
- If not, the characters spend two hours following bad clues, encountering dead ends, etc., and Vanquo makes his move against the Tanturs; run *One Good Burn*.

See “Urban Chase Complications” on page 254 of the *Dungeon Master’s Guide* for inspiration.

If the party seems like they would prefer to hack-and-slash their way to victory, or if they fail to find the Sunken Temple by midnight of Day 1, run the *One Good Burn* encounter instead.

ONE GOOD BURN

Run this encounter:

- If the characters take a long rest or otherwise don’t complete the adventure during the first day.
- If the characters have imprisoned the wrong person and think they’re finished

Unbeknownst to the characters, a pair of Hawks from Mulmaster have been secretly tracking evidence of a mind flayer in the area, taking on an assumed identity as wainwrights. Vanquo was aware of them, however, but hadn’t gotten around to dealing with them. The characters’ investigation has Vanquo feeling defensive, and concerned enough to lash out at a potential threat.

A cry echoes throughout the night: “Fire! Fire in the old city!” A pillar of flame rises above the Palisade from the north edge of town, and the streets are filled with shouting men rushing to prevent the blaze from spreading.

If the characters choose not to get involved, volunteers from Ylraphon contain the fire after four hours, but not before it sweeps through the Old City, killing dozens of refugees. If the characters do come to assist, read the following:

The entire wainwright’s shop has been engulfed in flames, with fire and smoke licking out of every door and window. Within, large shapes seem to move amongst the flames. A pair of coughing humans in their smallclothes huddle in the street, and a tall, stocky human barks out orders to Ylraphites and refugees alike as they clear trash and pull down tents nearby to contain the fire. A voice echoes in your mind, “See the fate of those who oppose me! I have allies more powerful than you can imagine!”

The couple are **Garros and Bethannah Tantur**, Turmish refugees from Mulmaster who own the wainwright’s shop. The man organizing the fire defense is **Arden Marsh**, faction contact for the Order of the Gauntlet. Three **hell hounds** and a **fire elemental** have been summoned by Vanquo to set this fire; they are currently inside the shop, ensuring it burns hotter and faster than it naturally would.

- The Tanturs are shaken but will survive; a character can verify this with an action and a DC 10 Wisdom (Medicine) check. They murmur something about a flaming tornado, and are in shock until the fire is contained.
- When he sees the characters, Arden Marsh will yell that the fire isn’t natural, something’s keeping it burning despite their efforts to contain it, and asks the characters to get in there and do something about it.
- Characters looking to contain or extinguish the fire can spend their actions to do so, but even countermeasures such as *create water*, *sleet storm*, or *cone of cold* won’t extinguish the fire while monsters remain alive.

The fire elemental fights to the death, but the hell hounds retreat if they are all reduced below half hit points. The monsters will chase the characters into the streets if the characters attempt to fight them from long range.

GENERAL FEATURES

The general features of One Good Turn are as follows:

Lighting. This encounter takes place outdoors at night in the darkness, although within 30 feet of the fire is brightly lit.

Smoke. the shop is filled with choking smoke; the air is lightly obscured at ground level and heavily obscured above five feet. Characters must hold their breath to fight within the shop, which they can safely do for a number of rounds equal to $10 \times (1 + \text{Constitution modifier})$, minimum five.

Heat. Within the building the heat is intense; creatures that end their turn within the shop take 5 points of fire damage; the amount of damage doubles each time the creature takes it.

Walls. The shop's walls and roof remain intact despite the flames and block line of sight.

Refugees. If the monsters enter the streets of Ylraphon, add 1d4 commoners at the start of each round; the hell hounds prefer these easier targets.

Secret Panel. A hidden panel conceals the Tanturs' hidden identities and their research on Vanquo; damage from the fire makes it easy to spot when adjacent — Wisdom (Perception) DC 10 — but smoke has already ruined any evidence within beyond recovery.

TREASURE

The fire destroys much of the original building, including a centuries-old stone chimney. Something glints amongst the rubble: a hidey-hole, stuffed with jewelry of elven make were secreted here for years, their true owners probably killed by dragons centuries ago, and the Tanturs make no claim to it. The jewelry is of historical interest, and can be donated to the Ylraphon Historical Society, but Ayre Affapanov at The Pearl will buy the lot and melt them for raw materials, paying 350 gold pieces.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** remove the fire elemental
- **Weak:** remove one hell hound
- **Strong:** add one hell hound
- **Very Strong:** add one fire elemental

DEVELOPMENT

Once the monsters are eliminated, it takes an hour for the assembled volunteers to contain the blaze unless the characters have a magical means of doing so. Most of the crowd quickly disperses.

Arden Marsh is happy to talk with the characters, though he won't linger long. He's not familiar with events in the city, since he doesn't enter Ylraphon Proper due to his oath; however, if asked for his opinion of recent events he will mention:

- The refugees complain that people have been going missing, while the guards do nothing.
- He's witnessed witch hunts first-hand in the past, and would give Sebastian the benefit of the doubt unless there is actual evidence against him.

ROLEPLAYING ARDEN MARSH

Arden's skulking posture, along with a clean-shaven head and face, distinguish him from his twin Sir Bresden, but they share the same pale skin and kind, soft features, hardened only by a warlike gleam in their blue eyes. Still in his mid-twenties, Arden carries the regret of a much older man over his youthful misdeeds with the Cult of the Crushing Wave in Mulmaster. Betraying the cult to agents of law led to his father's death, but he believes doing so sooner would have saved his father's life. Sworn not to re-enter the gates of Ylraphon or see his family until his penance is complete, Arden believes hunting down those who betray the Order of the Gauntlet is his path to redemption. He is mercilessly intolerant of such crimes, but torn between judging others and judging himself.

Quote: "*A crime has been committed, and I will not rest until justice is served.*"

Once Arden leaves, the Tanturs are willing to take the characters into their confidence.

- They admit to being Hawks from Mulmaster (the city's secret police), and their true names are Dagen Victus and Marissa Stormwhisper.
- They've been searching for a mind flayer named Vanquo that they believe is operating in the area; the Tanturs see this as clearly an attempt to stop them.
- They describe their hidden room filled with evidence charts tracking his movements, all of which is now destroyed.

- They're unclear why Vanquo chose to lash out now, although if the characters bring up their own investigation, they conclude that they must have him on the defensive.
- They believe they know where in the ruins the Vanquo was keeping his headquarters, but it's been heavily guarded by enthralled Ylraphites, and they've been unable to make a move on it. They provide the characters directions to the sunken temple.

Meanwhile, panic fills the streets of Ylraphon.

THE SUNKEN TEMPLE

On the outskirts of town, between ruins mostly swallowed by swamp, Vanquo's thralls have been quietly excavating the ruins of a temple that has been submerged for over a century. At this point it's unclear what these ruins contain that might be so valuable, but it's clear they are important. When the characters discover this area, read the following:

This section of the Old City is eerily quiet and devoid of activity, as if those nearby avoid it intentionally. Brackish water traces between the cobblestones, and trees grow through crumbling walls, as if the swamp were slowly devouring the city. Across the ruins echo the sounds of work, digging and shuffling feet, the squish of heavy tools into wet ground — but not a single voice.

The work is a combination of digging, building drainage routes, and bailing swamp water, to gain access to a submerged passage. Occasionally a thrall will dive into the passage, remaining submerged so long that they need to be fished out, coughing and nearly drowned, by the others. Despite working with clockwork coordination, the thralls never speak.

There are a dozen **commoners** under Vanquo's thrall performing most of the work. In addition, two **priests of Chauntea** and three **corrupted priests** are being controlled by **intellect devourers**. Vanquo's control over the commoners is weak: it breaks under stress, leaving the victim fearful and disoriented.

The characters must choose to either approach stealthily, approach nonthreateningly, or charge in weapons drawn.

Regardless how the characters approach, if some members of the party hang back, those party members appear at the edge of the map on their normal initiative

on the second round of combat — the first round must be spent winding their way through ruins without line of sight or effect to their allies or enemies.

APPROACHING STEALTHILY

A stealthy approach allows the characters to observe the workers and potentially ambush them. Each character must choose to either:

- Hang back, out of sight but undetectable
- Scout from a safe distance
- Infiltrate the camp

Once the characters have chosen, each must make a Dexterity (Stealth) and Wisdom (Perception) check:

SCOUTING CHECKS

APPROACH	DISTANCE	STEALTH DC	PERCEPTION DC
Hang back	300 feet	5	Impossible
Scout	60 feet	10	15
Infiltrate	0 feet	15	10

If all characters pass their stealth checks, then characters that pass their perception checks find a hiding place that allows them to surprise the priests.

However, the intellect devourers' *detect sentience* ability prevents all enemies from being surprised unless the characters take measures to shield their thoughts. The devourers become immediately aware of any unprotected characters that attempt to scout or infiltrate.

The intellect devourers allow the characters to believe they have not been detected, and attack immediately before the characters intend to reveal themselves; characters not hiding their thoughts must succeed on a DC 15 Wisdom (Insight) check or be surprised instead. While hiding, the characters can tell that the people doing most of the physical work appear to be under some sort of mind control: their actions are sluggish and autonomous, and they don't look around, fidget or rest. Some of the others — the only ones carrying weapons — seem to look around, react to each other, pace or smack at a stinging insect.

APPROACHING NONTREATENINGLY

Characters attempting to parlay with the intellect devourers must enter the ruins to be within earshot; Vanquo's victims cannot be lured from their task. Unless such characters have a means to shield themselves from *detect sentience*, they also find their

enemies prepared, the priests protected by *sanctuary* and armed with *shillelaghs*.

The intellect devourers feign interest in conversation before attacking; approaching characters must pass a DC 10 Wisdom (Insight) check or be surprised.

If some members of the party choose not to charge, those party members appear at the edge of the map on their normal initiative on the second round of combat — the first round must be spent winding their way through ruins without line of sight or effect to their allies or enemies.

CHARGE!

Running in, weapons drawn, allows the characters to be ready for combat, and does not afford the intellect devourers enough time to prepare for battle. Neither group gains the benefit of surprise. However, running headlong through the ruins is treacherous; charging players must succeed on a DC 12 Dexterity (Acrobatics) check or make their initiative check with disadvantage.

THE WORK SITE

Once the characters reveal themselves or are spotted, the intellect devourers turn as a unit and attack, fighting to the death. The commoners continue working as if the characters were not even there.

PRIESTS OF CHAUNTEA

Vanquo enthralled these elven Priests of Chauntea and extracted from them legends of a lost temple. They have the racial features of elves and use the stats for **priests**, but they are proficient with the Nature skill, know the *shillelagh* cantrip and wield clubs instead of maces. After casting *shillelagh*, they have a +5 attack bonus and deal 1d8+3 bludgeoning damage. They also wear chain mail and have shields, giving them an AC of 18. Their alignment is neutral good.

Priests that have been under Vanquo's thrall for long periods of time become corrupted sycophants of the mind flayer. The corrupted priests have the stats of **kraken priests**, but trade their *voice of the kraken* ability and damage resistance for chain mail armor (AC 16). Their alignment is neutral evil.

TACTICS

The priests open by dispelling the characters' buffs or summoning *spirit guardians*, and either cast *sanctuary* on themselves or activate *shillelagh*. They leave their guardians up and heal their allies, if possible also activating *spiritual weapons* and trying to keep their distance.

