



ADVENTURERS LEAGUE™

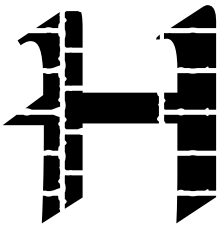


EXODUS

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Adventure Designer

Adventure Code: HILL 1-2



The monster attacks have caused the citizens of Hillsfar to lack confidence in the ability of the new government to protect them. Families and merchants are leaving for a safer place. Vuhm Yestral has to prove that he has control of the situation. He decides that a bit of recon needs to be undertaken. A D&D Adventurers League adventure for characters levels 5-10 in Hillsfar.

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

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INTRODUCTION

Welcome to Exodus, a D&D Adventurers League adventure, Part Two of the Dark Intentions Trilogy

This adventure is designed for three to seven 5th-10th level characters, and is optimized for five 7th-level characters. The adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Hillsfar.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes 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 Player's 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. Alternatively, 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 the Adventure

Throughout this adventure, you may see sidebars to help make adjustments for smaller/larger groups, and characters of higher/lower levels than the optimized group. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you may want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 7th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*[™] has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
Cure wounds (1 st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate

access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

Since the death of First Lord Torin Nomerthal, his replacement First Lord Vuhm Yestral has dealt with repeated attacks by evil fey creatures within the city limits of Hillsfar. Adventurers, working under the employ of Red Plumes Commandant Jandra Gragdowel, were able to identify a hag named Granny Eve-canker as the source of the creatures. Unfortunately, she must not have been the only one smuggling monsters into the city. Confidence in First Lord Yestral is waning, resulting in a massive exodus of the population before its new government can even establish a foothold.

Malkyn Grenefeld, former Chamberlain of the previous First Lord, is attempting to take revenge against Hillsfar and its new First Lord by releasing monsters into the city to terrorize the population. Granny was one of the ways Grenefeld was accomplishing this. She has made an agreement with several drow settlements and hag covens in the Cormanthor Forest for their assistance in forcing the city into chaos.

Grenefeld was secretly infatuated with Torin Nomerthal and has found his death too great a burden to bear. With the assistance of the drow, she has rediscovered the remains of a long-abandoned wizard's tower known as Abarat's Folly, which she now uses as a base of operations.

Abarat was an elven mage who centuries ago built the tower in hopes of it becoming a hub of activity across the Moonsea's Cormanthor region. Abarat created magical portals within the tower before the tower itself was even completed. Eventually, something happened to Abarat and he disappeared, leaving his tower unfinished.

Since that time, the high concentration of conjuration magic (specifically teleportation) has warped the area, as well as the magic within the tower.

The rooms containing the portals are warped, such that they appear larger on the inside than would physically be possible based on the area containing them. In addition, the portals do not always function. When they do, they currently only allow travel in one direction (either into the tower

or out of it). Creatures arriving in the tower from a portal may not leave the tower except by passing through a different portal.

Grenefeld has been hard at work attempting to stabilize the existing portals, create several new ones, create port keys that allow travel through them, and recruit the assistance of evil fey creatures in unleashing chaos upon Hillsfar.

By the time the adventurers arrive at Abarat's Folly, Grenefeld's preparations are nearly complete.

Overview

This adventure is divided into three parts.

Part 1: The Situation. The characters meet with the new First Lord of Hillsfar, Vuhm Yestral, who explains the recent incursions of monstrous creatures into Hillsfar and the resulting exodus of citizens as they no longer feel it to be safe. In order to restore confidence in his new government, Vuhm has reached out to Elanil Elassidil of Elventree, whose scouts have confirmed that monster activity within the Cormanthor Forest to the south is on the rise and warrants further attention. Vuhm offers to hire the adventuring party to perform some reconnaissance within the Cormanthor Forest, determine what types of creatures they are dealing with, and locate any cells or bases the creatures may have established in the forest.

Part 2: Into the Woods. The party spends several days exploring the Cormanthor Forest and comes across evidence that other scouting parties in the area have disturbed local wildlife. The party is attacked by a scouting party of drow, and discovering that they have captured a lone human merchant named Gloria Brelliar. Upon defeating the drow and freeing Gloria Brelliar, the party discovers a map of the area marked with the possible location of an enemy base. The party continues through the forest in hopes of finding the location marked on the map.

Part 3: Abarat's Folly. The party finally reaches the area marked on the map and discovers the ruins of Abarat's Folly. Exploring the tower, the characters encounter numerous evil fey and discover Grenefeld's plan to usher in waves of monsters from various areas around the Moonsea by using portals to reach the heart of Hillsfar. They also likely discover several of the portals themselves, as well as catch a glimpse of Grenefeld just as she departs the tower through a portal.

Adventure Hooks

The following adventure hooks can be used to draw the characters into the story.

I'm Familiar with Your Work. If the characters played the first part of the Dark Intentions trilogy (HILL1-1 *Arrival*) or have encountered Vuhm Yestral before, either in DDEX3-03 *The Occupation of Szith Morcaine*, or DDEX3-14 *Death on the Wall*, he is familiar with them and reaches out to them for a meeting with an offer of potential work. This option could also be used for any characters that have encountered Elanil Elassidil during any of the various adventures she has appeared in.

Stop, Collaborate, and Listen. The Stop is one of the best places in the region for an adventurer-for-hire to find work. While there, the character learns that the new First Lord of Hillsfar, Vuhm Yestral, is looking to hire a group of adventurers for a mission into the Cormanthor Forest.

The Harpers (Faction). Elanil Elassidil has reached out to Harper agents in the area and told them that the new First Lord of Hillsfar, Vuhm Yestral, is in need of some hired hands to perform some reconnaissance work in the Cormanthor Forest. The character's contacts have sent them to meet with him.

The Lords Alliance (Faction). As a member of the Lord's Alliance, Vuhm has reached out to his contacts in search of agents in the area who he might be able to recruit for a reconnaissance mission into the Cormanthor Forest. The character's contacts have sent them to answer the call.

Cormanthor Refugee (Background). Elanil Elassidil has suggested to Vuhm that any exploratory mission into the Cormanthor Forest could easily benefit from the experience of one who has spent some time there. The character is asked to a meeting at the First Lord's Tower with an offer of paid work that might be specially suited to a person of their experience.



PART 1. THE SITUATION

The Meeting

Expected Duration: 15 minutes

Upon your arrival at Hillsfar Castle, you are questioned by a member of the Red Plumes as to what business you have at the castle. When you mention the appointment with First Lord, Vuhm Yestral, another Red Plume is called to escort you to the Tower of the First Lord. You are led past the expansive gardens and an elegant ballroom on your way to the First Lord's office, where you are asked to wait patiently... along with several other adventurers who must be here to partake in the same discussion.

