



The Miser's Glory



Three decades ago, a terrible disease swept through the town of Shadeharbor. Nearly half the population of the village died before it ended. The cause of the disease was never discovered. Now, the town leaders from that time are turning up dead. Can you unearth the secrets that have lain buried in Shadeharbor all this time? A Two/Four-Hour Adventure for Tier 1 Characters. Optimized for APL 4.

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CCC-Ziege-04-01 The Miser's Glory

Adventure Primer

The Miser's Glory is a murder mystery. The characters stop off in a tiny village and find themselves thrust in the middle of a decades-old conspiracy.

Background

Several decades ago, a horrible plague swept through **SHADEHARBOR**, leaving nearly half the population dead. Everyone assumed it was a natural event, but they were wrong. **JOSEF SEGAR**, a merchant responsible for importing the village's grain, brought in tainted grain hoping to save money. When town officials became aware of his actions, he bribed them, and by the time anyone realized how serious the danger was, it was too late.

Percival Sarf worked as a laborer for Josef, and by chance discovered that the grain was bad. When he brought this to Josef, the merchant had his thug **FELDRON DRAKE** murder Percival and his family to keep the secret. However, Percival's wife, **ULLA**, did not stay dead. Her spirit rose as a revenant, intent on killing Josef and the others involved in the conspiracy.

After a failed attempt on his life, Josef discovered that he was being hunted by a revenant. Knowing he could not destroy her, he instead captured her, locking her away in a hidden room in his home. For decades she languished there, unable to achieve her vengeance.

A week ago, a powerful storm blew in off The Moonsea, damaging several homes in Shadeharbor. One of those was Josef's manor. During the storm, the ceiling collapsed on top of Ulla, destroying her body and freeing her to animate a new corpse. She chose the body of her killer, Feldron Drake.

Free to seek her revenge, Ulla hunted down Josef, who was staying at the **BELL VIEW INN**. She took him back to his manor and strangled him. A few days later, she returned for her next victim, the town sheriff, **CORYM ELECARE**. Sheriff Elecare was among the conspirators who accepted money from Josef.

As the adventure begins, Ulla has just murdered the sheriff and escaped to her lair in a nearby cave.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour

bonus episodes that can be played if time permits, that are introduced anywhere in the adventure.

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you'll want to revisit the **Call to Action** each time you play.

- **Episode 1: Death in Shadeharbor.** The characters enter the town of Shadeharbor and find themselves thrust into the middle of a murder. A frazzled town official asks them for help.
- **Episode 2: Investigations.** As the characters investigate the murder, they learn that a conspiracy led to the death of nearly half the town and a revenant now seeks vengeance.
- **Episode 3: The Revenant.** The characters must find a way to put an end to the revenant's attacks once and for all.

Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Assassins.** One of the conspirators tries to have the characters killed. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Murder in Progress.** While investigating, the revenant attempts to kill one of the conspirators. This bonus objective is found in **Appendix 5**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

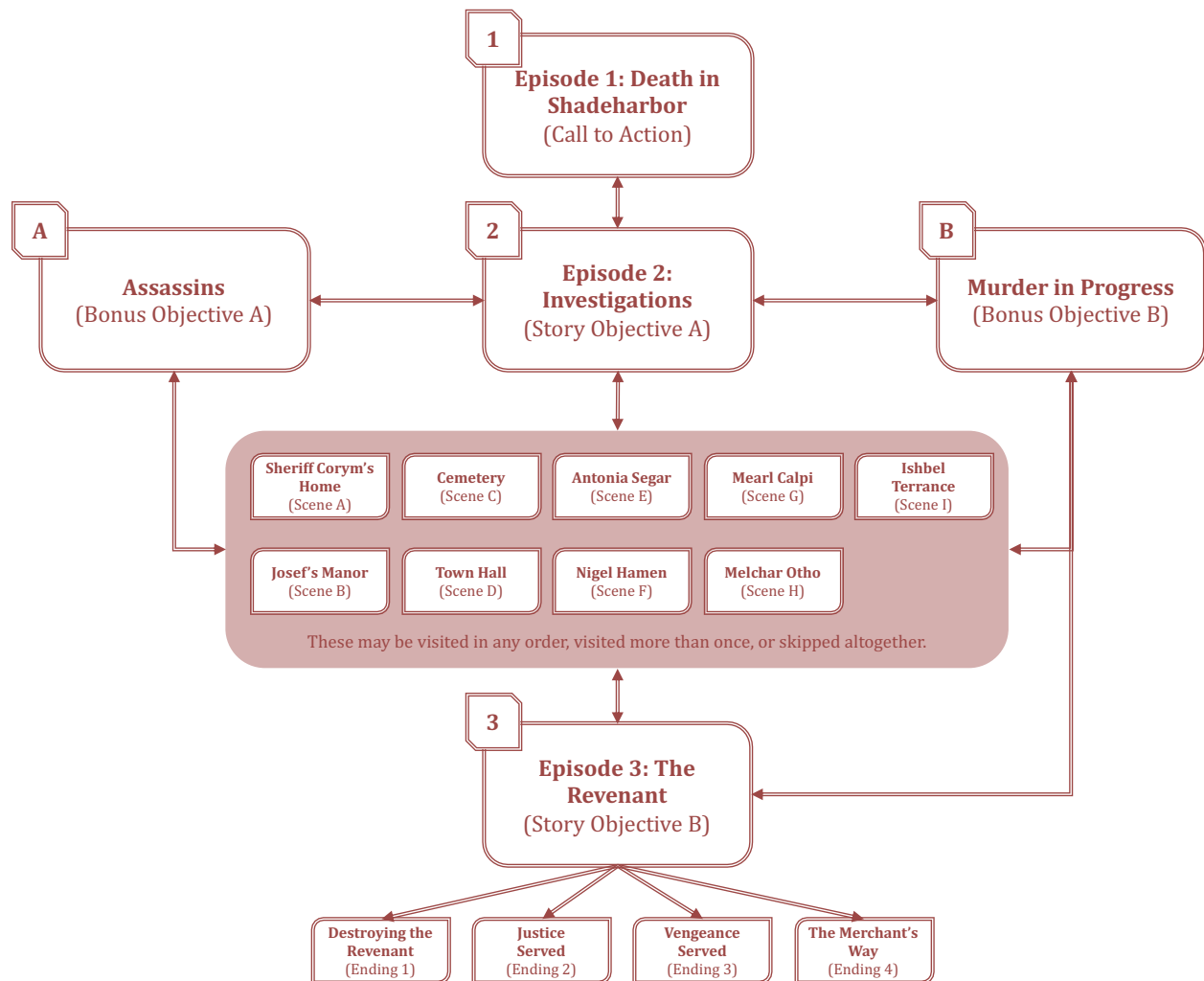
Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final

episode and may even have an impact on the events that transpire.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Death in Shadeharbor

Estimated Duration: 15 minutes

The adventure begins with the characters arriving in Shadeharbor. They are bound for distant lands, although no pressing business pulls at them.

The village of Shadeharbor sits on the southern shore of the Moonsea, between Hillsfar and Elventree. It is a quiet, forgettable place. Once, long ago, people talked about Shadeharbor as the next up-and-coming Moonsea settlement. That all changed three decades ago, when a horrible plague swept through the town, decimating its population. Shadeharbor never recovered, and over the years it has been mostly forgotten.

Scene A. The Sheriff's Murder

Shortly before the characters arrival, the town's sheriff was murdered in her home. **Deputy Sheriff Adra** and **Mayor Hamen** are in the home investigating, and a large crowd has formed in front of the home, trying to see what is going on. The crowd is buzzing with information:

- The home belongs to Corym Elecare. She was the town's sheriff and has been "since that trouble with the plague a while back."
- Deputy Sheriff Adra is inside with Mayor Hamen, who arrived shortly after her.
- Shadeharbor has hit a run of bad luck. A little over a week ago, a storm blew in off The Moonsea, destroying several homes in the village.
- On the morning after the storm, someone vandalized one of the old grave sites.
- If that weren't bad enough, a few days back, Josef Segar, the wealthiest man in town, was murdered. His body was found in the wreckage of his home,
- although he had not been staying in the house since it was nearly destroyed in the storm.

If the characters make a **successful DC 12 Charisma check** while talking to the crowd, they also learn:

- Josef was seen leaving the Bell View Inn with a cloaked stranger on the night of his murder.
- Sheriff Elecare was unusually distraught by Josef's murder, more so than anyone can remember her being about other crimes.