The corrupted priests use *call lightning* to blast the adventurers, and care little if they strike the commoners. They may also seek cover underwater.

The intellect devourers are controlling the other combatants via their *body thief* ability. They only emerge if their host is killed or incapacitated. Without an intellect devourer controlling them, the hosts die at the end of their next turn.

The commoners continue to work as if there was no combat occurring. They move around throughout the combat, getting in the way of area effects, but taking no combat action.

Multiple intellect devourers can be a significant problem for the characters, since they can kill or possess a creature in a single round with lucky rolls. If the characters begin to lose the battle, have some of the commoners shake loose of Vanquo's hold and join the fight on the characters' side.

GENERAL FEATURES

The general features of the sunken temple are as follows:

Lighting. this encounter takes place outdoors under daylight, unless it takes place at night.

Excavation. This 10-foot square shaft is filled with muddy water that even darkvision cannot penetrate. It descends 5 feet before opening into a labyrinthine submerged complex. If a creature enters the complex, it must make a DC 12 Wisdom (Perception) check to find its way out. The DC increases by 1 each round the creature remains submerged, although a natural 20 is always a success.

Forest. Nearby standing water and brush make it easy to take cover from ranged attacks. Brush and water is difficult terrain, but provides both half-cover and advantage on stealth checks to hide.

Ruins. Crumbling stone buildings surround the area. Standing behind the walls provide total cover, but they don't withstand much force: a DC 10 strength check can push a wall over, raining stones onto any creature on the other side. Affected creatures must make a DC 14 Dexterity saving throw or take 7 (2d6) damage and be knocked prone. The wall then becomes difficult terrain.

Swamp. Much of the area is covered in slick mud; creatures entering or moving through mud after taking

the *dash* action must make a DC 14 dexterity saving throw or fall prone at the end of their movement.

Tent. A small tent provides half cover. Within is a small, unlocked wooden chest.

Water. The dark, brackish water is 10 ft deep. Submerged creatures have total cover.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak:** remove a priest of Chauntea, a corrupted priest and two intellect devourers
- **Weak:** remove one corrupted priest and one intellect devourer
- **Strong:** add an additional priest of Chauntea and an intellect devourer
- **Very Strong:** add an additional priest of Chauntea, a corrupted priest, and two intellect devourers

TREASURE

The only treasure is Vanquo's spellbook, which contains the following spells: *alter self*, *enlarge/reduce*, *glyph of warding*, *suggestion*, *dispel magic*, *fly*, *greater invisibility* and *teleportation circle*.

DEVELOPMENT

If any of the enthralled commoners survive, they can describe much of what was happening. They're tired, confused, and their memories are hazy — as if they were just awakening from a dream. If asked about Vanquo, they know only his name and that they were excavating the ruins. They say the master drew a circle in the ground and disappeared.

A cursory investigation of the work area reveals ample proof that this group are the culprits. Cranium rats litter the area, although not enough to form a swarm. A nearby chest includes sketches of the Moonwater grounds and exterior, Vanquo's traveling spellbook, Brix's missing book, and a piece of parchment. But whatever Vanquo was looking for, it's clear he has yet to find it.

Both the parchment and the spellbook are covered in strange embossed patterns. A player studying them can infer (Intelligence, DC 12) that they are written language. The script is Qualith, the writing of mind flayers. If the characters can read it, the scroll's notes say, "TO DO: increase degree, make permanent", and the parchment is a timetable that lines up with the shift changes for guards on Ylraphon's Palisade.

Several pages have been torn out of *Deities of the Demiplane of Dread*. The book is arranged alphabetically, and the entire "S" section and the start of "T" are gone. The only missing entry in "T" is for Taavor the Mad One, a DC 20 Intelligence (Religion) check recalls him as a powerful being permanently imprisoned in the area — see *DDEX2-7: Bounty in the Bog*, and *YLRA01-01: Her Dying Wish* for more details.

The area the thralls were excavating is a dark pit filled with mud and water, but areas of ornate stonework are clearly visible. It's clear that a large structure is hidden beneath the swamp here. Characters attempting to enter the water find it is completely occluded with mud and plant matter — impenetrable even by darkvision — and that exploration without draining it would be challenging, if not impossible.

Detect magic in the area verifies a 10-foot circle of conjuration magic congruent with casting *teleportation circle* in the area. If the characters are stumped, remind them of the teleportation circle at the Moonwater. At this point the players may be left with more questions than answers, but at least the mystery they were hired to unravel can be considered solved.

Vanquo himself is nowhere to be found, as he has since teleported back into the city.

ACT 4: THE LYNCHING

Expected duration: 20 minutes.

Once the characters have discovered the true culprits (or even if they haven't), the problems in Ylraphon don't resolve themselves magically. Ylraphon is ablaze with anger and fear. When the characters return from the Old City, the citizens of Ylraphon have decided to take the matters into their own hands, blaming the Emberstars. Read the following:

No guard waves to you over the city gates. In fact, the streets on the outskirts of the Palisade are empty, although the sounds of yelling echo in the distance. Deeper into the city, a flood of people rush toward the Hunter's Market, with the cry going out: "A lynching! A lynching!"

The crowds can easily be followed to the Hunter's Market.

THE MARKET LYNCH MOB

After escaping the Sunken Temple, Vanquo teleported to the Moonwater under cover of invisibility then used his psychic powers to amplify the abnormally heated tempers of the people of Ylrathon into a violent mob. Once the characters reach Hunter's Market, they find a massive, angry crowd.

The smell of fish is still overwhelming in the hot air in the market square, but there are no farmers or fishermen selling their wares here now, and the usual cacophony of hawkers' shouts and cheerful chatter has been replaced by the shouting of an angry mob. Market tables have been swept of goods and pushed together, creating a makeshift stage topped with four gallows.

Strung up by a set of nooses, four Emberstar forgesmen teeter on small stools. The crowd taunts and jeers while their leaders stalk the stage, inciting the mob with cries of "taking back our town" from "monsters and freeloaders."

With a raucous, "Three! Two! One!" men flanking each of the Emberstars kick the stools out from under them, and they clutch at the ropes and kick their legs, their faces purpling. The crowd howls exultantly.

GENERAL FEATURES

Terrain. The market square is laid with thick flagstones—formerly the foundation of a tower that once stood here. The area is littered with market stalls, and the thick crowd makes it difficult to get anywhere in a hurry.

Sound. The howling crowd makes hearing difficult (disadvantage on hearing-related Wisdom (Perception) checks). Anyone speaking must shout to be heard.

Smells. The air is heavy with the smell of fish, but also the aroma of spices, roasted meat, and sweat.

The Crowd. Most of the crowd are **commoners**, although a handful of **guards** and **veterans** are sprinkled amongst them. The tightly pressed bodies make movement challenging; treat the crowd like a gargantuan swarm of medium creatures for the purposes of movement.

The Well. The only reliable source of safe fresh water in town, this stone well has been scribed with a magical symbol, known to wizards and sages of giant lore as the venn rune. The rune creates a magical effect in a 30 feet

sphere around itself, causing any creature who tells a lie within the sphere's radius to take 5 psychic damage and flinch visibly.

STOPPING THE MOB

This scene can run like either an easy combat or a series of skill checks. Improvise. Reward ingenuity, and try to create circumstances that allow each player a chance to help. But don't spend too much time on it; this encounter is about fast-paced drama, not tactics.

At the end of the first round, the sturdy forgesmen begin making death saving throws per the rules for suffocation, i.e. will each die after three failed saves (the noose and fall prevent them from holding their breath).

If Augrathoth the **intellect devourer** is still in control of its original victim, the victim is near the stage, helping to rile up the crowd. If Augrathoth was discovered earlier but escaped, it's now in possession of the leader on stage. Otherwise, Augrathoth is not present in this encounter.

The characters start approximately 50 ft. away, but they can interrupt this madness.

- Characters who attempt to move through the crowd may be grappled by its members. Movement through the crowd requires shoving your way through: a DC 10 Strength check allows movement at one-quarter speed; 15+ allows half speed.
- An adjacent creature can use an action to hold up a hanging person, providing advantage on death saving throws.
- The heavy ropes used as nooses have AC 15 and 10 hit points. They are immune to poison and psychic damage, and resistant to all other damage except slashing.
- Ranged attacks against the ropes are difficult due to the jostling crowd: attacks from more than 10 feet away are made with disadvantage.
- The four gallows are five feet apart, and occupy the same space as the Emberstar forgesmen. The forgesmen are **commoners** with 5 hp.
- If the characters attempt to stop the lynching, the members of the crowd — usually goodhearted folk — may try to attack them.

Once the characters have stopped the lynching or the Emberstars have died, the crowd quickly disperses.

THE GRATEFUL EMBERSTARS

Sebastian Emberstar arrives after the danger from the lynch mob has abated. If any of his forge crew have survived, read the following:

Flames trace the collar and cuffs of the expertly-tailored suit worn by Sebastian Emberstar, who approaches you together with a towering gold-skinned dragonborn woman. As you approach, his tired face composes into a white-toothed smile. “I hear I owe you a favor, my friends,” he says.

Sebastian Emberstar is joined by **Cristobella Crexi**, who runs his retail shop, the Emberstar Arms. Emberstar thanks the characters and offers them a boon: to craft them a weapon of their choosing imbued with magical fire. This weapon has the stats of a *flame tongue*, but it can be any weapon made at the forge: melee weapon in the *Player’s Handbook* except club, greatclub, spear, quarterstaff, lance or whip. The characters also earn the story award **An Emberstar Exclusive**. The characters may decide who receives this weapon after the adventure.

ACT 5: SOMEONE ELSE’S PROBLEM

Expected duration: 15 minutes.

Once the Ylraphites have been sent back to their homes and peace has been restored, not much remains but to return to Carver and report.

VANQUO’S MESSAGE

Though his immediate plans have been largely foiled, Vanquo has set one last trap for the characters, although if someone else triggered it, he’d be unconcerned. As the characters leave the Hunter’s Market, call for perception checks, then read the following to those who rolled the highest:

In the quiet of the dispersing crowd, you hear a whimpering cry from an alley. A small girl sits on the dirty stone floor, her face wet with tears. In one hand she clutches a plush dog. In the other, her red and swollen ankle.

The girl’s name is Pi, and she’s a Mulmaster refugee whose parents were among Vanquo’s thralls. The

stuffed dog has a 5th-level *glyph of warding* which triggers when the dog is within one foot of anyone other than Pi. Her fate is bleak, but if the characters talk with her, there are some clues that something is amiss:

- No one in the crowd nearby knows her or can be persuaded to help her find her home.
- She hurt her ankle in the crowd and got scared. This is true, although she was under compulsion from Vanquo, under the guise of an *alter self* spell.
- Even from a distance, it’s clear her ankle is either broken or badly sprained — she likely can’t walk on it, although with a DC 10 Wisdom (Medicine) check a character could splint it enough to let her walk at half speed.
- Her clothes are dirty and she’s thin and malnourished. The plush dog is clean and new, however; it’s black and has red eyes.
- If asked, she says the man told her wait here for someone to come for her. The man gave her the puppy to keep her safe until the people come.
- If asked about the man she replies, “The purple man. He’s nice.”
- Beyond that all she wants is to go home (also true).
- If asked for the toy, or pressed for more on the purple man, she gives a final message before triggering the trap:

“He says his name is Vanquo, and he hopes you like doggies. He says his friends all like doggies. Like this one. Only better.”