Upon your arrival at Hillsfar Castle, you are questioned by a member of the Red Plumes as to what business you have at the castle. When you mention the appointment with First Lord, Vuhm Yestral, another Red Plume is called to escort you to the Tower of the First Lord. You are led past the expansive gardens and an elegant ballroom on your way to the First Lord's office, where you are asked to wait patiently... along with several other adventurers who must be here to partake in the same discussion.

The characters can take this opportunity to introduce themselves to each other if they wish. They are not kept waiting for very long before Vuhm, quite spry for his six plus decades, enters the room. He makes a point of engaging any characters he has previously met, offering simple pleasantries ("Thank you for coming; it is good to see you again. You are looking well.", etc.). He will also pass a knowing glance and nod to any other members of

the Lord's Alliance present. He then takes a seat and suggests the others do the same if they have not already. Vuhm wastes no further time in getting to the point of this meeting:

"Thank to you all for coming," Vuhm offers. "Hillsfar has recently come under attack from within. Drow, hags, and other strange creatures appear unexpectedly around the city and create chaos. With the recent change in power within Hillsfar, the people are nervous. Understandably so. There are those who feel our new government cannot keep them safe, even within the city walls. Many have fled, and I am afraid for the stability of the region should this continue. We are already dealing with previous waves of refugees from Cormanthor and what happened under the old government of Hillsfar, and I do not believe the region can sustain these conditions for much longer.

I have reached out to our allies in Elventree — some of you know Elanil Elassidil — and her scouts have detected an increase of unusual activity within the Cormanthor Forest to the south. I cannot spare the Red Plumes to investigate what forces may be hiding in Cormanthor, as I need them here for security.

That is why I have turned to you. As First Lord, I am willing to offer your party 1000gp to undertake a reconnaissance mission into the Cormanthor Forest. Learn what you can about the activities of any organized threats gathering there, and return that information to us. Any information on their forces, bases of operations, or anything of value should be of help. I do apologize for the short notice, but this mission must be undertaken immediately. The sooner we learn more about the threat facing us, the sooner we can respond to it. What do you say? Are you interested?"

If the characters attempt to bargain for a better offer, Vuhm will add:

"The best I can do is to pay you half in advance and provide each of you with a week's rations from our military reserve before you leave. That should save you some preparation time and enable you to get on your way a little quicker. As far as the compensation offered, I believe it is more than fair."

Vuhm will answer any relevant questions the best that he can, but will grow weary of those that waste time as he does not suffer fools gladly. If the party accepts the offer, they may make any preparations necessary, including any last minute shopping for adventuring gear, before leaving the city.

The most direct route to the Cormanthor Forest is to follow the trade road that heads south out of Hillsfar. Once the party is on their way, proceed to Part 2.



PART 2. INTO THE WOODS

Expected Duration: 90 minutes

General Features

The vast majority of the Cormanthor Forest is ancient hardwood with a lush canopy and an amazing assortment of wildlife. Some areas within it, however, have seen centuries of magical abuse that make it dangerous. Many of these areas are well known, mapped, and heavily avoided.

Light and Visibility. The Cormanthor Forest is densely wooded, but there are very few places where it is thick enough to prevent any sunlight from breaching the canopy. During the daytime, there should be plenty of light available to see by. Certain areas, however, may limit visibility at a distance due to the density of the forest.

Smells and Sounds. The air is clean and moist, with the occasional scent of flowering blooms drifting through the air. Songbirds chirp almost continually from an hour or so before sunrise until just after the sun finally sets in the evening.

Taking the trade road south from Hillsfar, you reach the northern edge of the Cormanthor Forest. From there, your travels take you off road and find many signs of spoor, both humanoid and animal, to the west. This gives you reason to suspect more activity in that area of the forest.

Additional information may be obtained through the use of the following ability checks:

Intelligence (History) DC 15. Much of the Cormanthor Forest is densely populated by a vast array of creatures: humanoid, animal, and monster. Elves and drow were among the more intelligent races known to dwell there, in addition to the abundant natural wildlife and unusual monstrosities.

Intelligence (Nature) DC 10. This much humanoid travel off-road through the forest will likely be adding stress to many of the woodland creatures who call this area home.

Wisdom (Animal Handling) DC 10. Many of the animals seem to be on high alert, based on their actions and chatter.

Wisdom (Survival) DC 10. The berries, roots, and nuts you would expect to be plentiful in the area are significantly more difficult to find than expected. It appears the forest is either supporting a larger population than it should or more creatures are feeding in this area than usual.

Day One

Two Heads Are Better Than One

A DC 15 Wisdom (Survival) check reveals that the humanoid activity is unusual given that a much easier way to travel lies not far away. It implies that those leaving the tracks did not want to be detected.

While scanning the ground for more tracks at the edge of a clearing, you hear a crash of wood from the forest ahead. Looking up, you see a large humanoid form, bearing weapons in both hands, exploding from the forest and charging you. The most noteworthy feature of this creature is that it supports a pair of two tusked heads upon its shoulders.

There are a pair of **ettins** here that have been pushed out of their regular lands by the movement of drow patrols. They are hungry, angry, and quite willing to take out their frustrations on the characters.



Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove one **ettin**
- **Strong party:** add one **ettin**

Treasure

One of the ettins has a small sack affixed to its belt. In the sack, hidden among the carcasses of several dead squirrels, two chipmunks, and a small raccoon, are a small, tied pouch of finely-ground jade powder and a small silver rod, each worth 10 gp, as well as a *potion of hill giant strength* (useless to the ettins). Any character passing a DC 15 Intelligence (Arcana) check will know the jade powder and silver rod are material components for the spells *magic mouth* and *guards and wards* respectively; odd things to find in the possession of an ettin.

Ambush!

Night comes fast when you are away from the comforts of the city and after a day's travel through the woods you have found a reasonably comfortable clearing where you can make your camp for the night. As you prepare, several dark-skinned, humanoid figures drop from the trees and spill out of the forest around you, weapons drawn.

This is one of the fey scouting parties that Elanil's forces have reported seeing. This group consists of a **drow mage** (who hangs back by the edge of the clearing) and four **drow** who move in to engage the party in melee.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** replace the **drow mage** with a **drow elite warrior**
- **Strong or very strong party:** replace the **drow mage** with a **drow priestess of Lolth**

Once the drow mage and half of the drow are defeated, the remaining creatures attempt to escape into the forest. The drow mage carries a map (described in the *Treasure* section below).

When the combat is over, the party hears muffled shouting. Once the party decides to investigate the source of the sounds, read the following:

A bound and gagged human woman, disheveled but clad in fine robes, has somehow managed to loosen the binding on her ankles. She now works to loosening the binding on her hands as she motions to you for help.