A Quiet Observer

A character with a **passive Perception of 12 or higher** notices the following:

An older woman looks on from near the edge of the crowd. She is dressed in fine clothing, marking her out as a wealthy citizen, and stands alone, shading herself with a parasol. She is not speaking to anyone.

Anyone in the crowd can identify her as Mearl Calpi:

- Mearl is a wealthy citizen who has lived alone since her husband died many years earlier.
- She rarely leaves her home, and her presence here is surprising.

If the characters attempt to speak with Mearl, she is distracted, ignoring them at first, then abruptly realizing someone is addressing her, at which time she politely excuses herself and indicates she must get home immediately. Characters who wish to speak with Mearl must visit her at her home (see **Scene G**).

A Request for Help

After the characters have a chance to interact with the crowd, **Deputy Sheriff Adra** appears:

A young half-elf woman, clearly overwhelmed by the situation, pokes her head out of the house. When she notices you, she breathes a sigh of relief, "Have you come to help?" a slight plea in her voice.

Deputy Sheriff Adra is overwhelmed by the situation, and desperately needs help. Once the characters agree to help, she explains the situation and hands over a ripped piece of paper found in the hands of the deceased sheriff.

Distribute Player Handout 1.

Roleplaying Adra

Deputy Sheriff Salihn Adra (*say-lynn a-druh*) is a **young half-elf** who has been in Shadeharbor for only a few years. She is secretly an **agent of the Harpers**, and came to the village to learn about the politics and power structure of the place. During her time in Shadeharbor, she has **come to suspect** something foul happened during the plague, although she has not yet pieced together the nature of the conspiracy. She **despises the network of corruption** that exists within the town's leadership, believing Nigel Hamen is at its core.

Quote: "Power corrupts, here more so than many places."

Episode 2: Investigations (Story Objective A)

Estimated Duration: 60 minutes

In this episode, the characters attempt to unravel the mystery of the murders of Sheriff Corym and Josef Segar. If you are playing the longer version of this adventure, you can run both Bonus Objectives A and B as the characters piece together this mystery. By the end of this episode, the characters should be aware of the conspiracy that led to the plague, and those responsible for it.

Story Objective A

Discover the conspirators and events that led to the plague which killed half the population of Shadeharbor.

The Passage of Time

As the characters navigate this episode, time will pass. Generally, if they stay together, they have time to deal with two or three scenes each day. Assume that each scene presented below requires about four hours. Breaking up the investigation with either Bonus Objective A or B is an excellent way to keep things interesting.

Places of Interest

The characters will move through this episode in a fluid fashion, talking with NPCs and investigating different locales within Shadeharbor. A brief summary of each location is presented here.

Sheriff Corym's Home (Scene A). Here, the characters can learn about the killer, and maybe even discover a way to locate its lair.

Josef's Manor (Scene B). Here the characters **locate a journal** that sheds light on the conspiracy and have a chance to learn that they face a revenant.

Cemetery (Scene C). Here the characters can learn that their enemy is animating corpses of its victims.

Town Hall (Scene D). Here the characters can learn background information to help fully understand the conspiracy.

People of Interest

In addition to visiting locations, there are numerous NPCs the characters may interact with. Each is presented below.

Antonia Segar (Scene E). Antonia can provide background information and also help explain the role Feldron Drake played.

Nigel Hamen (Scene F). Mayor Hamen resists the characters attempts to learn information about his role in the conspiracy.

Mearl Calpi (Scene G). Mearl can reveal the details of the conspiracy, if the characters can help her overcome her guilt.

Melchar Otho (Scene H). Melchar can provide a full accounting of the conspiracy and murders.

Ishbel Terrance (Scene I). Ishbel can provide key insights into the conspiracy but knows nothing of the murders.

Damage Control

It is possible the investigation will grind to a halt, and the characters will be left without any indication of where to go next. If this happens, consider one of these options to get things moving again:

- **Conspirators.** If the characters have trouble getting started, Deputy Sheriff Adra contacts them and explains she did some research on the names listed on the accounting log found in Sheriff Corym's home and discovered many were town officials during the time of the plague. Distribute **Player Handout 3**. She suggests they start by talking with them.
- **Nature of their Enemy.** If the characters have not yet explored Josef's home, or if they did so but did not find the hidden room, Antonia Segar contacts them, and tells them that she believes her father was hiding a secret in the basement of his home. Although she has no idea what it may be, she thinks there may be some value to their investigation to poking around.
- **Josef's Journal.** If the characters missed the journal while exploring Josef's home, Antonia Segar contacts them. She says that amongst her father's belongings given to her after his death was a journal, and she believes may aid them in their investigation. Distribute **Player Handout 2**.

Pacing the Game

The characters do not need to visit every NPC or location, in fact, there will not be time for them to do so. Keep a close watch on the time available to you and **wrap up this episode in about 60 minutes**.

To do so, you may need to use Deputy Sheriff Adra to help fill in gaps. She investigates at the same time as the characters, speaking with key NPCs or visiting locales the characters have not. She summarizes what the characters would have learned had they visited that location or spoken with the NPC.

Scene A. Sheriff Corym's Home

During this scene, the characters have an opportunity to discover several important leads and learn something about the nature of the killer. They may even find their way to the revenant's lair.

Signs of a struggle are everywhere inside the small cottage: overturned furniture, broken vases, and the like, however, there is a noticeable lack of blood. Corym's body lies under a sheet just inside the door, a discarded sword nearby.

A look at the sheriff's body reveals that the cause of death was strangulation and that her face has contorted into a rictus of fear.

Using **appropriate skills or ability checks with a DC of 12**, characters can learn:

- Although she was strangled, Sheriff Corym's body shows signs that she was badly beaten before being killed. If the **check result was 15 or higher**, the character also learns that, at the end, she did not resist her attacker, instead allowing the assailant to strangle her.
- Sheriff Corym fought her attacker with a longsword that lies near her corpse. The sword's blade glistens with a putrescent green ichor, similar to what would be present in a rotting corpse. This suggests the assailant may have been a zombie or similar undead creature.
- Close examination of the scene reveals traces of dirt and plant matter in the home brought by the assailant. Deputy Sheriff Adra can identify the plant matter as distinctive of a type of flower that grows in the town's cemetery.

Town Politics

If you run this scene immediately following the opening episode, **Mayor Hamen** and **Deputy Sheriff Adra** are both present. It should be clear the mayor does not like Adra, or the characters. The mayor considers the characters to be butting their noses in where they are not welcome, and distrusts Adra.

Tracking the Killer

Characters that search for a trail left by the killer, who are **trained in Survival** and make a **successful DC 16 Wisdom (Survival) check**, locate a set of footprints leading from the house into the woods. It takes an additional check (with a DC of 20) to successfully follow the trail to a small cave where the revenant is hiding. The second check is made with disadvantage on the day after the murder, and impossible to follow beginning two days after the murder.

If the characters track the revenant to the small cave, proceed to **Scene J. The Cave**.

Investigation Summary

The key pieces of information the characters may learn here include:

- Sheriff Corym was strangled. She resisted but, in the end, allowed her attacker to kill her.
- The thing that attacked her was undead, a zombie or something similar.
- Dirt and plant matter at the scene suggest the animate undead may have come from the town's cemetery.

Scene B. Josef's Manor

Josef Segar's manor was largely destroyed in the storm. Before the characters visit, Deputy Sheriff Adra explains that the house has not been searched. In fact, Sheriff Corym insisted no one go further into the home than necessary to recover Josef's body.

The destroyed manor stands high upon a bluff overlooking the clear waters of The Moonsea. Most of the second story has collapsed, and what remains of the main floor is more of a shell than a home. The entirety of the home's front is smashed open, and a partially destroyed stairwell connects with the few second-story rooms that remain.

There is nothing of use to be found on the main floor.

Upper Floor

Several second story rooms remain accessible, but the home and stairwell have suffered severe damage from the storm. Any characters navigating to the second story must make a **successful DC 12 Dexterity (Acrobatics) check**, with failure resulting in the stairwell collapsing or the floor giving way, sending anyone on it tumbling to the ground floor. The fall causes 3 (1d6) bludgeoning damage, and falling debris inflicts another 10 (3d6) bludgeoning damage (a **successful DC 15 Dexterity saving throw** reduces this damage to half).