The glyph requires a DC 15 Intelligence (Investigation) check to discover (although doing so without approaching is nearly impossible). When triggered, the glyph’s exploding runes do 7d8 acid damage to all creatures within 20 feet, with a DC 15 Dexterity saving throw for half damage. Pi has the statistics of a **commoner**.

Search as they might, the trail has gone cold; Vanquo’s access to spells like *invisibility* and *fly* and his significant lead mean that he could be practically anywhere. At this point, the only thing left to do is to report back to the mayor.

CONCLUSION

When the characters return to the town hall, they find it in disarray, as the captain of the guard and **Lindon**

Steeltoe (if he's still alive) are trying to dissuade **Mayor Carver** from abandoning the town. Read the following:

The lobby at the town hall is oddly empty. Voices echo from the mayor's office's open door. Within, Carver rifles through his desk drawers, placing the things he finds into a large, worn rucksack.

"I've heard your protests," Carver says as you enter, "but I'm tired of problems that can't be solved with steel. I'm not the right man for this job. I've just got one last thing to wrap up and — ah, it looks like they've arrived."

When the characters enter, Carver asks them for a report. Carver finds the characters' story troubling, but it confirms what he already knew — this isn't something he can solve. If asked where he's going, he says an old friend has offered him a commission leading men into battle, and it's exactly what he needs.

Carver can't be dissuaded, although he gestures to a bag of gold in the corner — their payment as promised, from the city coffers. Then he bids the group good luck and takes his leave. The adventure ends with Carver's final proclamation:

"I guess there's only one thing to do now... you need to have an election."

REWARDS

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

EXPERIENCE (MIN: 4,500/MAX: 7,500 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
Acolyte	50
Aurochs	450
Commoner	10
Cranium Rat	10
Guard	25
Intellect Devourer	450
Kraken Priest	1,800
Mindwitniss	1,800
Pixie	50
Priest	450

Swarm of Cranium Rats	1,800
Unicorn	1,800
Wobbles	5,900

NON-COMBAT AWARDS

TASK OR ACCOMPLISHMENT	XP PER CHARACTER
Uncover the Hidden Intellect Devourer on Day I	1000
Save Wobbles or allow him to escape unharmed	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
Investigator's fee	1,000
Penalty for negotiating	-100
Speed bonus (next day)	250
Speed bonus (same day)	500
Pixie dust	250
Rare shellfish	175
Historically relevant jewelry	350

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 the system provided in the *Adventurers League Dungeon Master's Guide*.

FLAME TONGUE WEAPON

Weapon (any sword), rare (requires attunement)

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

This weapon was crafted for you by the expert smiths at the Emberstar Exchange to your specifications. Unlike most flame tongue weapons, this weapon can take the form of your choice from any melee weapon made at the forge: anything in the Player's Handbook or D&D Basic Rules except club, greatclub, spear, quarterstaff, lance or whip.

This weapons's description also appears on **Player Handout 7: Flame Tongue Weapon**.

SPELLBOOK

Vanquo's spell book is written in Qualith script. It has the following spells in it that may be scribed into a character's spell book using the rules in the *Player's Handbook*.

2nd level: *alter self*, *enlarge/reduce*, *glyph of warding*, *suggestion*

3rd level: *dispel magic*, *fly*

4th level: *greater invisibility*

5th level: *teleportation circle*

STORY AWARDS

The characters can earn the following story awards during play. These are also described on **Player Handout 6X: Story Awards**.

CAVEAT VENDOR

You managed to disperse a swarm of pixies from the Chiang Emporium in Ylraphon with minimal damage to the shop. Your reputation for mastery and grace precedes you amongst members of the Chiang Emporium.

The characters earn this story award for clearing the pixies from the Chiang Emporium while limiting collateral damage.

AN EMBERSTAR EXCLUSIVE

You've gained the favor of Sebastian Emberstar after rescuing his employees from a lynch mob. In gratitude, he grants you an exclusive offer: access to their forges. You have the one-time opportunity to provide your own funds to add decorative flourishes to a weapon you own (gems in the hilt, embossed or filigree in the blades, etc). You can spend any amount, but if you spend at least 10,000 gold, the weapon's craftsmanship impresses those who view it and know about such things. At the DM's option, once per adventure you can gain advantage on a Charisma-based ability check by flourishing or displaying the weapon.

The characters earn this story award for rescuing at least one of the Emberstars from the lynch mob.

THE MOONMAIDEN'S WATERS

You foiled an attack on the Moonwater, preventing Vanquo from taking control of the temple. While the temples' famous prophetic baths were befouled, the High Initiate, Andorran Bree, has offered you an

opportunity to use them once the waters are suitably cleansed.

The characters earn this story award for defending Andorran Bree at the Moonwater.

...A TERRIBLE THING TO WASTE

You fell in battle against the minions of a renegade mind flayer. But an adventurer's brain — even when not taken alive — is a delicacy few mind flayers could resist. Selfless heroics add such a delicious spice! Your story ends here, although your demise spares you from spending your days as a mindless thrall — a fate your compatriots are likely to share.

A character earns this story award if they are killed during the adventure and are unable (or unwilling) to take one of the resurrection options available.

LOCAL PURSUIT

You have become involved with a local institution in Ylraphon. You may choose **one** (and only one) of the "Local Pursuit" story award options described in **Player Handout 6Y: Local Pursuits** for successfully completing this adventure. This signifies your character having the opportunity to become more involved with day-to-day life and significant institutions in Ylraphon. You may gain only one of the story award options listed for completing this adventure, though you may later gain additional ones if other adventures grant these story award options.

This award is available to characters who successfully completed this adventure.

YLAPHON ADVENTURERS GUILD

You may join the Ylraphon Adventurers Guild if you either obtain one of the Local Pursuit story awards (as described above) or are willing to pay 50 gp initial dues as described in **Player Handout 6Z: The Ylraphon Adventurers Guild**. This grants access to the Guild Delving downtime activity described in that handout, as well as other benefits to be seen in future modules set in Ylraphon.

This award is available to characters who solve the mystery of who has been committing the vandalism and arson in town.

PLAYER REWARDS

The characters earn downtime and renown in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

DM REWARDS

In exchange for running the adventure, you earn XP, gp, and downtime days in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*.

APPENDIX 1: NPC/MONSTER STATISTICS

THE CHIANG EMPORIUM

PIXIE

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	20 (+5)	8 (–1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*,
detect thoughts, *dispel magic*, *entangle*, *fly*, *phantasmal force*,
polymorph, *sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

COMMONER

Medium humanoid (any race), any alignment

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 any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

AUROCHS

Large beast, unaligned

Armor Class 11

Hit Points 38 (4d10 + 16)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (–4)	12 (+1)	5 (–3)

Senses passive Perception 11

Languages –

Challenge 2 (450 XP)

Charge. If the aurochs moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage

UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *detect evil and good*, *druidcraft*, *pass without trace*
1/day each: *calm emotions*, *dispel evil and good*, *entangle*

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

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

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

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

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

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

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

THE MOONWATER

MINDWITNESS

Large aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft., fly 20 ft. (hover)

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

Saving Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 600 ft.

Challenge 5 (1,800 XP)

Telepathic Hub. When the mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

ACTIONS

Multiattack. The mindwitness makes two attacks: one with its tentacles and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) psychic damage. If the target is Large or smaller, it is grappled (escape DC 13) and must succeed on a DC 14 Intelligence saving throw or be stunned until the grapple ends.

Eye Rays. The mindwitness shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Aversion Ray.** Targeted creature must succeed on a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

2. **Fear Ray.** The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened 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.

3. **Psychic Ray.** The targeted creature must succeed on a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.

4. **Slowing Ray.** The targeted creature must succeed on a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Stunning Ray.** The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 13 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

SWARM OF CRANIUM RATS

Medium swarm of tiny beasts, lawful evil

Armor Class 12

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1,800 XP)

Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components.

At will: *command*, *comprehend languages*, *detect thoughts*
1/day each: *confusion*, *dominate monster*

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.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The Acolyte is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

BRIX'S TOWERS

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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.

APPRENTICE WIZARD

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft, swim 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

CANTRIPS (at will): *fire bolt, mending, prestidigitation*
1ST LEVEL (2 slots): *burning hands, disguise self, shield*

ACTIONS

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

WOBBLES

Gargauntuan beast, unaligned

Armor Class 9

Hit Points 225 (18d20 + 36)

Speed 10ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +6, Stealth +5

Senses Darkvision 120ft., Passive Perception 16

Languages –

Challenge 10 (5,900 XP)

Hold Breath. While out of water, the Wobbles can hold his breath for 1 hour.

Water Breathing. Wobbles can breathe only underwater.

ACTIONS

Multiattack. Wobbles makes three tentacle attacks.

Fling. One Large or smaller object held or creature grappled by Wobbles is thrown up to 30 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

Slam. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. Wobbles has eight tentacles, each of which can grapple one target.

LEGENDARY ACTIONS

Wobbles 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. Wobbles regains spent legendary actions at the start of his turn.

Recover. Wobbles ends one effect on itself.

Slam or Fling. Wobbles makes one slam attack or uses its fling.

THE PEARL

CRANIUM RAT

Tiny beast, lawful evil

Armor Class 12

Hit Points 2 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 0 (10 XP)

Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

ONE GOOD BURN

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (–2)	13 (+1)	6 (–2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (–2)	10 (+0)	7 (–2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

THE SUNKEN TEMPLE

CORRUPTED PRIEST OF CHAUNTEA

Medium humanoid (elf), neutral evil

Armor Class 16 (chain mail)

Hit Points 75 (10d8 + 30)

Speed 30 ft, swim 30 ft.

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

Skills Nature +5, Perception +5

Senses Darkvision 60 ft., passive Perception 15

Languages Common, Elven

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Fey Ancestry. The priest has advantage on saving throws against being charmed, and magic can't put the priest to sleep.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command, create or destroy water*

3/day each: *control water, darkness, water breathing, water walk*

1/day each: *call lightning, Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

PRIEST OF CHAUNTEA

Medium humanoid (elf), neutral good

Armor Class 18 (chain mail, shield)

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, Religion +4, Nature +5, Perception +5, Persuasion +3

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Elven

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.

Fey Ancestry. The priest has advantage on saving throws against being charmed, and magic can't put the priest to sleep.

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, shillelagh, 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

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

Shillelagh. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

INTELLECT DEVOURER

Tiny aberration, lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 60 ft.