Once she is freed from her bonds, continue:

"Thank you, so kindly", the woman says with a warm smile before moving her hands in the manner of a mage and whispering a few arcane words. Her appearance is immediately refreshed, leaving no indication of her disheveled state only moments before.

"Allow me to introduce myself; my name is Gloria Brelliar. I am but a simple travelling merchant who was set upon by those misguided creatures while travelling along the road to Hillsfar. I would have given them a good fight had they not caught me unawares! But, here I go, rambling again. Please, allow me to know the names of the heroes who so bravely have come to my rescue?"

The party may introduce themselves and ask any questions they may have, handled below:

Who else was travelling with you?

No one; I was travelling alone.

Don't you think that's unsafe?

I can usually take care of myself; it's just that these brigands caught me unexpectedly.

Where is the rest of your caravan if you are a merchant?

I wasn't travelling with a caravan; I was going to surprise my cousin, Fortuna Brelliar, and meet her on the road to Hillsfar.

So, you were walking the trade road alone?

Oh, no, dear; I teleported to one of the frequent rest stops along the way I knew she would be likely to stop at.

Do you have anything to sell or trade?

Sadly, no. My cousin keeps the inventory and, truth be told, does most of the work. Don't tell her I told you that, though; it'll go to her head (she smiles broadly).

Do you know what the drow were doing in these woods?

They spoke amongst themselves in Undercommon, foolishly thinking I could not understand them. They apparently saw me teleport to the road. From the sounds of it, there are several more exploring the forest from here to Hillsfar. They did mention heading back to "the tower," but I don't know where that would be. They also talked of scouting the way through the woods to Hillsfar as a backup plan.

Can you tell us anything about this map (the one carried by the drow mage)?

Hmmm...well, I'm sure this is supposed to be north, making this the Moonsea...Hillsfar...the Cormanthor Forest, which we are in now... probably somewhere around here...and this...I think I remember hearing stories about an old abandoned wizard's tower around these parts.

After a sufficient amount of time has lapsed, Gloria Brelliar takes her leave of the heroes: "Oh, my dears, I'm sorry; I have taken you away from your doings for too long, I'm afraid. I wish there was more I could do to thank you...oh, I have an idea." Gloria Brelliar pulls out several small envelopes from a pocket in her robes. Conveniently, she seems to have drawn out a number equaling the number of people in your party.

"Please take these in case you ever run into my cousin." She gestures and utters a few before adding, "Fare thee well, adventurers!" Gloria Brelliar utters a few more words and disappears.

Arcane spellcasters will recognize Gloria Brelliar used the gestures and words associated with the *prestidigitation* and *teleport* spells.

When the party sets up camp for the evening, they find that their rations taste like the finest and most delicious meal they have ever had in their lives. The rest of the evening is uneventful and the party may take a long rest. When the party decides to follow the map and investigate in the direction of the tower, move on to Day Two (below).

Treasure

One of the drow's shortswords is silvered, making it worth 125 gp. The drow mage carried a *potion of growth* as well as a rough, unlabeled map showing the locations of the western Moonsea, Hillsfar, the main trade road south of the city, the Cormanthor Forest, and Abarat's Folly. Abarat's Folly is given prominence on the maps. The adventurers are unfamiliar with the place, although a DC 20 Intelligence (History) check reveals a story of an old wizard's tower that was supposed to be in that area.

The envelopes from Gloria Brelliar each contain a single card with a note written in Common using extremely fancy calligraphy. It is essentially a coupon for use at Fortuna Brelliar's shop, Tity's Emporium. Each character receives the ***I Only Do This for Special Customers*** story award.



Day Two

Bearly Troubling

Following the crude map you liberated from the drow, you progress further west through the Cormanthor Forest and away from any semblance of civilization.

Around midday, the occasional chirp of birds is broken by a low, rumbling growl, followed by a booming "WHO!", as several large creatures charge out of the underbrush toward your party.

This a family of three **owlbears** has been displaced and agitated by the continued movement of fey patrols through the area.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove one **owlbear**
- **Weak or strong party:** no change
- **Strong party:** add one **owlbear**, for a total of four

The owlbears have been harried by the increased amount of humanoid traffic in the area and have decided to strike out. The creatures have no treasure.

The remainder of the afternoon is uneventful. If the characters continue to head towards the tower, they can start the next section just as night falls.

You Have Arrived At Your Destination

As the last glimmers of the sun's afterglow are finally extinguished and night sets in earnest, you arrive at what must be your destination: a ruined ivory tower that sits half-hidden at the northern edge of the Cormanthor Forest.

The characters are still far enough away from the tower to set camp. If they take precautions to hide their camp, and/or set watch, they make it through the evening hours without confrontation.

Once the characters are ready to investigate the tower, proceed to **Part 3: Abarat's Folly**.



PART 3.

ABARAT'S FOLLY

Abarat's Folly

Expected Duration: 2 Hours

Abarat's Folly was constructed centuries ago by an elf wizard known as Abarat the Alabaster, and was intended to serve as a hub of trade for the region. Abarat's intention to create a tower of portals to allow easy and expeditious travel between settlements was never completed, but several portals were activated before Abarat disappeared.

Travel through any of the portals requires a unique portal key for each. Although Grenefeld has established what is needed for each portal, the characters in this adventure do not have that knowledge and are unable to travel through most of the portals they discover.

The number and close proximity of portals Abarat created at the site, as well as the amount of magic expended trying to study them, have caused several strange effects over the years:

- Those who enter the tower through a teleportation portal may not leave the tower except by exiting through a different portal.
- Several rooms on floors 3 and higher are larger than expected on the inside, as the magics used in the construction of the tower have somehow managed to warp the space. This makes mapping the tower difficult.
- Portals are currently one-way only. Some lead into the tower, and some lead out. This is an effect Grenefeld put into place to limit the number of potential visitors.
- The entire inside of the tower bars dimensional travel except for those using the established portals. That means spells such as dimension door, misty step, teleport, and similar conjuration spells, as well as any magical effects that summon creatures from other planes,

simply do not function. If a spell of this type is cast, the appropriate slot is expended, but it has no effect.

- Animals avoid the tower. Familiars or animal companions are hesitant to approach, explore, or enter the tower, even in the company of their masters. Communication with these companions will indicate that they wish to remain outside and a short distance away.