Once they gain access to the second story, a search of a desk in one of the rooms locates a hidden drawer that contains an aging journal. Alternately, if the floor collapses before they can complete their search, the desk tumbles to the ground floor, shattering on impact and spilling the journal at the feet of one of the characters.

Distribute **Player Handout 2**.

Adjusting this Encounter

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Reduce the debris damage to 3 (1d6).

Wine Cellar

Characters that search the main floor locate a stairwell choked with debris that can be cleared with a few hours of work.

You descend into a small room lined with niches, most holding a bottle of wine.

Character that search the cellar and make a **successful DC 15 Wisdom (Perception) or**

Intelligence (Investigate) check, locate a locked secret door. The door can be opened with a **successful DC 15 Dexterity check** made by a character with thieves' tools or with magic such as a *knock* spell.

Hidden Room

Years ago, Josef learned he was being hunted by a revenant. Knowing he could not destroy it, he instead captured the creature and locked it in this room.

A small chamber lies beyond the door, choked with rubble and debris from where the home's upper story collapsed. During the storm, a support beam crashed through the ceiling of this room and crushed the room's occupant, her broken body still lies pinned beneath the beam. A steel collar, anchored to the wall, indicates she was a prisoner here.

Characters that inspect the corpse can learn quite a lot.

- A **successful DC 10 Wisdom (Medicine) check** allows them to immediately realize the state of decay is inconsistent with natural rot. This body was an animate undead of some sort, appearances suggesting a zombie.
- A **successful DC 20 Wisdom (Religion) check**, reveals the specific nature of the undead: a revenant. Alternately, if a cleric, druid, or paladin is in the party, this check is made automatically.
- A **successful DC 10 Intelligence (History) check** identifies the rotting scraps of clothing on the body to be reflective of styles not seen for decades.
- A **successful DC 12 Intelligence (Investigate) check** suggests that the undead was kept here for several decades, basing this conclusion on markings the creature left on the walls.

Investigation Summary

The key pieces of information the characters may learn here include:

- Josef's journal explains the conspiracy and, in tandem with the page torn from it and discovered in Episode 1, identifies the conspirators.
- Josef was being hunted by a revenant who he kept locked in a hidden room in his basement. During the storm, the revenant's body was destroyed, freeing its spirit to animate a new body.

Scene C. Cemetery

Shadeharbor's cemetery is located on a hill a short walk from the town.

A weather-worn, split-rail fence marks the boundary of the village's cemetery. A large section of headstones in an older part of the cemetery, shaded beneath the branches of a gnarled oak tree, belong to the many victims of the plague. It is one of these that has been vandalized.

What the characters find at the cemetery depends on events of the adventure. If they visit the site early, there is one vandalized grave, and one or more new grave sites (belonging to the merchant Josef Segar, Sheriff Corym, and any other victims of the revenant). Each time the revenant is destroyed, it animates another of the conspirator's bodies. When it does so, their graves become vandalized in the same way as that of Feldron Drake.

Feldron Drake's Grave

The initial grave to be vandalized was that of Feldron Drake, the man responsible for murdering the revenant and her family.

The vandalized grave belongs to Feldron Drake, his name carved in fading letters on the headstone. A small hole marks the vandal's work, almost as if a body crawled out of the grave, rather than being dug up.

A **successful DC 10 Wisdom (Survival) check** confirms the characters suspicion, there was no "digging" here. Instead, something clawed its way out of the grave.

Investigation Summary

The key pieces of information the characters may learn here include:

- The killer is animating the bodies of those involved in the conspiracy.

Scene D. Town Hall

During their investigations, the characters may wish to dig through town records to help piece together the events surrounding the plague. Records are kept in a poorly organized room in the town hall, and there are hundreds of pages from the year of the plague, all a confused jumble.

A summary of what can be found is below:

Town Officials. Locating a list of town officials from the year of the plague can be found after 1d4 hours or searching. A list of town officials is included in **Player Handout 3**.

Conspirators. If the characters are working from the accounting log, they can find references to all the people on the page after an exhaustive day-long search. Generally, this simply confirms the notes Josef wrote next to each name.

Others that may be of interest are noted below. Each snippet of information can be discovered after 2d4 hours of searching, unless otherwise noted:

- **Antonia Segar.** It's easy to find reference to Antonia Segar, daughter of the merchant Josef Segar, but there is little to learn beyond the fact of that she is Josef's only heir.
- **Barret Del.** Records show that Barret worked for Josef Segar as a laborer until the time of his death, of natural causes.
- **Feldron Drake.** Records indicate Feldron was a sellsword in the employ of Josef Segar. Several incidents of violence on his part are recorded, with each excused by the then-sheriff as justified.
- **Josef Segar.** Records indicate that Josef lived in Shadeharbor most of his life, growing rich off his import business. He provided the bulk of Shadeharbor's food for the last fifty years.
- **Percival Sarf.** Finding anything on Percival Sarf (or his family) takes a full day of searching and a **successful DC 15 Intelligence (Investigate) check**. The check can be repeated as many times as the characters wish. Records indicate the Sarf family lived in a small home in the village, and Percival Sarf worked as a laborer for Josef Segar. Every member of the family died to the plague (an unusual fact, as the Sarfs are the only family with no survivors).

Investigation Summary

The key pieces of information the characters may learn here include:

- Feldron Drake worked as a "tough" for Josef Segar.
- Percival Sarf, his wife Ulla, and their entire family died to the plague.

Scene E. Antonia Segar

Antonia Segar lives alone in a small cottage. She talks freely with the characters, making no secret of her dislike of her father.

When presented with the accounting log recovered in Episode 1, Antonia confirms that it is indeed from her father's accounting logs. If asked about her payment of a single copper fang (see Player Handout 1), she bitterly explains that her friend became ill from the plague, and her father refused to give more than a copper piece to help with her care, stating bluntly, "I will give you the value of her life." as he handed over a copper fang.

She is distressed at the payments to Feldron Drake, who she reveals was a "thug" in the employ of her father and someone who always made her very uncomfortable. She believes he was a killer-for-hire.

Players that have already played *CCC-Ziege-04-02: The Widow's Fang* will be familiar with Antonia Segar, and know the significance of the copper fang she was paid. Those who have not, will meet her again in that adventure.

Roleplaying Antonia

Antonia Segar (ann-tony-uh say-gar) is a **guilt-stricken** woman with an **abiding hatred of her father**. She blames herself for the death of her friend during the plague.

Quote: "It is all my fault."

Investigation Summary

- The key pieces of information the characters may learn here include:
- The accounting log recovered during Episode 1 belonged to Josef Segar.
- Feldron Drake worked as a "tough" for Josef Segar.

Scene F. Nigel Hamen

Nigel Hamen is the mayor of Shadeharbor and one of the conspirators.

During the plague, he worked as an import inspector for Shadeharbor. Nigel was the first person to realize the danger posed by the spoiled grain, and pressed the others to accept Josef's bribes, assuring them that, while people might get a little sick, nothing more would come of it.

In the years since the plague, Nigel has grown wealthy. Using his bribe money to start up a small, but profitable, trading company. He also met his wife, with whom he has three children.

Nigel will not speak with the characters of the plague or suspicions they may have regarding it. In fact, he does not want them in Shadeharbor at all, and hires assassins to kill them (see **Appendix 4**).

Roleplaying Nigel

Nigel Hamen is a **confident leader with a dark secret** who will **do almost anything** to keep that secret from coming out. He sees outsiders as meddlers, poking their noses in where they don't belong, and he **isn't afraid to share his opinion**.

The mayor's **goal in this story is to keep his secret hidden**. He tries to dissuade the characters from taking part, hiring assassins to kill them when this fails.

Quote: "Strangers are all the same: trouble!"

Accusations

Nigel is a well-respected leader in Shadeharbor. The townsfolk will support him against outsiders except in the face of irrefutable evidence. Deputy Sheriff Adra is aware of the mayor's "protected" status and will take no action against him unless the characters have such evidence. including:

1. The accounting log recovered from Sheriff Corym's body during **Scene A**.
2. Josef's worn journal recovered during **Scene B** and from which the torn accounting log page was taken.
3. A confession from either Melchar Otho or Mearl Calpi. Due to her long and public feud with Nigel, a confession from Ishbel Terrance is dismissed as vitriol.