Challenge 2 (450 XP)

Detect Sentience. The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

ACTIONS

Multiattack. The intellect devourer makes one attack with its claws and uses Devour Intellect.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Devour Intellect. The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

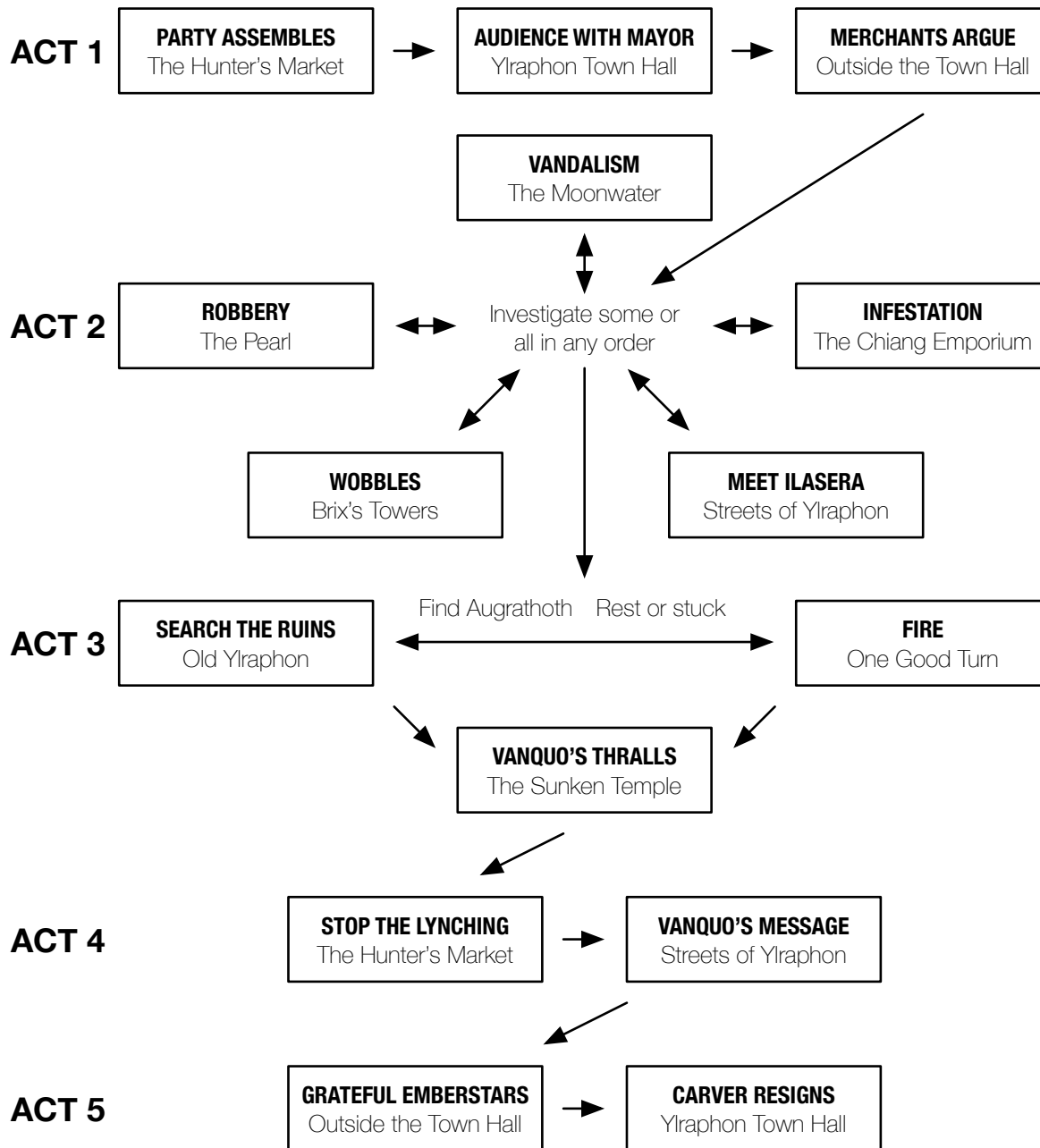
Body Thief. The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a *wish*. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

APPENDIX 2: ADVENTURE STRUCTURE

YLRA 1-2: UNEASY LIES THE HEAD

Adventure Structure



APPENDIX 3: NPC SUMMARY

The following NPCs are featured in this adventure.

FACTION CONTACTS

The characters may seek out their faction contacts within Ylraphon.

- **Andorran Bree**, male half-elf Harper, is steward of the Moonwater.
- **Arden Marsh**, male Damaran human of the Order of the Gauntlet, refuses to enter city gates, helps put out the fire at One Good Turn.
- **Clank**, male kenku Zhentarim, lurks in Zhentish Corners.
- **Ilasera Kombu**, female Calishite half-elf of the Emerald Enclave, keeps a stand in Hunter's Market.
- **Zor Serge Affapanov**, male Damaran human of the Lord's Alliance, can be found in his home.

DISPOSABLE NPCs

Uneasy Lies the Head is part of a series of adventures. Many NPCs have ongoing roles in the story, and killing or maiming them might cause a discordant experience for the players. The following NPCs were created for this adventure, and have no major role in future stories. Kill, maim, disfigure and curse them to your heart's content.

- **Fren the Moose**, male goliath forgerman for the Emberstar Exchange
- **Orgrillon Jack**, male half-orc forgerman for the Emberstar Exchange
- **Toothy Crexi**, female dragonborn forgerwoman for the Emberstar Exchange
- **Tail**, male tiefling apprentice for the Emberstar Exchange
- **Jyn & Lia**, female human acolytes of Selûne
- **Aleck**, male human apprentice to Salvar Brix
- **Lindon Steeltoe**, male halfling former sheriff and mayor's assistant
- **Glendt**, male human refugee with a missing eye
- **"Purserazor" Neemoy**, male gnome Zhentarim and fence

Unless indicated otherwise when they are introduced, these NPCs use the statistics for a **commoner**. Feel free to improvise backgrounds and character details for them as needed.

STORY NPCs

These NPCs may have future roles in the Ylraphon storyline.

- **Mayor Carver**, male Damaran human, has an office in the town hall
- **Sebastian Emberstar**, male fire genasi, owns The Emberstar Exchange and forge.
- **Cristobella Crexi**, female dragonborn, is the proprietor of The Emberstar Exchange.
- **Ayre Affapanov**, female Damaran human, is the proprietor of The Pearl.
- **Leszek & Hvertina**, male and female Damaran humans working in Serge Affapanov's household.
- **Bethannah & Garros Tantur**, Turmish male and female, are undercover Hawks tracking Vanquo.
- **Salvar Brix**, male Damaran human wizard is building impressive towers in Ylraphon.
- **Clem Stouthandle**, female halfling town guard
- **Trell Bannon of the Fens**, male half-elf town guard

VANQUO

Vanquo doesn't appear in this adventure, but his machinations underlie much of what the characters will face. The mind flayer is obsessed with an intricate, carefully constructed plot years in the making, in which Ylraphon plays but a small role. Vanquo's presence should be palpable, but always just out of the characters' reach. In fact, the true Vanquo is not even in the area now—He prefers to avoid the swamp, for personal reasons, and the illithid setting things in motion around town is a sophisticated simulacrum bearing the true Vanquo's mind, one who will reappear in a future adventure.

Vanquo's only desire is the completion of his master plan — the details of which may be revealed in a future adventure — and he is consummately careful not to jeopardize it or himself. Most threats to his agenda are dispatched with calculated force, in ways that cannot be traced back to him. However, when Vanquo believes an enemy poses a serious threat to his plans, he tends to lash out with a reckless abandon. The characters should see the sheer ruthlessness and callousness of their enemy every time he steps out of the shadows to attack.

APPENDIX 4: INTELLECT DEVOURERS

One of Vanquo's intellect devourers, Augrathoth, has taken control of a resident of Ylraphon to do Vanquo's bidding. When preparing the adventure, choose which of the following NPCs the intellect devourer is using.

THE VICTIM (ROLL 1D6 OR CHOOSE)

D6	VICTIM	STATS	NOTES
1	Jyn	Acolyte	Female human acolyte of Selûne, daughter of a rich Daleland farmer
2	Lia	Acolyte	Female human acolyte of Selûne, orphaned refugee from Mulmaster
3	Aleck	Apprentice Wizard	Human male apprentice to Salvar Brix
4	Glendt	Commoner	Human male youth with a missing eye
5	Neemoy	Spy	Gnome male fence at Zhentish Corners
6	Tail	Commoner	Tiefling male apprentice for the Emberstar Exchange

All have something to hide, causing them to act duplicitous even if they aren't the cause of the crimes:

Jyn and **Lia** are both best friends and rivals as acolytes at the Moonwater. They compete over everything, including the affections of **Aleck**, Salvar Brix's apprentice. Their competition has slowly escalated to more reckless and dangerous stunts, and the three were throwing rocks at a cart horse one day when the old nag spooked, bolted and ran down a small child. The three evaded suspicion, but carry the guilt with them.

Glendt and **Tail** were friends growing up in Mulmaster before the fall. While Tail found an apprenticeship at the Emberstar exchange and has a promising future, Glendt fell in with harder types, such as "**Purserazor**" **Neemoy**. Neemoy is mentoring Glendt to be his replacement, and the youth isn't afraid to call in favors from Tail. Tail is loyal to his friend, and has risked his job hiding contraband and stolen goods for him — doing just enough to give Glendt leverage.

Tail is also infatuated with Jyn, whom he sees while visiting the temple. He leaves her gifts — either art he's made from pilfered forge scraps or stolen jewelry from Glendt — which the girl accepts despite her lack of interest. Glendt resents the temple girls for snubbing his friend, and Lia is driven to distraction with jealousy over the steady stream of gifts.

Augrathoth currently inhabits his host via his *Body Thief* ability, and controlling his victim's actions. If his host dies or is incapacitated, Augrathoth will leave it and look for another.

OUT OF SIGHT, OUT OF MIND

Detect sentence makes Intellect Devourers almost impossible to surprise. They are also difficult to detect; passive skills cannot reveal them, but they do leave telltale clues to the careful observer:

- Spending an hour interrogating a devourer can get it to trip up in its own lies. Wisdom (Insight) against the devourer's Charisma (Deception).
- Spells can detect them: *detect evil and good* reveals them, *detect thoughts* can reveal their duplicitousness, and spells like *clairvoyance* or *scrying* can catch them in action.

To decrease the adventure difficulty, consider having the intellect devourer slip up and reveal itself without the party discovering it. To increase difficulty, consider having the intellect devourer switch bodies mid-adventure.