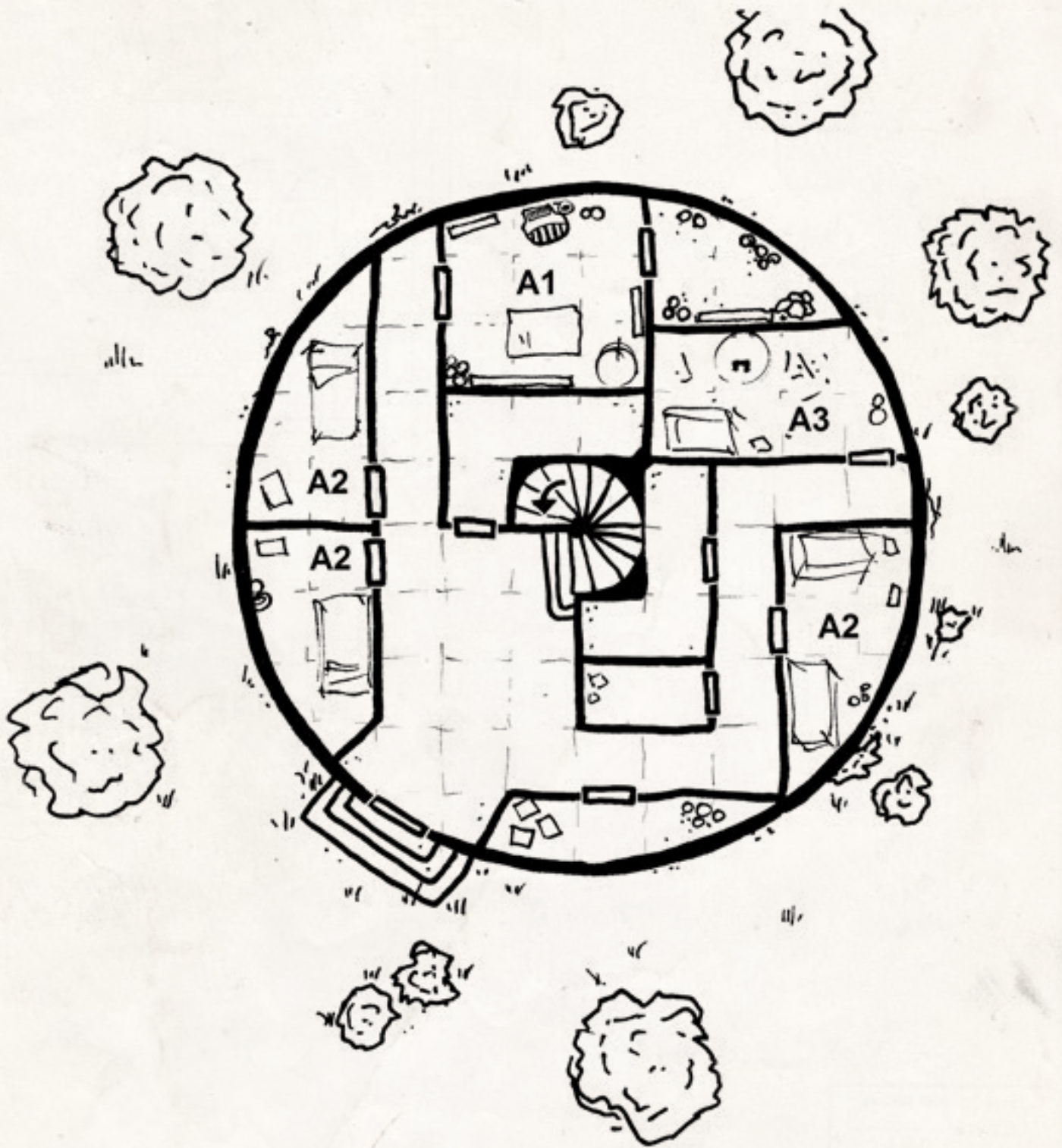
General Features

Most space within the tower is what one would expect of a long-abandoned ruin, although some areas have been cleared and cleaned-up for the creatures currently residing there.

Light and Visibility. Very few of the areas inside the tower are illuminated, as most of the creatures here are fey and have darkvision. Depending on the time of day, parts of the 4th and 5th floors may receive sunlight on the unfinished sections.

Smells and Sounds. There is an acrid mix of mustiness and rot peppered with a tinge of wood smoke. In the basement, it is quite intense; in the higher floors, it tapers off to only mildly noticeable. The tower is generally quiet, but floorboard occasionally creak to indicate creatures moving directly above.

The maps leads you to a small, cylindrical, uncompleted tower — seemingly constructed entirely of ivory — stands partially obscured by the slowly advancing Cormanthor Forest to the south. The tower sits four or five stories tall, with the top floor appearing incomplete and open to the elements. No windows decorate the ground floor, and a single closed ivory door offer access.



The door is held fast by an arcane lock spell and has a break DC of 30, an AC of 20, and 80 hp. The exterior walls of the tower are extremely smooth, making them difficult to climb (DC 30 Strength [Athletics] check) unless a rope and grappling hook are used (reducing the DC to 10) to attach to one of the unfinished sections of wall on the 4th floor (about 40 feet up).

A. The First Floor

A1. The Kitchen

This roughly 15-foot by 15-foot room is a simple kitchen and has seen recent use, but only the barest of cooking implements are present. The cookware and utensils lying around have seen better days, but would suffice for making a meal in a pinch.

The door on the eastern wall leads into a small pantry, where several jars of unidentifiable foodstuff line the shelves, along with several selections of salt-cured meats. The meager amount of food here gives the impression that the kitchen area has only recently started to come back into use.

A2. Unused Bedroom/Storage

This small room may have served as a bedroom or storage area at one time. Now, debris and the remains of broken furniture litter the floor. If there was anything of value, it was stripped away long ago.

A3. Unused Bedroom

You enter this room through a door set into the southeast corner. The space appears to have been intended as a bedroom or storage area at one time. Broken pieces of furniture lie strewn about the floor. Near the north wall, a small, metal ring lies attached to the floor.

Pulling on the ring will lift a trapdoor which provides access to room F1 in the tower's basement.

B. The Second Floor

B1. Guest Bedroom

This room was probably intended to serve as a bedroom at one time but now only broken fragments of furniture and worthless debris remain scattered across the floor.