Investigation Summary

The key pieces of information the characters may learn here include:

- Mayor Hamen provides no useful information

Scene G. Mearl Calpi

Mearl Calpi is a wealthy citizen of Shadeharbor and one of the conspirators.

In the year of the plague, she was a member of the city council, and accepted bribes from Josef Segar, enabling the events which led to the plague. Her husband Patrick died from that same disease, and, stricken with guilt, Mearl withdrew from society.

Characters may find their way to Mearl's home either by locating records which indicate she was part of a conspiracy, or because they noticed her in the crowd at Sheriff Corym's murder.

Roleplaying Mearl Calpi

Once an intelligent woman with a promising future, **Mearl's spirit died with her husband**. She is no longer entirely sane, and **occasionally stops to "speak" with her dead husband**: shushing him, giggling at an unheard joke, scolding him, or the like. She carries a mighty **burden of guilt**, though getting her to speak of it is difficult.

Quote: "Patrick! Not in front of the company!"

Talking with Mearl

Mearl's reaction to the characters depends on how they approach her, and what they know about the conspiracy surrounding the plague.

Lacking Knowledge of the Conspiracy

Should the characters visit Mearl before they have an indication that she was involved in the conspiracy, she comes off as an unhinged, but kind, woman. During such a visit, she chats idly, talks with her dead husband, and tells the characters about the terrible plague, seeming oblivious to the fact that it was three decades ago. If asked about her presence at the murder scene, she mumbles quietly, "Corym was my friend." Providing nothing more on the subject.

Partial Evidence of the Conspiracy

If the characters accuse her of involvement in a conspiracy, but lack any details as to its nature, she becomes hysterical. She denies involvement and loudly decries her innocence. Her reaction should cement in their minds that she was, in fact, involved.

In this instance, she makes vague statements that reveal additional facts the characters may not yet know, such as, "I had nothing to do with Josef's schemes." or, "I was just on the council, I didn't know what was going on." or, "How could we know what would happen?"

Regardless, she dissolves into a completely unhelpful state. In this state, she can be convinced to

speak of the events if the characters make a **successful DC 20 Wisdom (Medicine) check** followed by a **successful DC 15 Charisma (Persuasion) check**. Attempting to use intimidation only worsens her state, imposing disadvantage on any subsequent Medicine or Persuasion checks. Should the characters employ suitable magic to assist them (such as *calm emotions*), grant advantage on one or both checks.

Evidence of the Conspiracy

If the characters confront her with both evidence of the conspiracy and her direct involvement in it, she breaks down and begins weeping. In time she calms, reaching an uneasy inner peace. With her secrets exposed, and her guilt eased, she regains a semblance of sanity.

She then willingly reveals the details of the conspiracy, and submits to any consequences the characters, or town officials, feel are appropriate.

Objectives / Goals

Mearl wishes to be freed of the terrible burden of guilt that weighs down upon her spirit.

What Does Mearl Know?

Mearl is familiar with all the general details of the conspiracy as well as who was involved.

Mearl knows nothing of the murder of Ulla and her family and is unaware of the existence of the revenant or its capabilities. Her knowledge is limited to the actions taken by the conspirators that led to the spread of the plague in Shadeharbor.

Using Magic on Mearl Calpi

If the characters subject Mearl to magic hoping to alter her behavior, there are several factors to keep in mind. Her mental state makes it difficult for her to discern the truth. She rarely lies, but the things she says are riddled with falsehoods. Also, she has kept her secrets from everyone, even those she considers friends, as such, subjecting her to magic such as a charm person spell will not prompt her to speak of her role in the events leading up to the plague.

Investigation Summary

The key pieces of information the characters may learn here include:

- Mearl and several other town officials accepted money from Josef Segar to turn a blind eye to his sale of tainted grain.
- The tainted grain caused the plague that in turn killed more than half of the town's population.

Scene H. Melchar Otho

Melchar Otho is an aging citizen of Shadeharbor and one of the conspirators. During the plague, he was the town's mayor.

Melchar lives alone in a small house on the edge of town. His health is fading, and he will not live much longer. Other than Mayor Hamen, Melchar Otho is the only person who knows the merchant Josef Segar paid a killer to murder Ulla and her family. The others believe the family died from the plague.

Talking with Melchar

If the characters confront Melchar about the conspiracy, and have nothing but suspicions, he angrily rebuffs their accusations. He can be convinced to speak only through threats. A **successful DC 20 Charisma (Intimidation) check** convinces him to tell what he knows. The **check DC is only 15, and is made with advantage**, if the characters use their knowledge of religion, redemption, and his approaching death rather than physical threats to intimidate him.

Objectives / Goals

Melchar wishes to keep the events surrounding the plague secret, but this wars constantly with his guilt and fear that his soul will be damned for his role.

What Does Melchar Know?

Melchar is familiar with all the details of the conspiracy. If the characters get him talking, he tells about how Josef bribed them to overlook the tainted grain. When it became clear the danger it posed was greater than initially thought, Josef upped the bribe considerably. Even then, no one thought the consequences would be as dire they were.

Melchar is also aware of the murder of Ulla and her family, although he knows nothing of her return as a revenant (only Josef knew that development).

Investigation Summary

The key pieces of information the characters may learn here include:

- Melchar and several other town officials accepted money from Josef Segar to turn a blind eye to his sale of tainted grain.
- The tainted grain caused the plague that in turn killed more than half of the town's population.
- When Percival Sarf became aware of the danger posed by the grain, Josef had him and his entire family murdered by Feldron Drake.

Scene I. Ishbel Terrance

Ishbel Terrance is the longest-serving member of the town council, known for her lavish lifestyle and many public feuds with Nigel Hamen.

During the plague, she was a newly-elected councilmember and agreed to the conspiracy only after considerable strong-arming by Nigel Hamen. After the plague, she wrestled with guilt, ultimately becoming angry and embittered. She spends more time drunk than sober, finding life easier when her mind is addled.

Talking with Ishbel

Ishbel has been miserable since the events of the plague, and the characters can get her to tell what she knows by making a **successful DC 10 Charisma (Persuasion) or (Intimidation) check** as long as they have any evidence of the conspiracy.

Objectives / Goals

Ishbel is looking for an excuse to confess both her role, and especially the role Mayor Hamen played in the conspiracy. She wants forgiveness for herself, and damnation for the mayor.

What Does Ishbel Know?

Ishbel is familiar with all the general details of the conspiracy as well as who was involved.

Investigation Summary

The key pieces of information the characters may learn here include:

- Ishbel and several other town officials accepted money from Josef Segar to turn a blind eye to his sale of tainted grain.
- The tainted grain caused the plague that in turn killed more than half of the town's population.

Episode 3: The Revenant (Story Objective B)

Estimated Duration: 45 minutes

In this episode, the characters must deal with Ulla, the **revenant** who propels this story forward and must find some way to deal with her.

About Ulla Sarf

Ulla Sarf lived in Shadeharbor with her husband and children. When her husband accidentally discovered details of the conspiracy, Josef Segar had him murdered by a thug named Feldron Drake. While her family passed into the afterlife, Ulla's spirit lingered, hungry for vengeance. She returned as a revenant intent on killing those responsible for her murder.

Most revenants must find their vengeance within a year, or the magic that sustains them drains away. Ulla's need for retribution has allowed her to linger beyond this time, and it continues to fuel her return so long as any of the bodies of her victims remain for her to animate.

Story Objective B

Find a way to end the threat Ulla poses to the town of Shadeharbor.

Episode Flow

Episode 3 does not follow a linear flow. The characters may face Ulla several times, depending on the course of their adventures. Generally, this episode should flow as follows:

- The characters track Ulla back to her cave, where they may speak with her, but likely must fight her, destroying the body of Feldron Drake.
- The characters encounter Ulla again, this time wearing the body of Josef Segar, as she attempts to kill Melchar. Once again, they destroy her body.
- The characters encounter Ulla a third time, either at the cemetery when she animates the corpse of Corym, at one of the conspirator's homes as she attempts to kill another person, or by tracking her from one of the murder scenes.

Two possible encounters with Ulla are dealt with in **Scenes J and K** below.

Encounters with the Revenant

Throughout this adventure, the characters are likely encounter Ulla several times. She begins animating the corpse of Feldron Drake, and each time her body is destroyed, she animates another one of her victims. As she does, the hate which fuels her undead body increases her power.