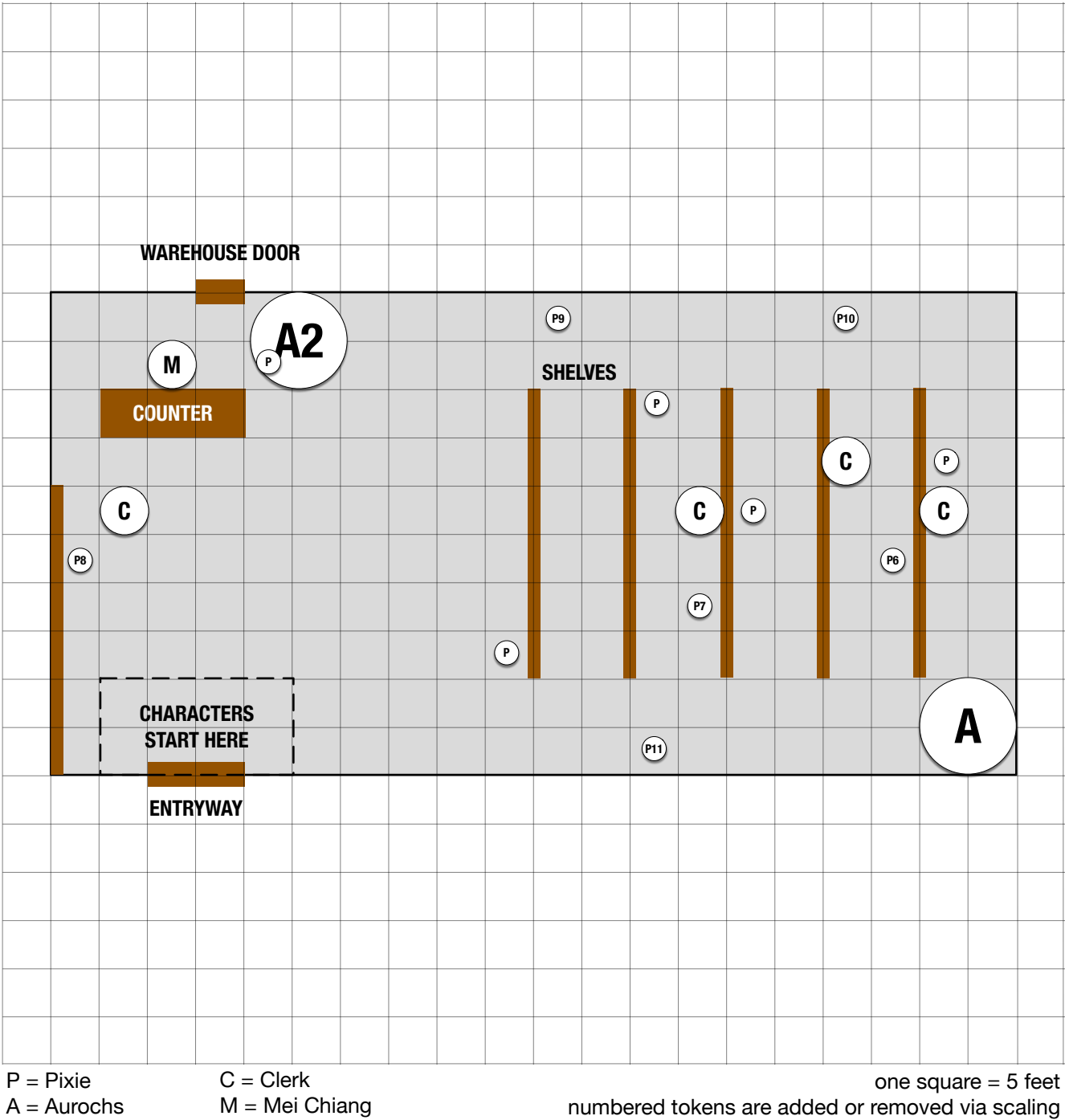
IF I ONLY HAD A BRAIN

An intellect devourer's *devour intellect* ability can reduce a character's intelligence. The effect can be reversed with *greater restoration*. If the characters cannot cast this themselves, it is available from Andorran Bree via spellcasting services.

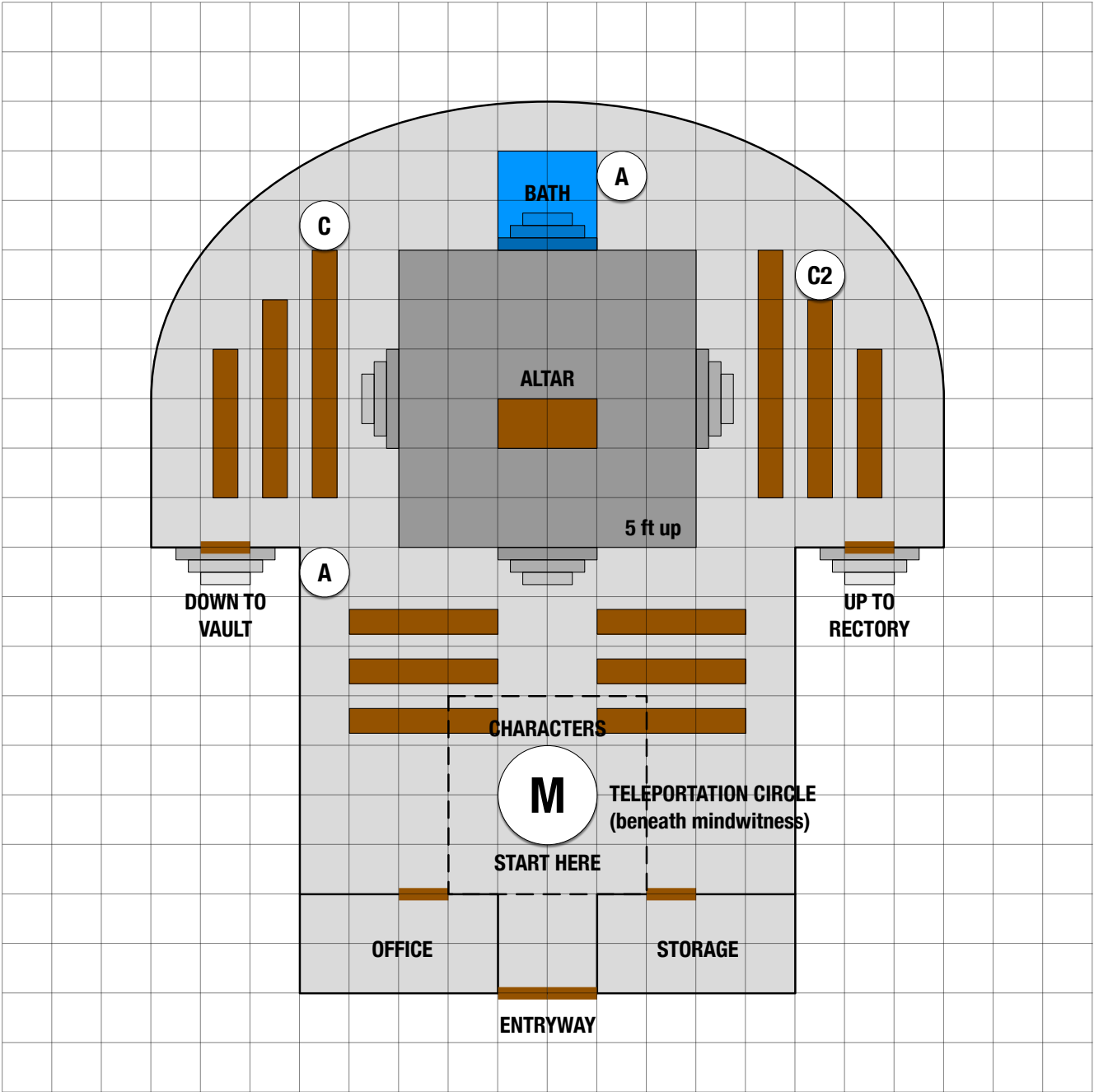
An intellect devourer's *body thief* ability is a bit more serious, as the victim's brain has been devoured. *Raise dead* fails on a creature whose brain is missing; only *reincarnate*, *resurrection*, and *wish* can restore to life an adventurer with a devoured brain. The following remedies are available to victims of *body thief*:

- Andorran Bree can cast *resurrection* according to the normal rules for spellcasting service, but there will be a wait of a day or two while Andorran restores the *hallow* and other wards protecting the Moonwater.
- Ilasera can cast *reincarnate* if the character (or the party) pays for her services (see *Investigating the Investigators* in Act 2). Reincarnating may cause a creature to return to life as a different race.