B2. Used Bedroom

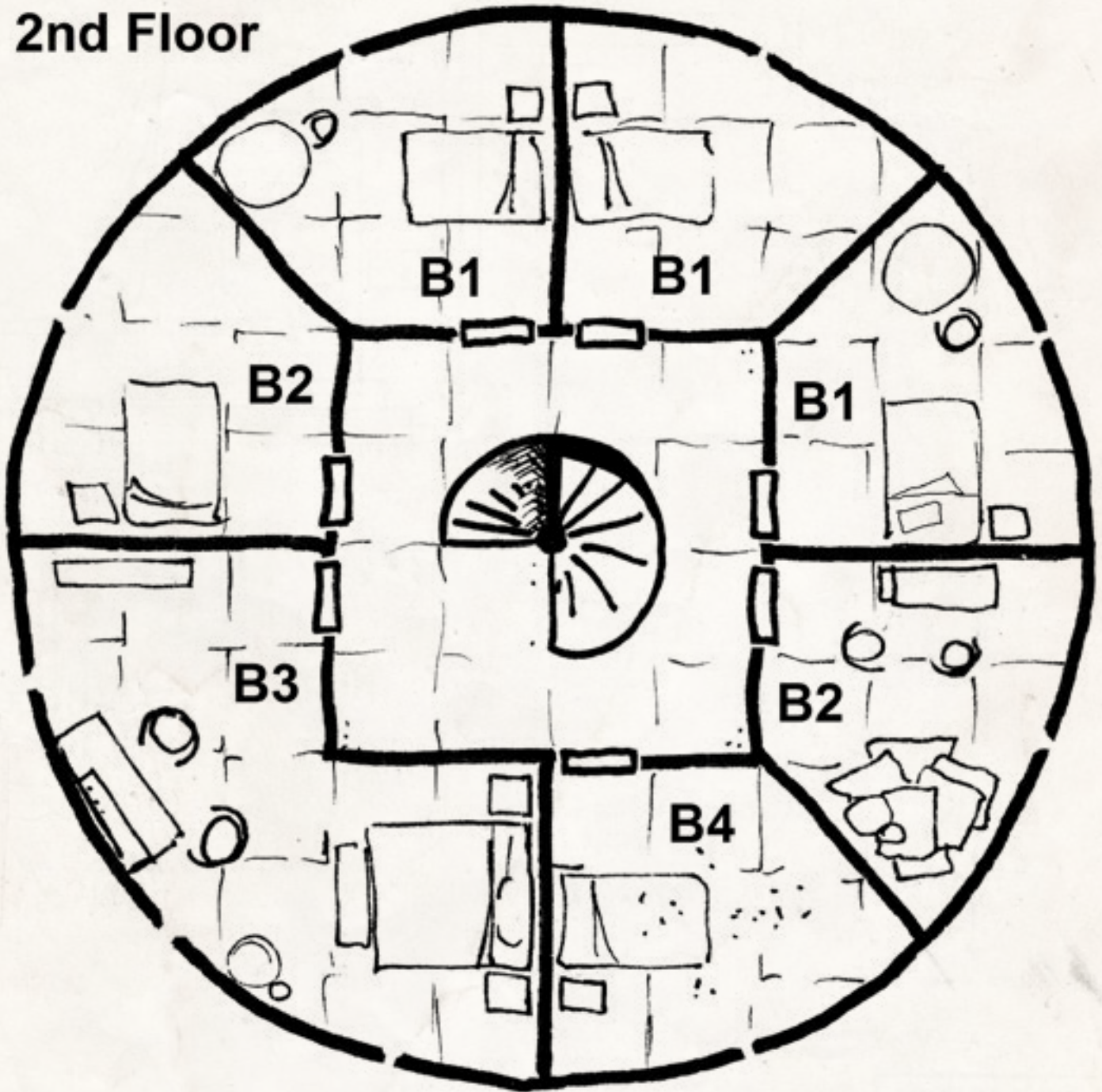
This bedroom's rather spartan furnishings include a pile of cushions, likely intended to serve as bedding, a rather simple desk, and a pair of chairs.

Treasure. In the first bedroom of this type (B2) that the characters enter, there is a locked chest that requires a DC15 Dexterity (Thieves Tools) check to open. The chest is hidden behind the cushions and can be discovered with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check. Inside the chest is a coin album with a complete set of 550 Cormanthor silver pieces from every year and mint going back over a century, a magnifying glass, and small velvet drawstring pouch that is tied in a knot. Sticking from the opening of the pouch is a rolled up piece of parchment which reads "use caution – deck of many things" in Common, Elven, and Undercommon. Inside the pouch is an unremarkable deck of tarokka cards.

B3. Master Bedroom

This is one of the best maintained areas you have seen within the tower. A bed, footlocker, desk, and two chairs are positioned around the area and an extremely large painting with a gilded filigree frame hangs on the southeastern wall of this room. This oil painting depicts a full moon reflecting off a large body of water, possibly the Moonsea, and the surrounding landscape.

2nd Floor



Treasure. The painting was a favorite of former First Lord of Hillsfar Torin Nomerthal, as well as of Malkyn Grenefeld, and was proudly on display in the Tower of the First Lord. Grenefeld stole it as a souvenir and brought it here. It could easily sell for 200 gp, but Vuhm would be happy to see it returned to the Tower of the First Lord, as he has no idea what happened to it. Characters who played DDEX3-12 *Hillsfar Reclaimed* remember seeing this on display during the masquerade in that adventure.

In the footlocker is a tiny ornate reliquary. If the characters open it, read the following:

Inside the reliquary is an ancient scrap of parchment that is part of an inventory or requisition list. From the stylized script, you can tell it was written long ago. The parchment read "seven candles, bell, chalk dust, signet ring, orb, wand, seven vials holy water" and is signed "Midnight".

A successful DC 15 Intelligence (Religion) check reveals that "Midnight" was once the mortal identity of the goddess Mystra and that the number 7 holds a special significance to that deity. The reliquary was secretly in the possession of Torin Nomerthal, although Grenefeld knew about it and took it after Torin's death. She has future plans for using the reliquary. Any character passing a DC 20 Intelligence (Arcana or Religion) check know that the reliquary could be utilized as a component for the *holy aura* and *magic jar* spells.

Although valuable as treasure (1,000 gp), those who realize the reliquary's true nature know that it is probably best served in the possession of the church of Mystra.

B4. Skeleton Room

The remains of two humanoid skeletons lie sprawled on the floor of this room, covered in the tattered remains of clothing and leather armor.

A DC 10 Intelligence (History) check reveals their clothes were indicative of a wealthy couple that lived at least 300 years ago. A DC 10 Wisdom (Medicine) or Intelligence (Investigation) check reveals that both were killed by blunt force trauma

to the head, and that one of the bodies was male and the other female.

Previous occupants of the tower found this area unnerving and left it as is through the years.

C. The Third Floor

C1. Foyer

The spiral staircase brings you to the center of a room with a single door set into the center of each of the four walls surrounding you. Two small unkempt human girls dressed in ragged clothes are startled by your arrival.

"Please don't hurt us", one of them pleads, "we only left our room because we were hungry. Can we please have something to eat?"

The children are actually a pair of **night hags**.

Tactics

If the party does not immediately attack, one hag casts *sleep* on the party on her initiative, hoping that the party is too distracted by the other hag's request for food to notice. Once the deception has been discovered, the second hag casts *sleep* and both follow with either claw attacks (if in melee) or *magic missile* followed by *ray of enfeeblement* (if ranged). The hags do not have *heartstones* or *soul bags*.