The potential bodies available to her include:

- Feldron Drake
- Josef Segar
- Corym Elecare
- Nigel Hamen
- Mearl Calpi

Locating the Revenant

At some point, the characters will likely try to find Ulla. Their first opportunity comes at the murder of Sheriff Corym, but if they fail to locate the trail, they lose this chance after a few days. As long as they have not located her hidden cave, they can attempt to track her from any of her murder scenes, using the same guidelines as presented in **Scene A**.

A sample encounter with Ulla at her cave is dealt with below. Characters may also lay in wait for her at the cemetery if they deduce that she is animating the corpses of her victims. This possibility is also dealt with below.

After the characters drive Ulla from her cave, they can track her from the murder sites to a new hiding spot. Be creative, choose a remote and abandoned location such as an old cottage, a sheltered wooded copse, or even the town cemetery. Regardless of where she holes up, tracking her to her new lair requires a **successful DC 15 Wisdom (Survival) check**.

Finally, they may attempt to catch her as she attempts to murder one of the conspirators. Give them wide latitude to be successful with this approach, and reward clever planning.

Damage Control

If the characters are unable to locate the revenant, at a time of your choosing, an old woodsman contacts the characters. The fellow indicates that something evil has taken up residence in a cave not far from town. He leads the characters out to the revenant's cave but will not enter it himself.

Endings

Several possible endings are dealt with at the end of this episode. How this story wraps up depends on the choices made by the characters.

Scene J. The Cave

Resources: Appendix 3: Map 1

After Ulla's body was destroyed in the storm, she animated the corpse of her first victim, Feldron Drake, and sought out a lair to use between her forays into Shadeharbor.

During this adventure, she can be found in this cave when she's not in Shadeharbor. If the characters discover the cave, she abandons it and does not return again.

General Features

The revenant's cave has the following general features:

- **Terrain.** The floor within the cave is stone and generally level and clear of debris. A natural staircase descends 15-feet just inside the cave's entrance. Several stalagmites and stalactites have formed over the years, and a deep stream runs through it.
- **Weather.** The air is cool and humid, thanks to the stream running through the cavern. Fungus and mold have sprouted up around the water's edge, making the nearby floor slick.
- **Light.** There is no light save for that which the characters bring with them.
- **Smells and Sounds.** The sounds of running water provide a constant background hum, and a musty smell permeates the air, caused by the fungus growing along the riverbank.

Approaching the Cave

As the characters approach, read or paraphrase:

The tracks lead into the woods south of Shadeharbor, ending at a small cave that opens into the side of a rocky cliff.

Ulla is not keeping watch, but the sound of armored characters marching through the cave alerts her to approaching danger unless the characters make a **successful a DC 13 Dexterity (Stealth) check**.

When the characters see her, read or paraphrase:

A horrible figure crouches in the darkness, its flesh rotting and eyes burning with hatred. Bone spurs, sharpened to dangerous claws, are all that remain of its fingers, and its clothing is little more than tattered rags.

A character **proficient in History**, or any character that makes a **successful DC 10 Intelligence (History) check**, recognizes the tattered clothing as typical of fashions in style decades ago.

Running the Scene

Ulla is not necessarily hostile to the characters. She is highly distrustful of all living beings, especially those working for Shadeharbor, and should she come to believe the characters intend to attempt to stop her quest, she attacks without warning.

If the characters attempt to parley with her, they must first make a **successful DC 15 Charisma (Persuasion) check** to convince her that they are not her enemy. If the check fails, she attacks. Any attempt at intimidation automatically fails.

If they do successfully engage her in discussion, she reveals the following information:

- Her name is Ulla, and she and her family were murdered during the plague. Their deaths were never investigated as the murderers claimed they had fallen victim to the plague.
- The plague was no accident, Josef Segar caused it, but he had help. She intends to kill everyone who was involved.
- Sheriff Corym accepted money to keep quiet, and Ulla killed her for doing so.

Of her present situation she adds:

- After she died, she awoke with a burning need for vengeance. She tried to kill Josef then, but he captured her and imprisoned her in the basement of his home where she languished for years.
- In the darkness, her need for vengeance grew, as did a "pull" on her spirit. She resisted the temptation to flee to the afterlife, choosing to remain in the mortal world. Every day the pull to flee to the afterlife grows stronger, but she will not go until she has found her vengeance.
- Her own body was destroyed when a ceiling rafter fell on her during the storm a few days ago. Her spirit was then drawn to the corpse of her murderer (and then additional victims, if she is in a body other than Feldron Drake's).

Ulla speaks freely about any of the conspirators she has killed but does not reveal the identity of those she still seeks.

Development

There are only two possible outcomes of this conversation. Either the characters destroy Ulla's current body, an act she will seek to prevent, or they leave her unharmed to continue her quest for vengeance.

If, at any time, she comes to believe they may attempt to thwart her, she attacks. She is aware of the fact that should the body she inhabits be destroyed, her spirit will linger on, and fights without fear.

Scene K. The Cemetery

If the characters are in the cemetery at sunset 24 hours after the body Ulla was possessing is destroyed, either by chance or intent, read, or paraphrase:

A clawed hand erupts from the ground, dirt caked beneath broken fingernails that have been tearing at the earth. Moments later a second hand breaks the surface followed by a horrible visage as a corpse, bloated with days of rot, rises up, eyes blazing with hatred.

Ulla attacks anyone she encounters in the cemetery, assuming they intend to stop her. If the characters do not wish to fight, and if they have not engaged Ulla in combat previously, they can attempt to talk her down. To do so, they must take no hostile actions, but instead make a **successful DC 15 Charisma (Persuasion) check** each round for two rounds. After the second successful check, she stops fighting long enough to hear them out.

She can provide all the same information as noted above, but is highly distrustful of anyone that encounters her in the cemetery, imposing disadvantage on any social skill checks during the encounter.

Identifying the corpse she has chosen to animate is as easy as looking at the headstone, or by making a **successful DC 10 Intelligence check**.

Ending 1: Destroying the Revenant

Ulla is only able to possess the bodies of those who were involved in the conspiracy and murder of her family. Characters that destroy these bodies, either by killing her while she is animating them, or by exhuming and subsequently destroying them, force her spirit to depart the mortal world.

The only clue pointing characters at this option is the fact that Ulla always animates a conspirator's body when hers is destroyed. While the characters may leap to this conclusion themselves, it is likely they're going to need some help realizing this is an option. Use the following encounter if needed.

The Priest's Discovery

Run this encounter only after the characters have unraveled the mystery. The encounter assumes the characters have not already spoken with the local priest of Kelemvor, if they have, adjust the text accordingly.

You sit at your table in the Bell View Inn, considering options, when the doors open and a man enters wearing the raiment of a priest of Kelemvor. He is rotund, with a red face, as if he has been running. He clutches a heavy tome to his chest as he approaches.

The man sits down and introduces himself as the senior priest at the temple to Kelemvor. He explains that, after speaking with Deputy Sheriff Adra, he did some research, concluding that the characters face a revenant.

With a heavy thud, he lays the book on the table, opening to a section headed "revenants." His pudgy fingers crawl across the text and he says, "Yes, here." Then he looks up, "I think I know how you can destroy it."

The text in question deals with a rare occurrence of revenants that share properties with ghosts. These revenants have "rules" that govern their continued existence on the mortal plane. In this case, he highlights passages that talk about these revenants being able only to animate the corpses of those involved in some way in their vengeance, and examples exist of them being forced out of the mortal world by depriving them of any corpses to animate.

Destroying the Bodies

Once they are settled on a path, the characters must convince the townsfolk to allow them to exhume and destroy the bodies they believe Ulla could animate. This can be accomplished with a **successful DC 12 Charisma (Persuasion) check**. The check is automatically successful if they pose their argument directly to Mayor Hamen, who is fully aware of the threat the revenant poses to him.

Also, the body which Ulla currently possesses must be destroyed, and that means finding or setting a trap for her. Give the characters wide latitude in this, and reward inventive plans with advantage. Use a DC 12 to resolve skill checks required.

Treasure

If the characters successfully destroy the revenant, they can recover a *lantern of revealing* from its corpse.

Ending 2. Justice Served

Ulla is a revenant, but she can be dealt with in a fashion similar to a ghost. If the characters bring the remaining conspirators to justice, they can then attempt to force her to quit the mortal world.