APPENDIX 5A: CHIANG EMPORIUM MAP



APPENDIX 5B: MOONWATER MAP

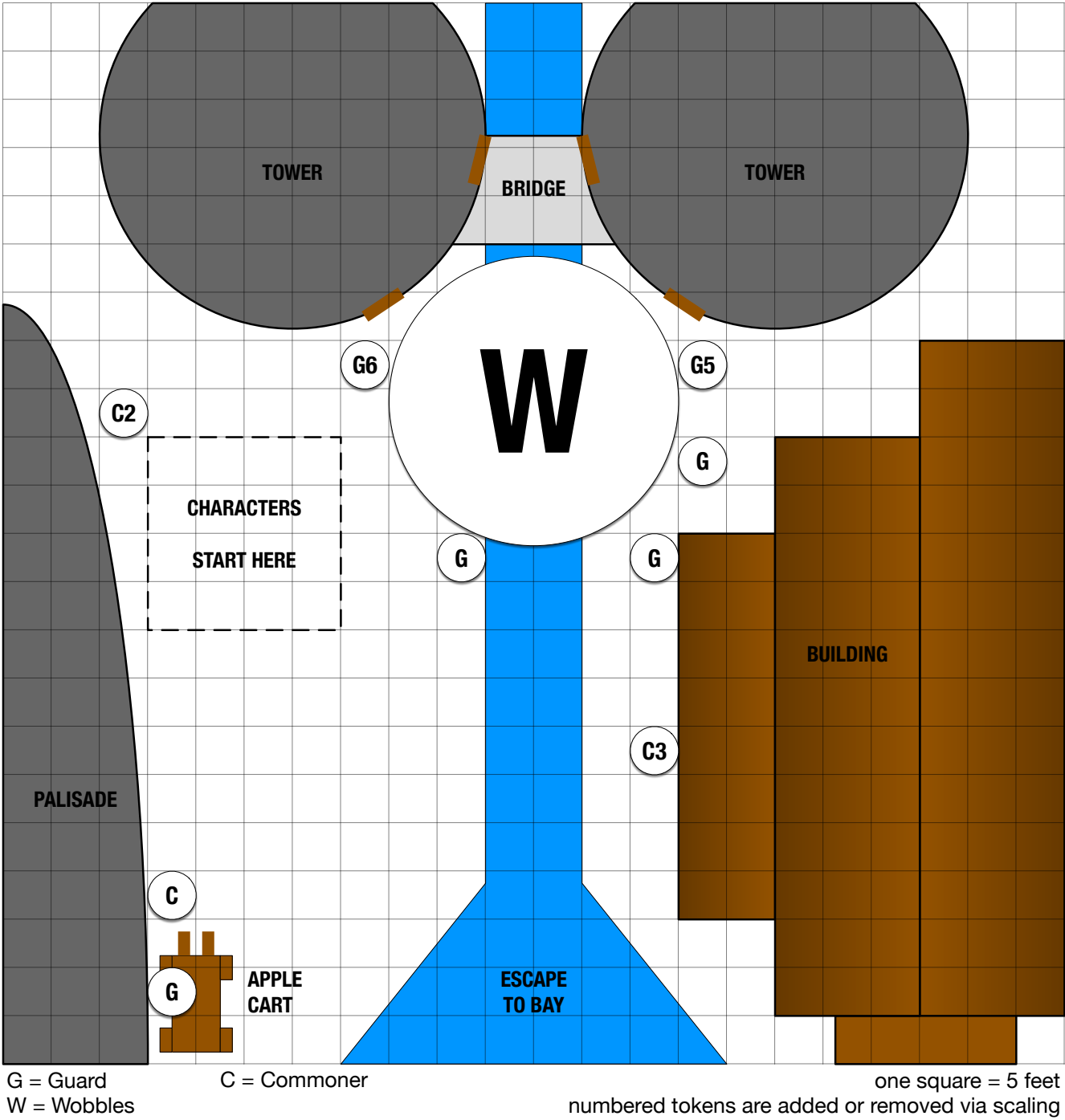


A = Acolyte
M = Mindwitness

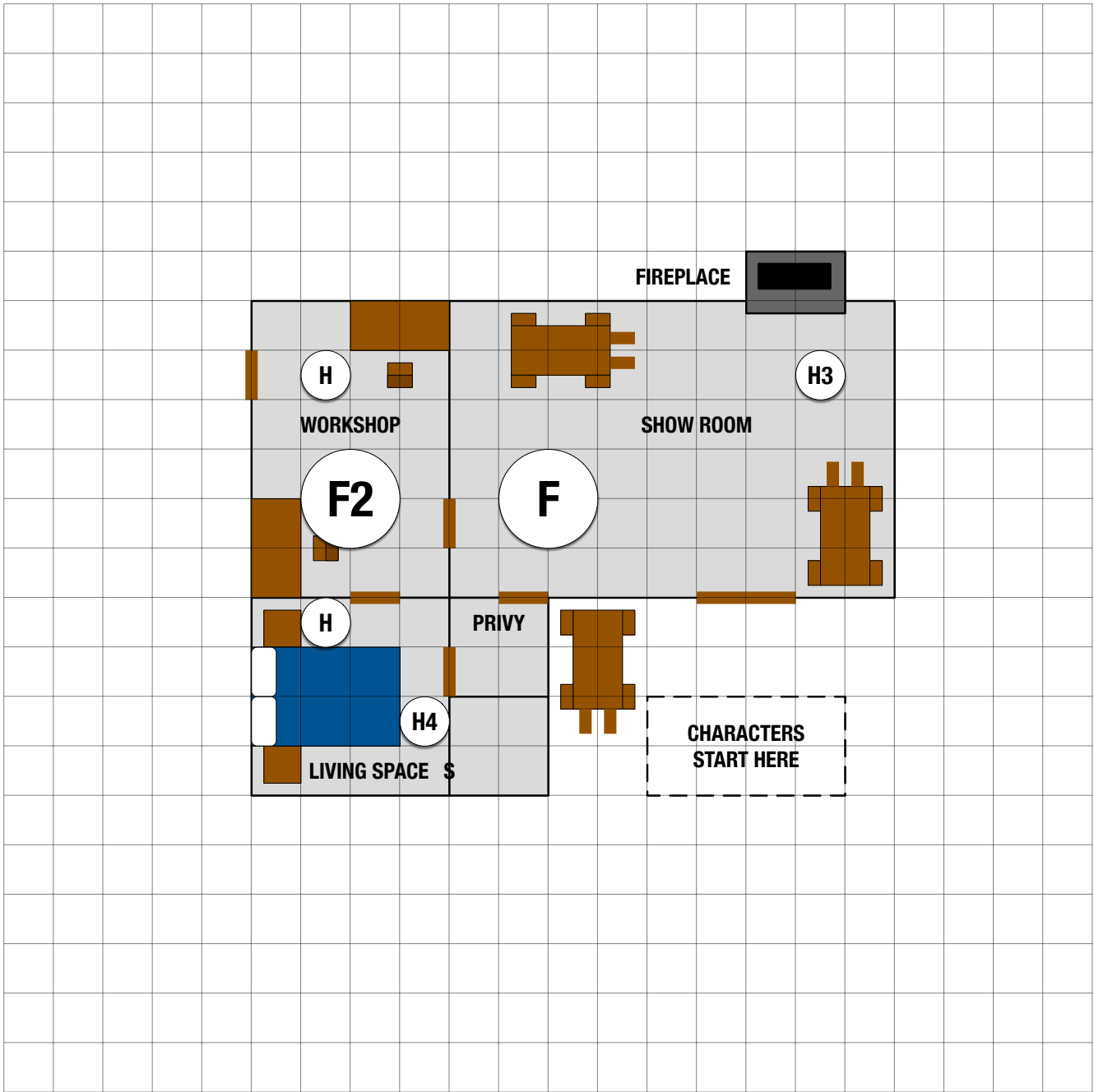
C = Cranium Rat Swarm

one square = 5 feet
numbered tokens are added or removed via scaling

APPENDIX 5C: BRIX'S TOWERS MAP



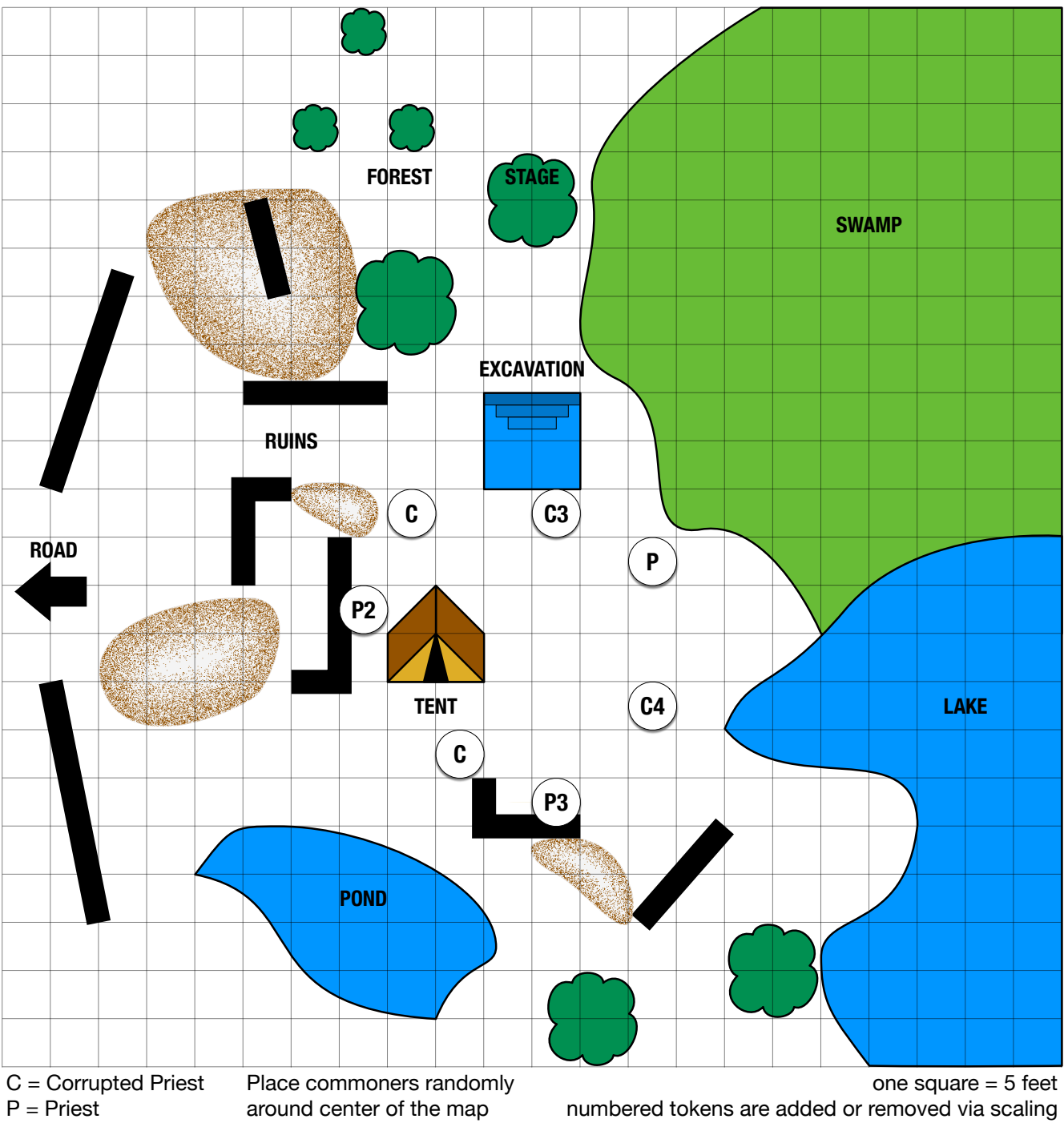
APPENDIX 5D: ONE GOOD BURN MAP



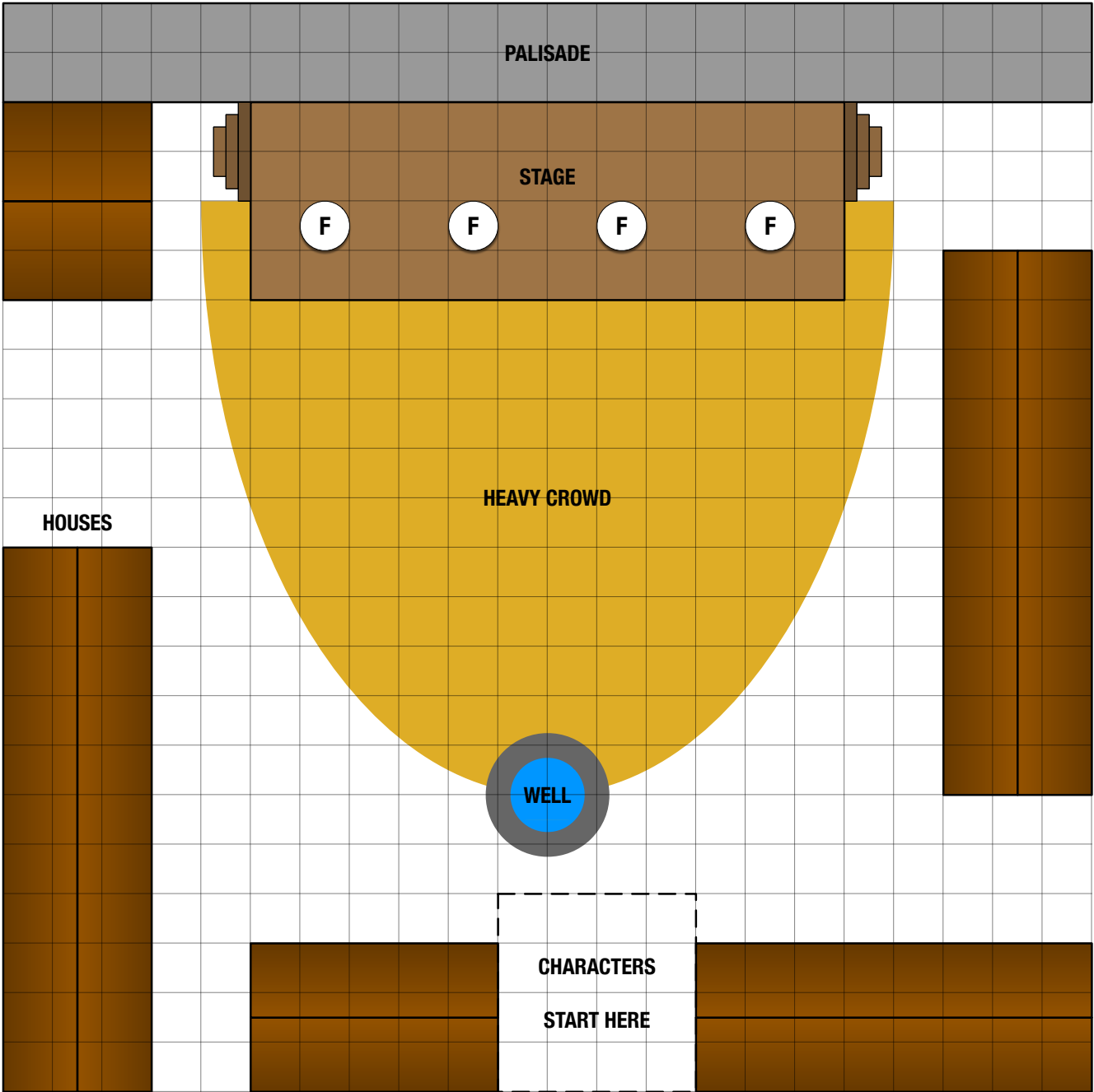
F = Fire Elemental
H = Hell Hound

one square = 5 feet
numbered tokens are added or removed via scaling

APPENDIX 5E: SUNKEN TEMPLE MAP



APPENDIX 5F: HUNTER'S MARKET MAP



F = Forgeman

one square = 5 feet
numbered tokens are added or removed via scaling

APPENDIX 6: RUMORS

Characters may choose to seek rumors out, making various checks (such as Charisma (Deception or Persuasion) to converse or carouse with locals to seek information, or Wisdom (Perception) to eavesdrop), with the DCs varying based on circumstances. If the character is specifically seeking information on a topic, try to find a rumor related to it. If a character buys someone a drink, takes the time to establish a special rapport, or otherwise expends real effort or resources, roll twice and give the character both results.