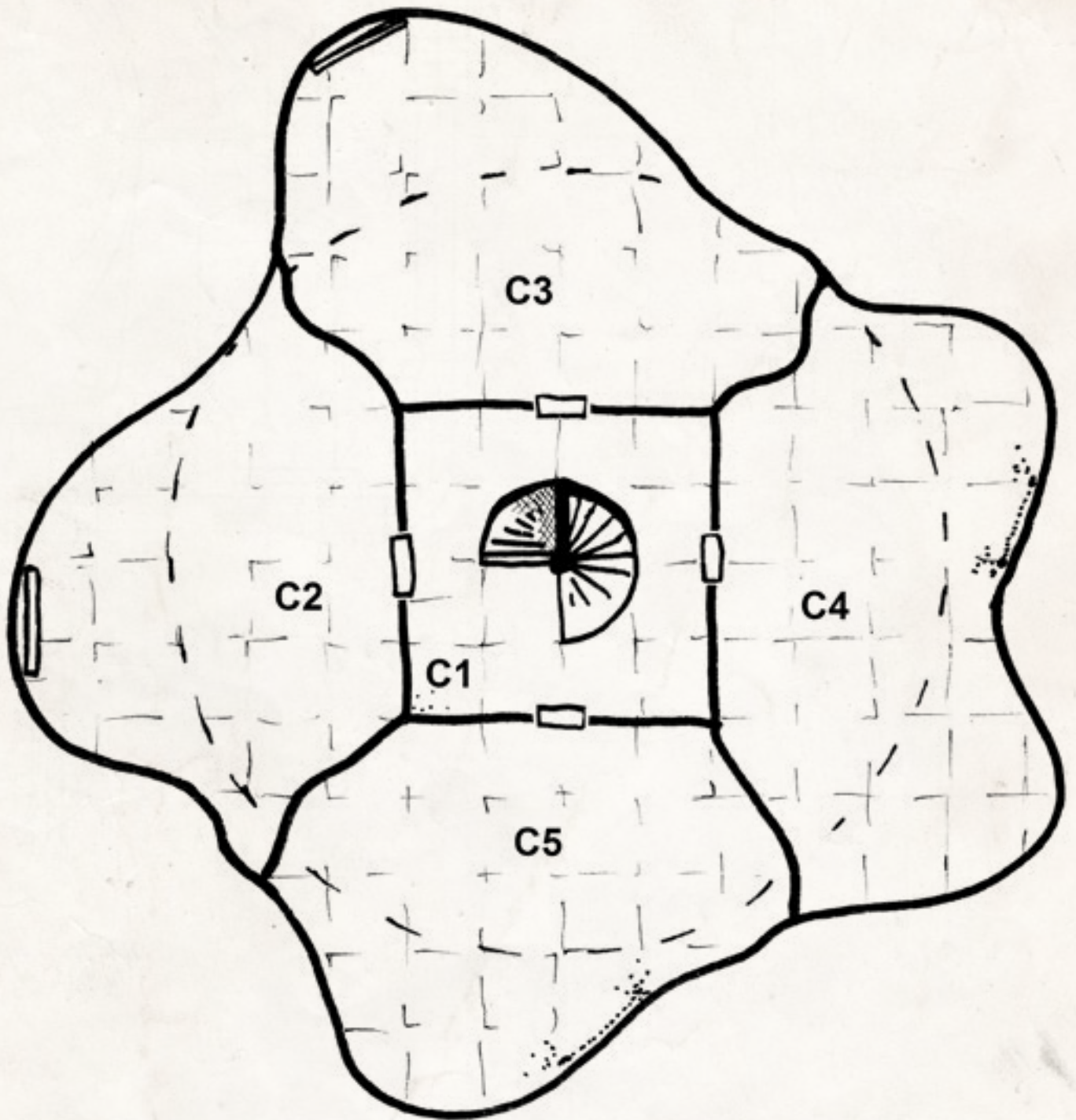
Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak or weak party:** replace one **night hag** with one **green hag**
- **Strong party:** no change
- **Very Strong party:** add a **drow elite warrior** who comes out of one of the adjoining rooms the round after the **hags** attack

Treasure

One of the hags has a pouch filled with 200 gp worth of incense and powdered diamonds. A DC 20 Intelligence (Arcana or Religion) check knows reveals these could be used as components for a *glyph of warding* spell.



C2. Portal to the Drow

The unusual interior shape of this room does not seem to match what you would expect from observing the outside of the tower. The room is empty save for a large wooden panel affixed to one of the walls.

If the panel is removed, it reveals a ring of elven runes carved into the shape of a circle. Any character that can read Elven and passes a DC 20 Intelligence (Arcana) check can determine that the runes refer to this as a teleportation portal to an “Elven Court,” but nothing further can be gleaned from it. If the opposite side of the panel is examined once it is removed, it has the phrase “not yet” written upon it in Elvish and Undercommon.

This portal is currently set to only allow passage into the tower; individuals may not leave by passing through it. The connecting portal is somewhere near a drow settlement on the surface.

Grenefeld has already made arrangements to bring a small army of drow through once the portals to Hillsfar are stable enough to permit continued exit from the tower.

C3. Portal to Myth Drannor

The irregular shape of this room does not seem to match what you would expect from observing the outside of the tower. The room is empty save for a large wooden panel affixed to one of the walls.

If the panel is removed, it reveals a ring of elven runes carved into the shape of a circle. Any character that can read Elven and passes a DC 20 Intelligence (Arcana) check can determine the runes refer to this as a teleportation portal to Myth Drannor, but nothing further can be gleaned from it. If the opposite side of the panel is examined, it has the phrase “not yet” written upon it in Elvish and Undercommon.

This portal is set to only allow passage into the tower; individuals may not leave by passing through it. This portal is not stable and frequently becomes inoperable for periods of varying duration.

Grenefeld has made arrangements to bring through a small army of fey once the portals are stabilized enough to permit regular entry and exit from the tower.

C4. Portal to the House of Happiness

The unusual interior shape of this room does not match what you would expect from observing the outside of the tower. The room is empty save for a circular ring of runes carved into the wall. Lights dance and flicker on the wall from the space within the runes.

Any character that can read Elven and passes a DC 20 Intelligence (Arcana) check can determine that the runes refer to this as a teleportation portal to Myth Glaurach (its original destination, before Grenefeld altered the portal). Unlike the portals in rooms C2 and C3, this one currently allows passage out of the tower, but it requires a portal key to do so. It also doubles as a scrying device, allowing characters to see (but not hear) the other side.

Closer examination of the scene within the portal reveals an active pub, with drinks being served, plenty of dancing, and a band playing in the background.

Although originally a portal to Myth Glaurach, Grenefeld has managed to alter this portal to peer into the temple of Lliira in Hillsfar, better known as the House of Happiness. Grenefeld plans to direct some of her forces through this portal and into Hillsfar once she is ready to move against the city.