Damage Control

If the characters are heading towards this ending, but remain uncertain, use the priest of Kelemvor to guide them to this conclusion. He finds them and poses his theory that by righting the wrongs done to Ulla, she could then find peace, and leave the mortal realm.

Arresting the Conspirators

Once evidence has been assembled against them, all of the original conspirators except Mayor Hamen submit to justice, allowing themselves to be arrested and taken to the jail where Deputy Sheriff Adra promises to see them stand trial for their crimes.

Mayor Hamen refuses to stand trial. When the characters arrive at his home to arrest him, they find him preparing to leave the village.

You find the mayor, and a few of his cronies, saddling their horses, clearly intending to leave town. When he notices you, he sneers, drawing his sword, and snarls, "You'll not take me this day!"

Mayor Hamen (**veteran**) and his three cronies (**thugs**) will not surrender without a fight. He first tries talking his way out of the situation, insisting in an imperious voice that he is the mayor of Shadeharbor and the characters have no authority over him. If it comes to blows, he does not want to die, and if reduced below 20 hit points, he surrenders if it looks like his side is not going to win.

Adjusting this Encounter

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

- **Very Weak:** Replace the **veteran** with a **spy** and the **thugs** with **bandits**.
- **Weak:** Replace the **veteran** with a **spy**.
- **Strong:** The **veteran** has 90 hit points.
- **Very Strong:** The **veteran** has 90 hit points, add a **thug**.

The Departing Revenant

Once the conspirators have all been arrested, the characters are visited one last time by the revenant. This encounter occurs at night, when they are alone.

A pale light begins to move toward you, resolving into the form of a woman holding a lantern. She moves serenely into your midst, looking about, her eyes meeting each of yours in turn. Within those eyes you see a look of profound peace and gratitude. Though you have never seen this woman, you are somehow certain that you look now upon what was once the revenant.

"Thank you," she says quietly, placing the lantern at her feet before turning and retreating into the darkness. As she goes, her form fades into nothingness as it draws away from the lamplight.

Treasure

The revenant leaves a *lantern of revealing* behind for the characters.

Running Out of Time

If your characters choose this ending, and you do not have time for another encounter, Mayor Hamen simply surrenders, realizing he is facing a superior enemy.

Ending 3. Vengeance Served

Should she succeed on her quest, and kill all the conspirators, Ulla leaves the mortal realm, troubling it no longer.

You should use this ending if the characters have been unsuccessful in their encounters with the revenant, and choose not to attempt to bring the villains to justice, or if they simply choose to allow her to find her own revenge.

The Departing Revenant

Once the conspirators have all been killed, the characters are visited one last time by the revenant.

A figure appears, as if out of the air, walking into your midst. You've never seen the woman, but you know her to be the revenant you have struggled against. Her body still bears the bleeding wounds left on her by her murderer thirty years ago. Despite this, resolve and contentment are clear on her face, "My vengeance has been found," she says in a firm voice, "and at long last I can rest."

As she finishes speaking, a lantern is suddenly in her hands. She drives it into the ground before her, "Take this," she says, as she turns, retreating into the darkness, her form becomes translucent before vanishing entirely.

Treasure

The revenant leaves a *lantern of revealing* for the characters.

Ending 4. The Merchants Way

If the characters decide the best way to deal with Ulla is to imprison her, they must first capture her. To do so, they need to locate her, which can be accomplished by setting a trap for her or tracking her back to her lair. In either case, use a DC 12 to resolve skill checks needed during their efforts.

Once she has been located, they must immobilize her in some way. Destroying her body merely frees her spirit, so to be successful, they have to trap or imprison her. She will resist their efforts but if the characters reduce her to 0 hit points or fewer, rather than destroying her, allow them instead to render her helpless. They may also use grappling or other means to restrain her.

Deputy Sheriff Adra

Deputy Sheriff Adra will not be a party to imprisoning Ulla for an indeterminate period of time. Instead, she presses the characters towards another resolution, preferring bringing the conspirators to justice. Before settling on this course, modify the encounter with the priest presented in Ending 1, and give the characters a chance to consider a different course.

The Mayor's Intervention

After she has been captured, Ulla must be imprisoned somewhere. Mayor Hamen finds the characters, offering his assistance in this.

Mayor Hamen joins you as you sit in the Bell View Inn considering options. He smiles pleasantly as he sits down, "My people tell me you intend to capture the creature that hunts us, an excellent choice! I think I can be of some assistance in this matter."

The mayor volunteers to prepare an oubliette where Ulla can be housed. If the characters capture her, he will ensure she never escapes again to trouble the people of Shadeharbor.

Ulla's Suffering

When Ulla is cast into the oubliette, read or paraphrase:

The revenant howls wildly as her body is cast into the pit prepared by Mayor Hamen. Her cries of anger quickly turn into pleading as she calls out to you, "You know what he did! Please! Help me!" With a quick gesture, Hamen motions one of his cronies and a heavy iron lid closes over the oubliette, sealing the revenant away in darkness forever.

"My thanks," Hamen says to you, "I am grateful for your efforts in defense of our village."

As you walk away you can still hear the muffled cries of Ulla, struggling against her bonds.

Treasure

If the characters successfully capture and imprison the revenant before it kills Nigel Hamen, the mayor thanks them for their efforts, indicating that he is glad he was "wrong about them."

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **2** advancement checkpoint(s) and **2** treasure checkpoint(s) for each **story objective** **that** they complete, as follows:

- **Story Objective A:** Unravel the conspiracy.
- **Story Objective B:** Deal with the revenant.

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Survive the assassins.
- **Bonus Objective B:** Rescue Melchar Otho.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing Endings 1, 2, or 3 of this adventure unlock:

Lantern of Revealing. This lantern is molded in the form of a wyvern, its gaping maw inset with a heavy iron ring. Its light is a pale, otherworldly luminescence within which spirits of the dead seem to dance just at the edge of sight. This item can be found in **Appendix 9**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- ***Ishbel Terrance (ish-bell tear-unce)***. The longest-serving member of the city council with a reputation for a lavish lifestyle. Ishbel was newly elected to the council when she accepted Josef's bribes to keep quiet.
- ***Mearl Calpi (may-erl cay-pee)***. A wealthy citizen of Shadeharbor, and one of the conspirators who took money from Josef.
- ***Melchar Otho (mell-car o-tho)***. During the plague, Melchar was mayor of Shadeharbor and one of the conspirators. He now lives out the last of his days alone.
- ***Nigel Hamen (nigh-gel hay-men)***. The present mayor of Shadeharbor. During the plague, he served as the town's import inspector and played a key role in the initial conspiracy.
- ***Salihn Adra (say-linn ahh-druh)***. Shadeharbor's Deputy Sheriff, and the person in charge after the murder of Sheriff Corym.
- ***Shadeharbor (shade-harbor)***. The small village of Shadeharbor is located on the southern shore of The Moonsea, south of the Bell in the Deep. Once an up-and-coming town, it fell into decline after half the population died in a horrible plague.
- ***Ulla Sarf (you-luh sarf)***. A revenant murdered decades earlier, Ulla hungers for vengeance. It is her quest that drives the adventure.

Appendix 2: Creature Statistics

Bandit

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any two languages

Challenge 1/2 (100 XP)

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

Actions

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

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

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

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

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:* 6 (1d10 + 1) piercing damage.

Ulla the Revenant

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistance necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has

sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

The revenant gains access to these special powers during the course of the adventure.

In her second body she gains:

- **Vengeful Touch (Recharge 6).** As a bonus action, Ulla can touch an adjacent creature, filling the target with a burning hatred towards one of its allies (Ulla's choice). The target must make a DC 15 Wisdom saving throw. If it fails, on its next turn, it moves towards the ally and makes an attack. The target can repeat the saving throw at the end of each of its turns, shaking off the effect on a successful save, otherwise, the effect lasts until Ulla dies or the target's ally falls unconscious.