Unless you are specifically running this adventure as part of an ongoing campaign including all of the YLRA-series modules, you shouldn't just roll a d20 for the whole table. Instead, roll **1d8** to obtain a rumor intended for this particular module, or simply choose a logical result.

DIE ROLL	RESULT	
1	Some of the refugees have had their minds taken over by brain-eating fungus from the Underdark that got in the air when Mulmaster exploded. (FALSE)	11 A great knight of the Order of the Gauntlet was murdered out on the Hunt Trail two winters ago, and he rose again as a death knight. He haunts the coast, tricking the living into becoming his unwitting pawns as he hunts down all those who betray his Order and drags them screaming into the Nine Hells. (FALSE)
2	One of the acolytes at the Moonwater is the avatar of the goddess Selûne herself! She sleeps in a hidden vault under the temple. The High Priest, Andorran Bree, has sworn to protect her, that's why he's so secretive—some say he's in love with her! (FALSE)	12 Hostettler's House used to be more tavern than gambling house, until Old Man Hostettler's tiefling wife killed him and took over—that's why they call her the Red Widow! (FALSE)
3	You ever heard of the Shadovar? Shades of Old Netheril who ruled the Anauroch desert? Some say they were defeated, but I hear they still secretly rule places like Sembia and Mulmaster—all those Mulmasterite refugees coming here is prelude to an invasion. (MOSTLY FALSE)	13 Something, or someone, keeps filling the Flooded Forest with monsters from other lands. Some say it's the forest's master, the Mage Who Never Dies. (HALF TRUE)
4	The priests of Chauntea had to flee their shrine in the Old City of Ylraphon when a group of reckless adventurers opened a portal to the Abyss within it. Some new Chauntea priests went out looking for it, and they never returned! (MOSTLY FALSE)	14 A whole caravan of Cormyrean nobles was kidnapped by orcs in the Flooded Forest and locked away in the caverns they call home—I wager their wealthy families would pay a pretty penny to get them back. Some the orc caverns aren't outside town at all, but actually beneath the town, though they say our soil is too soft and muddy for that... (MOSTLY FALSE)
5	I don't trust the merchant houses who rule within the Palisade walls, except for the Ironheart dwarves. The Ironhearts have always been honest neighbors, but all the rest of them care about is money. (MOSTLY TRUE)	15 Over a hundred years ago, in the Year of Rogue Dragons, an old elvish curse made all manner of drakes and wyrms go mad, coming from the swamps to destroy the Old City of Ylraphon and kill everyone who didn't flee—They cursed the land, and now no crops grow around here. That's why food costs so much. (MOSTLY TRUE)
6	House Emberstar will take in anyone. Not only do they allow goblins and half-orcs and the like to join their house, but they even took in former members of the Elemental Evil Cults who begged for shelter after Mulmaster fell—especially fire cultists who could help work metal. (MOSTLY TRUE)	16 Buried around these parts are a thousand <i>orcslayer</i> blades, made of a magical steel poisonous to orcs. The dwarves of Roldilar used these weapons to break out of the mountain caverns to run in waist-high riot across these lands. No one knows how the orcs managed to drive the dwarves back out decades later, nor what happened to all those enchanted blades! (TRUE)
7	They say the Chiang Emporium have the largest fleet in the Sea of Fallen Stars. A woman at their boat repair shop told me one of their ships is magical, and can fly to the very stars! It's also said they never forget a debt, good or bad, so if you do work for them, it's best to do it right! (MOSTLY TRUE)	17 Gwynora Ironheart already has a grown son, but now she's pregnant again, and her bodyguard's the father! And they're not even married! Gwynora's always been honest and fair, but what kind of example is that for a leader to set? (MOSTLY TRUE)
8	The Affapanovs are nobles from Mulmaster who got wealthy dealing in gems. They lock their enemies away in their deep underground treasure vaults, never to be seen again. (HALF TRUE)	18 The druid Ilasera can reclaim lands from the swamp! It's thanks to her the whole Palisade doesn't sink into the marsh. Without her this would still just be a muddy trading post next to the docks. That's why they can't dig a sewer here—the ground under us is too wet and unstable! (TRUE)
9	House Marsh seems like a good family, but their leaders are all too young. I heard the older generation were all fanatics from one of the Elemental Evil Cults that destroyed the harbor in Mulmaster, and they died trying to destroy the rest of the city. (MOSTLY TRUE)	19 The well at Hunter's Market is the only clean drinking water in town, and anyone who stands near it must tell the truth, thanks to a blessing from Waukeen. (MOSTLY TRUE)
10	No one knows this, but that dwarf paladin Garm Stormbright killed Sir Bresden Marsh's father in that big battle in Mulmaster—he felt so guilty that now he's sworn to never pick up a weapon again. In fact, all the sons of that family grew up without fathers, and it's made them desperate to start families of their own. (HALF TRUE)	20 "Bree-yark" is goblin-language for "we surrender!" (FALSE)

PLAYER HANDOUT 1: CARVER'S REPORT

The report is a hastily written summary of events reported today.

DESECRATED TEMPLE

Andorran Bree, steward at the Moonwater temple reports that a person or persons broke into the temple, desecrated the sacred baths, graffitied the walls and generally tore the place apart.

Crimes: breaking and entering, vandalism, desecrating a place of worship.

PIXIE INFESTATION

Yuki (Mei) Chiang of the Chiang Emporium reports an infestation of unruly pixies at her store, which appear to be magically conjured.

Crimes: property damage, illegal transport of living creatures

JEWEL HEIST

Serge Affapanov at The Pearl reports a person or persons gained entry to her shop during the night.

Complainant reports several items missing.

Crimes: breaking and entering, grand larceny.

PLAYER HANDOUT 2: DEPUTY’S TIME SHEET

	Day 1	Day 2
DAWN		
MORNING	ADVENTURE STARTS AT MID-MORNING	
HIGHSUN		
AFTERNOON		
DUSK		
SUNSET		
EVENING		
MIDNIGHT		
MOONDARK		
NIGHT' S END		

Warning: overwork can be exhausting! Be sure to stay well-rested.

PLAYER HANDOUT 3: YLRAPHON KEY LOCATIONS



PLAYER HANDOUT 4: PEOPLE OF NOTE

For those new to Ylraphon, Carver provides a who's-who of some of the folk in town that the characters might meet. He's not shy about his opinions, either.

ANDORRAN BREE

Male Half-elf, The Harpers

"Bree runs the Moonwater, the local temple dedicated to Selûne. He's one of the good ones, if a bit bookish."

ARDEN MARSH

Male Human, Order of the Gauntlet

"That hard-nosed fool's banished himself from town over some feud with his family. You might find him wandering around the ruins correcting others' grammar and whatnot."

CLANK

Male Kenku, Zhentarim

"The bird-brained kenku is up to no good. But he and his Zhent buddies have a role, I guess; they keep the truly bad sort from setting up shop in Ylraphon. The devil you know, right?"

ILASERA KOMBU

Female Half-elf, Emerald Enclave

"The town probably wouldn't be on the map without Ilasera. Her druid magic set up that well in the market, and keeps the swamp from swallowing us. She's not afraid of getting in your business though, so if you don't go find her, expect her to come find you."

SALVAR BRIX

Male Human, The Cloaks of Mulmaster

"The wizard's new in town, showed up with the idea of building two big towers right in the ruins. Seems like a foolish idea to me. But he's got some power and someone like that is nice to have around. He's got a soft spot for anything rare and shiny."

SEBASTIAN EMBERSTAR

Male Genasi, The Emberstar Exchange

"He makes a good sword, so he's got my respect. I could care less about him being all fiery around the collar. Most around here are still raw about Mulmaster and judge him by that — I don't think he was even there — so don't read too much into what you hear about him."

SERGE AFFAPANOV

Male Human, The Lords' Alliance, House Affapanov

"He and his daughter own the jewelry shop in town, although she's the brains behind the operation if you ask me. Supposedly was richer than Gond before Mulmaster got blown up. He's a bit of a windbag but it's probably bad news if you cross him."

YUKI (MEI) CHIANG

Female Human, Chiang Emporium

"One time I made the mistake of eating some of the dried I-don't-know-what they sell in that Emporium she runs. It was the last time. She's all business though, and keeps to herself. Ylraphon seems a little backwater for the Chiang Emporium—not sure if her being here's a punishment or a big break."

PLAYER HANDOUT 5: SAVE THE SHOP!

Fighting in the cramped quarters of the Chiang Emporium without breaking the merchandise is difficult. Any missed attack, effect that targets areas, or failed Strength or Dexterity check risks collateral damage. If left alone, the pixies will surely break things as well. When this happens, the DM will roll on a collateral damage table.

The Chiangs may be grateful if you can prevent the shop from being destroyed. To help avoid damage, you have the following options available to you:

Butterfly nets. A stack of butterfly nets are for sale on a nearby shelf. While holding a net, you can use Dexterity in place of Strength for grapple checks against tiny creatures.

Take care. For melee and ranged attacks (including attempts to grapple), characters may intentionally take disadvantage on their attacks to attack carefully, having no effect on a miss.

Talk it out. As an action you can attempt to persuade, intimidate or deceive the pixies into leaving the shop.

Nice Save! A character may spend its reaction to subtract five from any roll on the collateral damage table if it is within five feet of the affected square.

Toro! As an action you can attempt to lead a polymorphed Aurochs safely out of the shop.

PLAYER HANDOUT 6X: STORY AWARDS

The characters can earn the following story awards during play.

CAVEAT VENDITOR

You managed to disperse a swarm of pixies from the Chiang Emporium in Ylraphon with minimal damage to the shop. Your reputation for mastery and grace precedes you amongst members of the Chiang Emporium.