Anyone passing a DC 20 Intelligence (Religion) check recognizes the Joydancers (worshippers of Lliira). Followers of Lliira or anyone exceeding the skill check by 5 or more recognizes the scene takes place in the House of Happiness in Hillsfar. The knowledge that a portal into the heart of Hillsfar exists within Abarat’s Folly is extremely valuable information.

C5. Portal to the Tower of the First Lord

This room's unusual interior shape does not match the outside of the tower. A circular portal surrounded by a set of carved runes decorates the southwest wall. The portal peers into an enormous ballroom containing several long oak tables and an elevated dais to the side, backed by open patio doors that overlook an expansive garden.

Bringing your attention back to this room, four humanoids step out of the shadows. Two, dressed in chain armor, raise their weapons.

Aware of the battle with the hags, several drow hid here to protect Grenefeld long enough for her to determine the outcome of the battle and escape back to Hillsfar through this portal.

Characters that have played DDEX3-12 *Hillsfar Reclaimed* recognize the only non-drow in the group as Malkyn Grenefeld, former Chamberlain in First Lord Torin Nomerthal's court. They also recognize the ballroom as the location of the masquerade party portrayed in that adventure. Those who did not play in that adventure but succeed at a DC 15 Wisdom (Perception) check recognize it from passing by the room in Part 1 of this adventure.

Tactics

The four creatures in this room have taken can take reactions unless the adventurers knew of their presence before entering the room:

- **Malkyn Grenefeld** moves through the portal into the Tower of the First Lord, effectively removing her from this combat.
- Two **drow** fire their hand crossbows at the two least-armored adventurers.
- A **drow priestess of Lolth** casts *ray of sickness* at the most heavily armored adventurer.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** replace the **drow priestess** with a **drow elite warrior**
- **Weak party:** replace the **drow priestess** with a **drow mage**
- **Strong or very strong party:** no change

Grenefeld was able to pass through the portal because she possessed a portal key. None of the other inhabitants currently know what portal keys are needed to activate the portals to Hillsfar. Grenefeld kept that information to herself just because of possible situations like this.

Any character that can read Elven and passes a DC 20 Intelligence (Arcana) check can determine that the runes refer to this as a teleportation portal to Myth Lharast (its original destination, before Grenefeld altered the portal). Unlike the portals in rooms C2 and C3, this one currently allows passage out of the tower, but it requires a portal key to do so. It also doubles as a scrying device, allowing characters to see (but not hear) the other side.

Treasure

Each of the two drow have a vial of antitoxin on them. The drow priestess wears a *periapt of wound closure*.

D. The Fourth Floor

If the party climbs the outside or otherwise arrives on this partial floor without attempting to be quiet, they draw the attention of the drow in areas D1, D2, and E1.

D1. Portal to Talarith's Settlement

The irregular shape of this room does not match what you would expect from observing the outside of the tower. A circle of newly carved runes can be seen on the northwest wall.

If they have not previously joined a combat outside this room, there are two **drow** present. If the party is very weak or has already battled these drow, the room is empty.

Any character that can read Elven and passes a DC 20 Intelligence (Arcana) check can determine that the runes refer to this as a teleportation portal to Talarith's Settlement (an area also known as the "Ruins in Cormanthor," south of Elventree). Grenefeld has been working on this portal, getting as far as completing the runes, but it is not yet functional. It does not detect as magical. Grenefeld is planning to bring more drow from the ruins into Hillsfar.