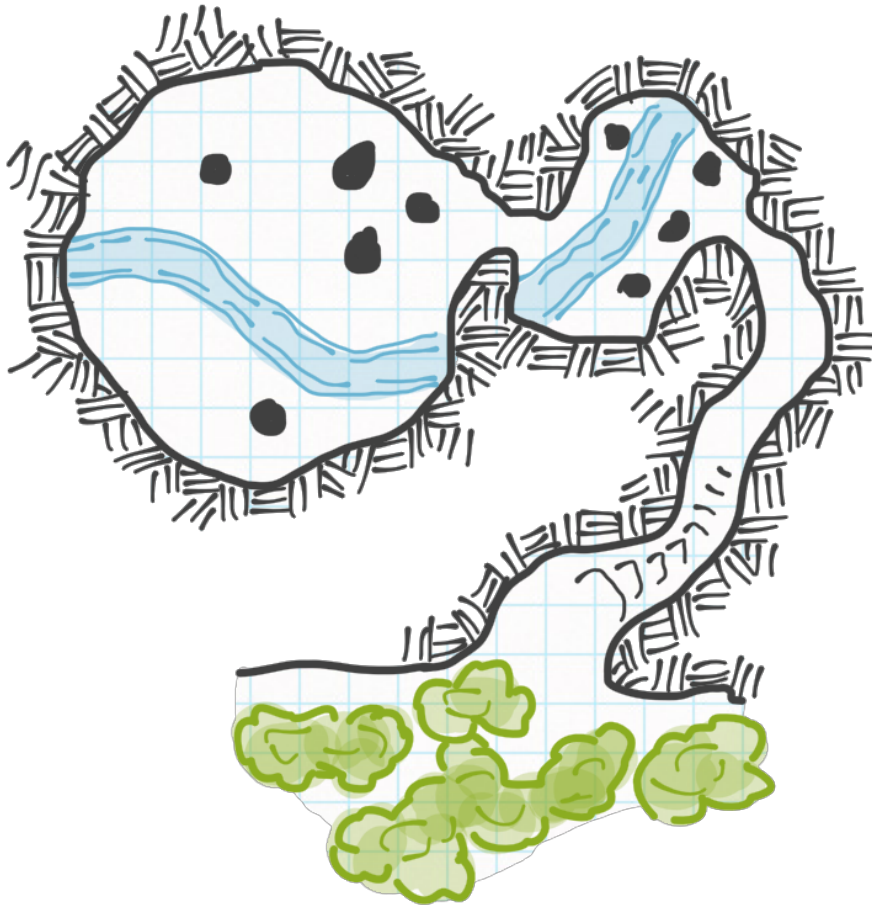
Adjusting this Encounter

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

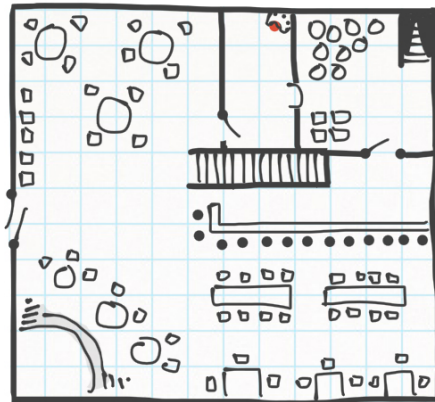
- **Very Weak:** The **revenant** does not have its multiattack feature, reduce its regeneration to 5 hit points a turn; it has 50 hit points. It does not gain Vengeful Riposte or Vengeful Touch.
- **Weak:** Reduce the **revenant's** regeneration to 5 hit points a turn; it has 75 hit points. It does not gain Vengeful Riposte or Vengeful Touch.
- **Very Strong:** The revenant gains a new ability: **Vengeful Riposte.** When Ulla takes damage, as a reaction, she moves up to her speed and uses her multiattack feature against the creature that dealt damage to her.

Appendix 3: Maps

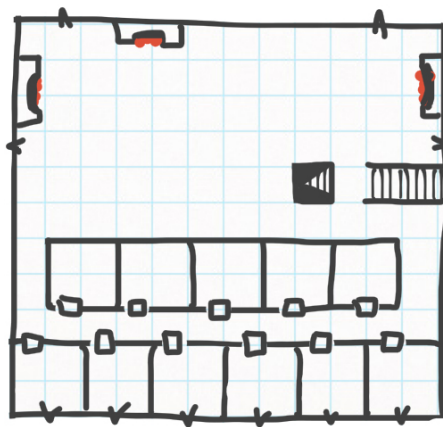
Map 1. The Revenant's Cave



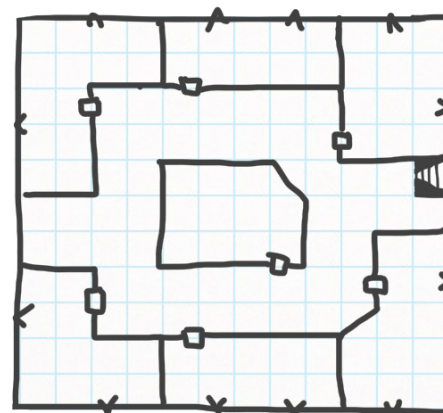
Map 2. The Bell View Inn



LEVEL 1



LEVEL 2



LEVEL 3

Appendix 4: Assassins (Bonus Objective A.)

Estimated Duration: 45 minutes

Resources: Appendix 3: Map 2

In this section, Mayor Hamen tries to have the characters murdered to stop their investigation. If you are going to run this section, the characters placement in the Bell View Inn becomes important.

Bonus Objective A

Survive the assassination attempt.

The Bell View Inn

The Bell View Inn, Shadeharbor's only inn, is an impressive three-story structure of stone that takes its name from its view of The Moonsea. On particularly clear days, patrons can catch a glimpse of the ruined spires of Northkeep jutting from the dark waters. Today, however, a heavy fog blankets the sea, hiding the sunken city.

Take a few moments to get the characters settled. The Bell View Inn offers a cot in a common room on the second floor for 2 sp a day, or a private room on the same floor for 1 gp a day. Larger private rooms are also available on the third floor, and are offered at 5 gp a day. Make a note of each character's choice.

Paltrin Baan

The Bell View Inn is owned and operated by Paltrin Baan (*pale-trin bane*), secretly a member of the Zhentarim. While she tends to the character's requests, Paltrin discreetly reveals this fact, looking for any who recognize her codes and signal back membership in the Zhentarim. During their stay, Zhents are given the finest rooms, best food, and exceptional service. Paltrin's knowledge of any Zhentarim agents becomes important later.

Rumor Mill

Once they're settled, the characters can mingle with the patrons and pickup local news and rumors. All the information from **Episode 1** can be learned here, as well as one or more of the following rumors:

- An old fisherman swears that on the night of Josef's murder, he heard a cry from the inn, followed by a man's voice, repeating over and

over again, "Your eyes! Turn them from me! Torment me no longer!"

- A pair of villagers are discussing the murder of the sheriff, remarking loudly about how shocked they were to see Mearl Calpi make an appearance in the crowd as she rarely leaves her home.
- A group of locals wonder aloud about Josef's daughter Antonia. Discussing how she is holding up after the murder of her father, especially considering that the two had not spoken to one another for years, and the fact that it is now too late for them to reconcile.
- An older man at the bar is complaining to Paltrin about how "local youths" vandalized one of the graves in the "old section" of the graveyard.

Assassins

Mayor Hamen is willing to do nearly anything to keep his secrets hidden, including employing a group of assassins to kill the characters.

Ideally, this encounter occurs on the second or third night the characters spend in Shadeharbor. The mayor arranges for them to be surveilled and passes that information on to his assassins. If possible, allow enough time for his watchers to gather information on the characters' routines and give that information back to the mayor.

The assassins favor a nighttime attack, where they hope to catch the group divided and sleeping. They could, however, ambush the characters at any remote or secluded location.

Surveillance

Mayor Hamen is afraid of what the characters may learn and has them watched. This surveillance continues long enough for the observers to get a general understanding of the characters' routines.

As they move about the village, any character with a **passive Perception of 15 or higher**, or anyone who indicates they are looking for signs of being watched (with no check needed), notice a couple rough-looking townsfolk shadowing them.

Should the characters confront these watchers, the men sneer derisively and confess that Mayor Hamen asked them to follow the characters. They

don't know anything more than that they are to watch and report back to the mayor.

The Attack

When the attack comes, if the assassins catch the characters at night, they split their forces, sending one assassin after each character. There are three **scouts** and two **spies** in the group. The spies go after characters likely to be awake (such as elves), while the scouts go after sleeping targets, or other "soft" targets (such as wizards).

If the attack occurs in the wilderness, the assassins attack as a group, choosing a location with terrain that favors them, and allows them to make an opening salvo of ranged attacks with surprise.

In the event of a nighttime attack, if a character is knocked unconscious, the assassins spend one round securing the character with manacles before joining their companions in the larger fight.