The characters earn this story award for clearing the pixies from the Chiang Emporium while limiting collateral damage.

AN EMBERSTAR EXCLUSIVE

You've gained the favor of Sebastian Emberstar after rescuing his employees from a lynch mob. In gratitude, he grants you an exclusive offer: access to their forges. You have the one-time opportunity to provide your own funds to add decorative flourishes to a weapon you own (gems in the hilt, embossed or filigree in the blades, etc). You can spend any amount, but if you spend at least 10,000 gold, the weapon's craftsmanship impresses those who view it and know about such things. At the DM's option, once per adventure you can gain advantage on a Charisma-based ability check by flourishing or displaying the weapon.

The characters earn this story award for rescuing at least one of the Emberstars from the lynch mob.

THE MOONMAIDEN'S WATERS

You foiled an attack on the Moonwater, preventing Vanquo from taking control of the temple. While the temples' famous prophetic baths were befouled, the High Initiate, Andorran Bree, has offered you an opportunity to use them once the waters are suitably cleansed.

The characters earn this story award for defending Andorran Bree at the Moonwater.

...A TERRIBLE THING TO WASTE

You fell in battle against the minions of a renegade mind flayer. But an adventurer's brain — even when not taken alive — is a delicacy few mind flayers could resist. Selfless heroics add such a delicious spice! Your story ends here, although your demise spares you from spending your days as a mindless thrall — a fate your compatriots are likely to share.

A character earns this story award if they are killed during the adventure and are unable (or unwilling) to take one of the resurrection options available.

LOCAL PURSUIT

You have become involved with a local institution in Ylraphon. You may choose **one** (and only one) of the "Local Pursuit" story award options described in **Player Handout 6Y: Local Pursuits** for successfully completing this adventure. This signifies your character having the opportunity to become more involved with day-to-day life and significant institutions in Ylraphon. You may gain only one of the story award options listed for completing this adventure, though you may later gain additional ones if other adventures grant these story award options.

This award is available to characters who successfully completed this adventure.

YLRAPHON ADVENTURERS GUILD

You may join the Ylraphon Adventurers Guild if you either obtain one of the Local Pursuit story awards (as described above) or are willing to pay 50 gp initial dues as described in **Player Handout 6Z: The Ylraphon Adventurers Guild**. This grants access to the Guild Delving downtime activity described in that handout, as well as other benefits to be seen in future modules set in Ylraphon.

This award is available to characters who solve the mystery of who has been committing the vandalism and arson in town.

PLAYER HANDOUT 6Y: LOCAL PURSUIT

If you successfully completed this adventure, you may choose one “Local Pursuit” story award. This signifies your character becoming involved with significant Ylraphon activities or institutions. You may gain only one of the story award options listed below for completing this adventure, though other adventures may offer additional ones.

LOCAL PURSUIT: ACADEMIC RESEARCHER

You enjoy research privileges at Master Salvar’s Academy of Spellcraft and the Arcanist’s Art, a school of magic still under construction. Choose one of the following skills: Arcana, History, Investigation, Nature, or Religion. Record the chosen skill as part of this story award (“*Local Pursuit: Academic Researcher (Skill)*”). Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days performing special research. Once during your next game session, you may inform your DM you are using this benefit to gain advantage on a single Intelligence check or on a single Constitution saving throw to maintain your concentration on a spell when you take damage. If you use this benefit on an Intelligence check for the skill you chose when you gained this story award, you may treat a d20 roll of 9 or lower as a 10 for that check.

LOCAL PURSUIT: PREACHING THE FAITH

You take on an important role at a local temple or shrine. Choose a deity you worship. If you do not already worship a chosen deity, you must choose one worshiped by a fellow member of your party. Record your choice as part of this story award (“*Local Pursuit: Preaching the Faith (Deity)*”). Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days participating in or leading religious rites (such as weddings, funerals, ordinations, or rituals recognizing holy occasions). If you do so, you gain the

benefits of having spent 3 days performing the Recuperating downtime activity (as described in the *Player’s Handbook*), and you begin your next game session with Inspiration.

LOCAL PURSUIT: SHADOWCLOAK SPECIALIST

You have become an influential member or ally of the Shadowcloaks, Ylraphon’s thieves’ guild, and they rely on you for your expertise in a particular illicit activity. Choose any one tool. Record the chosen tool as part of this story award (“*Local Pursuit: Shadowcloak Specialist (Tool)*”). Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days performing illicit activities with the Shadowcloaks in town. Once during your next game session after this activity, you may inform your DM you are using this benefit to gain advantage on a single ability check with the tool you chose for this story award or on a single initiative roll.

LOCAL PURSUIT: TOWN WATCH TRAINING

You help to train the new Town Watch. Choose a type of simple or martial weapon that you and your comrades train with and record it as part of this story award (“*Local Pursuit: Town Watch Training (Weapon)*”). (If you wish, you may choose Unarmed Strike as a weapon for this purpose.) Immediately before or after an adventure set in Ylraphon, you may spend 5 downtime days training Town Watch members or recruits. Once during your next game session after this activity, you may inform your DM you are using this benefit to gain advantage on a single attack roll with the weapon you chose for this story award or on a single social interaction check with members of a law enforcement organization (such as the Ylraphon Town Watch).

PLAYER HANDOUT 6Z: ADVENTURERS GUILD OF YLRAPHON

The Adventurers Guild of Ylraphon is a loose-knit league of “dungeoneers, tomb-robbers, errant crusaders, swashbuckling mercenaries, and sundry formidable scalawags of all races and vocations” (according to its charter). It represents adventurers’ interests in town and helps regulate the profitable exploration of the surrounding ruins.

JOINING THE GUILD

To initially join the Adventurers Guild of Ylraphon, a character must speak to Jotan Silverhammer, lieutenant guildmaster and volunteer sergeant of the Town Watch. There is no cost if you obtain one of the *Local Pursuit* story awards (described in Player **Handout 6Y: Local Pursuits** or appearing in other adventures), due to your substantial contribution to the town’s prosperity. Otherwise, initial dues are 50 gp, with additional payments of 12 gp a month. These costs are waived, however, for volunteers either who work three shifts a month for the Town Watch. In game terms, this means a character must spend 50 gp to join, and to remain a member, whenever they spend downtime, they must spend an additional 4 gp for every 10 downtime days they spend (though you may be able to substitute downtime for this cost, see below).

If a character who owes these dues fails to pay them as soon as they spend downtime, they must pay them by the end of their next game session or they lose all benefits of guild membership, and must pay the 50 gp initial dues again to regain them.

BENEFITS OF MEMBERSHIP

Members of the Adventurers Guild may delve local ruins in search of treasure. They gain access to the *Guild Delving* downtime activity before or after any adventure set in Ylraphon.

NEW DOWNTIME ACTIVITY: GUILD DELVING

Immediately before or after an adventure set in Ylraphon, you may spend up to 30 downtime days (minimum 10) to attempt to research, find, and explore some of the ruins of Outer Ylraphon in search of treasure. In the presence of the DM, roll percentile dice and add the number of days spent on this downtime activity, comparing the total to the Guild Delving Table on this page.

GUILD DELVING TABLE

d100 + DOWNTIME SPENT	RESULT
1-35	A fatiguing and fruitless cavern exploration. You spend 10 gp on expenses and gain 4 levels of exhaustion. For each downtime day you spend recovering before your next adventure, you remove one of these exhaustion levels.
36-50	A difficult and taxing trudge through the Flooded Forest. You gain 2 levels of exhaustion. For each downtime day you spend recovering before your next adventure, you remove one of these exhaustion levels.
51-65	A strange and discouraging affair. You make only enough to recuperate half of your lifestyle expenses.
66-79	A lengthy but unremarkable overland trip. You recuperate half your lifestyle expenses and gain 2d12 gp.
80-89	A profitable expedition to the Underdark. You recuperate half your lifestyle expenses and gain 1d4 x 10 gp.
90-99	An exciting delve into a lost dwarven tomb. You recuperate half your lifestyle expenses and gain 1d6 x 10 gp.
100-109	An unexpected discovery of a long-lost merchant house compound. You recuperate all your lifestyle expenses and gain 1d8 x 10 gp, as well as a book on the history of a Sword Coast. (Have your DM select a title for it.)
110-119	A lost shrine. You recuperate all your lifestyle expenses and gain 1d10 x 10 gp as well as a holy symbol for a deity of your choice.
120 or Higher	Altar of the Ghost Hound. You find a millennia-old shrine to a god you cannot identify, with treasures laid upon an altar deep beneath the ground. You recuperate all your lifestyle expenses and gain 1d12 x 10 gp as well as a <i>potion of healing</i> . <i>If this is the first time you have rolled this result:</i> You also gain a shining copper cloak-pin bearing the image of a flaming spirit hound. Write down “Copper Pin of the Spirit Hound” as a separate story award on your logsheet.

PLAYER HANDOUT 7: FLAME TONGUE WEAPON (SPECIAL)

FLAME TONGUE WEAPON

Weapon (any sword), rare (requires attunement)

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

This weapon was crafted for you by the expert smiths at the Emberstar Exchange to your specifications. Unlike most flame tongue weapons, this weapon can take the form of your choice from any melee weapon made at the forge: anything in the Player's Handbook or D&D Basic Rules except club, greatclub, spear, quarterstaff, lance or whip.

PLAYER HANDOUT 8: FEEDBACK

Thanks for playing *Uneasy Lies the Head*. I hope you enjoyed it. Feedback is vital to the writing process, so thanks in advance for answering a few quick questions.

See you in the realms!

— Ryan

DM SURVEY



<https://goo.gl/forms/uOoPJiyTbJwB9LhM2>

PLAYER SURVEY



<https://goo.gl/forms/q8VFwskQmiV4Dk9p2>



Yraphon



0 100 200 300
Feet

- | | |
|--|--------------------------------------|
| 1. The Hunt Trail | 17. Drink O' The Lis (Tavern) |
| 2. The Eldest Ruins | 18. Lady's Token (Shrine of Tymora) |
| 3. Flooded Forest (South Edge) | 19. Chiang Emporium |
| 4. The Black Fane (Shrine of Bane) | 20. Ironheart Keep & Powder Keg |
| 5. Later Ruins (Year of Rogue Dragons) | 21. The Pearl (Fine Jewelry & Vault) |
| 6. One Good Turn (Wainwright Shop) | 22. The Seawall Docks |
| 7. The Palisade | 23. Town Hall & Jail |
| 8. The Marsh Gate | 24. The Shou Gate |
| 9. Hostettler's House (Inn & Tavern) | 25. Seas of Glass (Boat Repair) |
| 10. Hunter's Market | 26. The Twin Towers of Salvar Brix |
| 11. The Keen Edge/Marsh Compound | 27. The Dragon Docks |
| 12. Emberstar Exchange Compound | 28. Affapanov Mansion |
| 13. The Moonwater (Temple of Selune) | 29. Emberstar Forges |
| 14. The Still of the Night (Inn) | 30. The Kraken's Grip |
| 15. Argent Hearth (Shrine of Berronar) | 31. The Dragon Cut |
| 16. Zhentish Corners (Black Market) | |

The Dragon
Reach