Manacles

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Zhentarim Members

If this event occurs in the Bell View Inn, any characters who are members of the Zhentarim, who revealed that fact to the inn's owner, receive a warning a few moments before the ambush. Such characters are alerted in some way (a knock on the door, a stone tossed through a window, etc.). The warning comes only seconds before the attack, but it allows anyone warned to be ready when the attack begins.

Adjusting this Encounter

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

- **Very Weak:** Replace the **spies** and **scouts** with **bandits**.
- **Weak:** Replace the **spies** with **thugs**.
- **Strong:** Add a **bandit**.
- **Very Strong:** Add two **bandits**.

Appendix 5: Murder in Progress (Bonus Objective B.)

Estimated Duration: 45 minutes

In this section, the revenant tries murder Melchar Otho, one of the conspirators.

Bonus Objective B

Rescue Melchar Otho.

The Attempted Murder

While the characters are elsewhere, the revenant attacks Melchar Otho. Someone nearby runs to bring the characters back.

A boy rushes up, concern clear on his young face. “Hurry!” he wheezes, “Someone’s trying to kill Melchar!”

Assuming the characters go with him immediately, the child leads them to the home of Melchar Otho. To reach Melchar before he is killed, the characters must make a **successful DC 15 group**

Strength (Athletics) check, arriving moments before he is murdered. If the check is a failure, they arrive just as the revenant drops his lifeless, strangled corpse to the ground.

The body the **revenant** currently inhabits depends on the course of the adventure. If the characters have already encountered and killed it once, it wears the body of another victim. If this is their first encounter, it wears the body of Feldron Drake.

See Part 3. The Revenant for details on running encounters with the revenant.

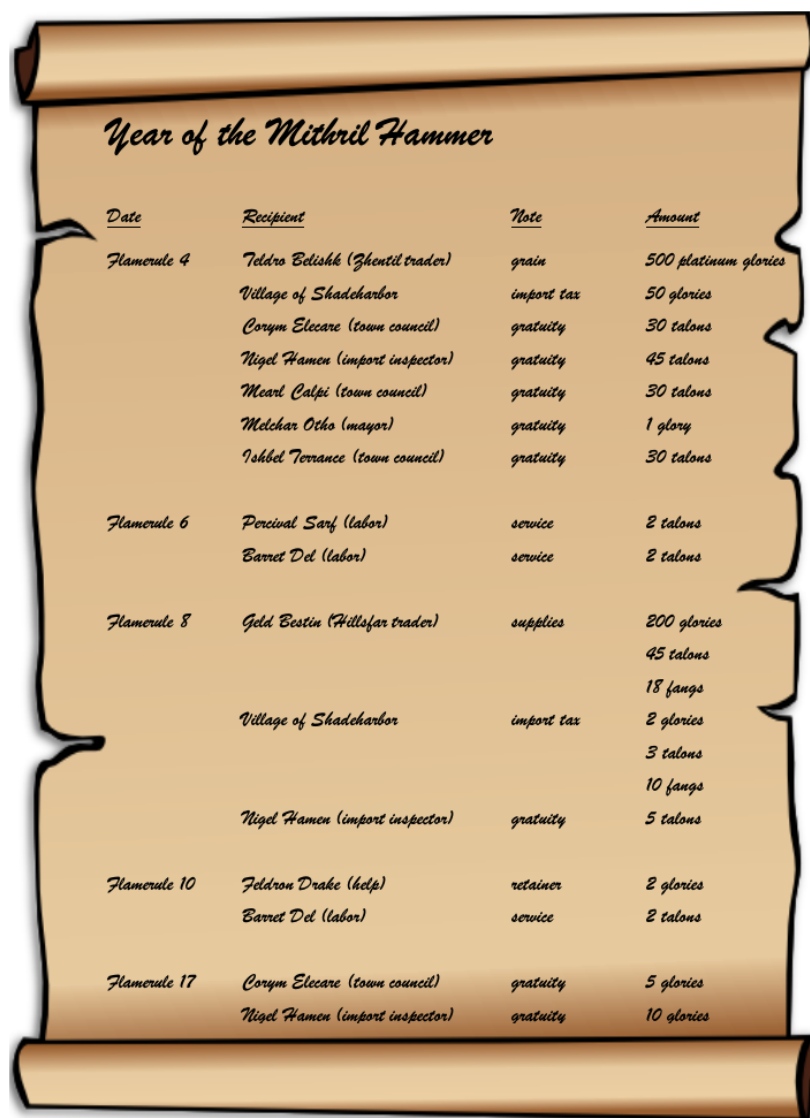
Development

If the characters rescue Melchar, and he has not yet shared what he knows of the conspiracy, he contacts them at an appropriate time to tell them everything he knows, including the murder of Percival, Ulla, and their family.

Appendix 6: Deputy Sheriff Adra's Request (Player Handout 1)

Deputy Sheriff Adra has asked for your help sorting out events transpiring in Shadeharbor. She relates the following facts:

- A week ago, a violent storm swept off The Moonsea, destroying several of the homes in Shadeharbor. The house of a local trader, Josef Segar was among those destroyed.
- On the morning following the storm, Josef visited Sheriff Corym. The sheriff and Josef had got into an argument. Josef was overheard shouting at Sheriff Corym. On several occasions, saying something like, "She's going to come for me! For all of us! You have to stop her."
- When Deputy Sheriff Adra asked about the argument, Sheriff Corym refused to say much, indicating only that she would, "handle it."
- A few days later, Josef was murdered. He had been staying in a room at the Bell View Inn but was found strangled in his home.
- She also hands over a page torn out of an accounting log that was found clutched in the hand of the dead sheriff.



Year of the Mithril Hammer

<u>Date</u>	<u>Recipient</u>	<u>Note</u>	<u>Amount</u>
Flamerule 4	Teldro Beliskh (Ghentil trader)	grain	500 platinum glories
	Village of Shadeharbor	import tax	50 glories
	Corym Elecare (town council)	gratuity	30 talons
	Nigel Hamen (import inspector)	gratuity	45 talons
	Mearl Calpi (town council)	gratuity	30 talons
	Melchar Otha (mayor)	gratuity	1 glory
	Isabel Terrance (town council)	gratuity	30 talons
Flamerule 6	Percival Sarf (labor)	service	2 talons
	Barnet Del (labor)	service	2 talons
Flamerule 8	Geld Bestin (Hillafar trader)	supplies	200 glories
			45 talons
			18 fangs
	Village of Shadeharbor	import tax	2 glories
			3 talons
	Nigel Hamen (import inspector)	gratuity	10 fangs
Flamerule 10	Feldron Drake (help)	retainer	5 talons
	Barnet Del (labor)	service	2 glories
			2 talons
Flamerule 17	Corym Elecare (town council)	gratuity	5 glories
	Nigel Hamen (import inspector)	gratuity	10 glories

Appendix 7: Worn Journal (Player Handout 2)

This worn journal appears to be an accounting log from the Year of the Mithril Hammer. It contains numerous entries recording the activities of Josef Segar's import business, dealing predominantly with grains and other foodstuffs.

A bill of sale from a merchant in Zhentil Keep is folded up and stored inside the front cover, detailing a sale of grain at a fraction of the normal rate. Handwritten notes on the bill of sale, presumably from Josef, suggest the grain proved to be bad, making people get sick, and that Josef expected he would have to "increase his gratuity" to the members of the town council.

A single page has been torn out of the journal, apparently detailing several payments Josef made during the month of Flamerule.

A second note, folded up and inserted between blank pages near the end of the log appears to be an arrangement between Josef and one Feldron Drake for vermin disposal at the home of Percival and Ulla Sarf.

Appendix 8: Town Officials (Player Handout 3)

The list of town officials from the Year of the Mithril Hammer includes:

- Mayor Melchar Otho
- Councilmember Corym Elecare
- Councilmember Ishbel Terrance
- Councilmember Mearl Calpi
- Sheriff Tel Gram
- Import Inspector Nigel Hamen

Appendix 9: Lantern of Revealing

Characters completing this adventure's objective unlock this magic item.

Lantern of Revealing

Wondrous item, uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

This lantern is molded in the form of a wyvern, its gaping maw inset with a heavy iron ring. Its light is a pale, otherworld luminescence within which spirits of the dead seem to dance just at the edge of sight.

Appendix 10: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 4**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

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