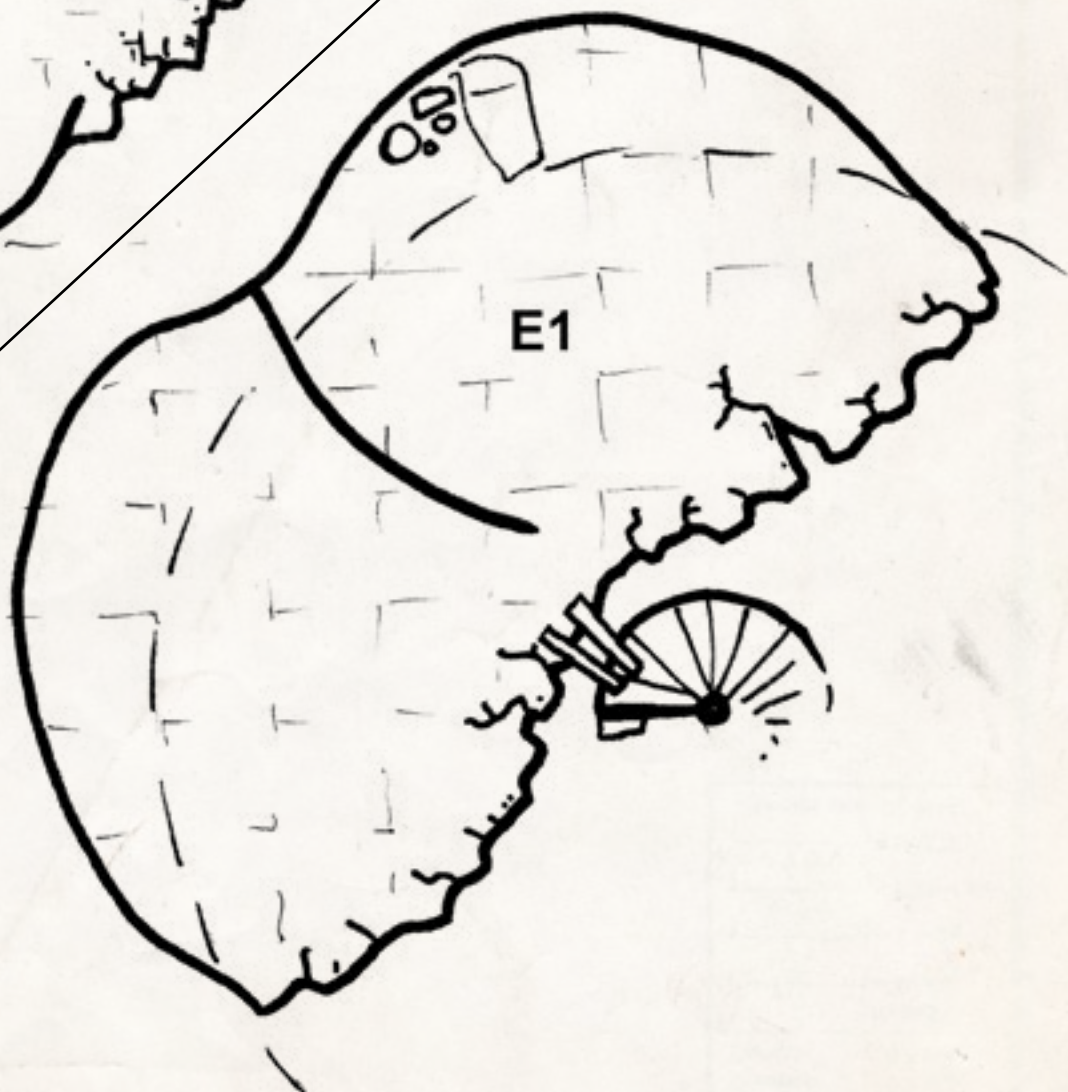
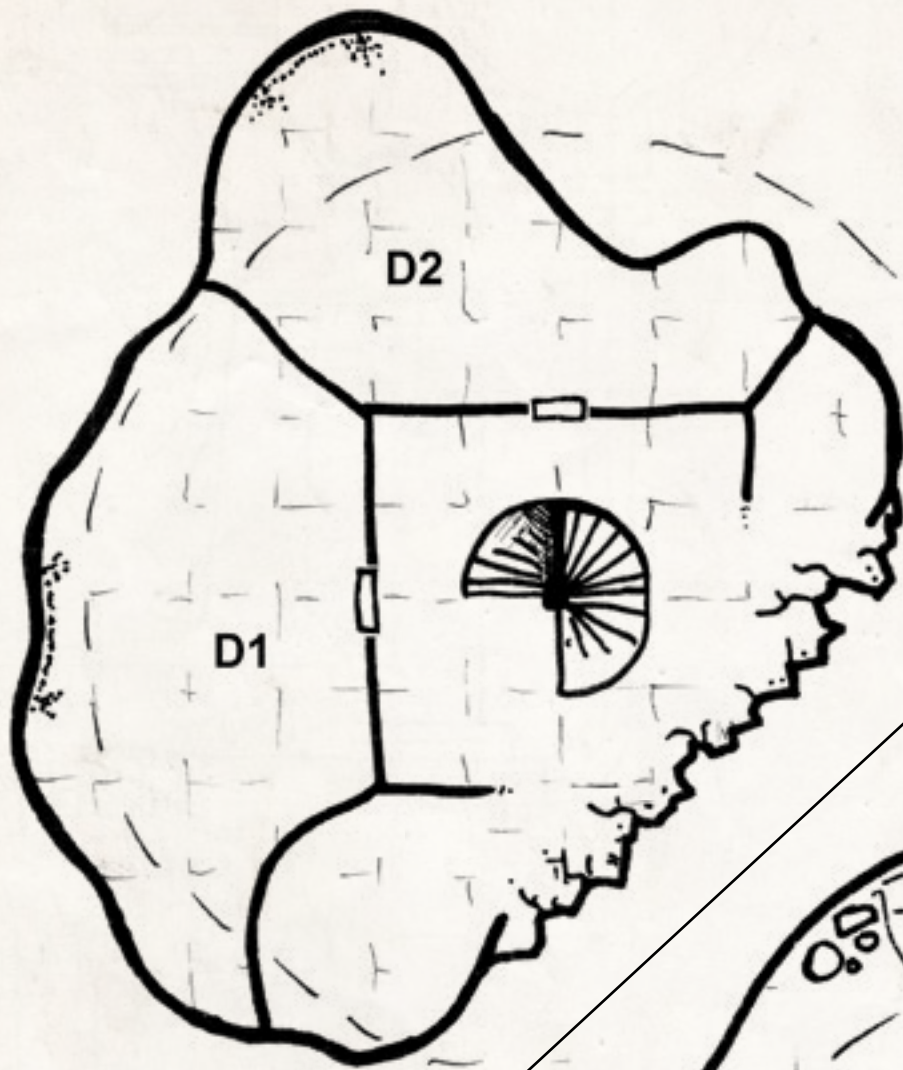
D2. Portal to Arvador

The unusual interior shape of this room does not seem to match what you would expect from observing the outside of the tower. About 25 feet north of the door, a circle of carved runes can be seen on the wall.

If they have not previously joined in a combat, there are two drow present. If the party is very weak or already battled these drow, the room is empty.

Any character that can read Elven and passes a DC 20 Intelligence (Arcana) check can determine that the runes refer to this as a teleportation portal to Arvador. An elf, half-elf, or any character successfully passing a DC 15 Intelligence (Religion) check know that Arvador is the home of the elven pantheon. This portal is active and permits exit from the tower, but none of the inhabitants know what portal key activates it. The key is actually a gold or silver coin with Corellon's symbol on one side and Sehanine Moonbow's symbol on the other. Although coins of this exact design have not been produced for years, there is a silver piece matching this description in the coin collection found in one of the used bedrooms (B2) on the second floor.

If a character possessing the proper coin enters the portal, they return two rounds later with no memory of what transpired except for an overwhelming sense of peace and calmness. An elven or half-elven character who does the same has the same result, except that they are healed back to full hit points (if they were injured) and have any detrimental conditions (except a curse) removed. A character may only receive this effect once.



E. The Roof

If the party climbs the outside of the tower or otherwise arrives on this partial floor without stealth, they draw the attention of all the drow in areas D1, D2, and E1.

E1. Private Retreat

The partial roof of the tower is apparently a good place to find some solitude as a single drow reclines here, seemingly relaxing and basking in the light.

This **drow mage** has decided to take a break and relax on the roof. He has already used his daily *levitate* to get up here. He starts the encounter prone.

If the party arrives at night, he is basking in the moonlight. If they arrive during the day, he is basking in the sun. This may seem unusual for drow (specifically, the allied drow of Szith Morcaine from the *Rage of Demons* season 3 storyline that never see the sun). This may (correctly) give the characters the impression that the drow they are dealing with here are not from the same place. Regardless, the drow mage is still sensitive to the sunlight.

On his action, the drow mage stands, hurls a *poison spray* at the closest character, and calls for help, alerting the four **drow** in room D1 and D2 who arrive on the 4th floor the following round, and up to the roof on the round after that.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** replace the **drow mage** with a **drow priestess of Lolth**, remove the four additional drow
- **Weak party:** no change
- **Strong or very strong party:** replace the **drow mage** with a **drow priestess of Lolth**

Treasure

The drow mage has with him a small pouch containing 100 gp worth of diamond dust and a 100 gp pearl. Any character passing a DC 15 Intelligence (Arcana) check will know that a pearl of that size can be used as a spell component for the *identify* spell. Any character passing a DC 20 Intelligence (Arcana, Nature, or Religion) check will know that the diamond dust can be used as a component for the *greater restoration spell*.

F. The Basement

F1. Access

This room contains a ladder leading up to trapdoor set in the floor of an unused room above. The room is dark and smells musty. Are doors in the western and southern walls.

F2. Unused Room

This room is unused, probably due to the strong moldy/musty smell and the high level of moisture in the room.

F3. Ivory Storage

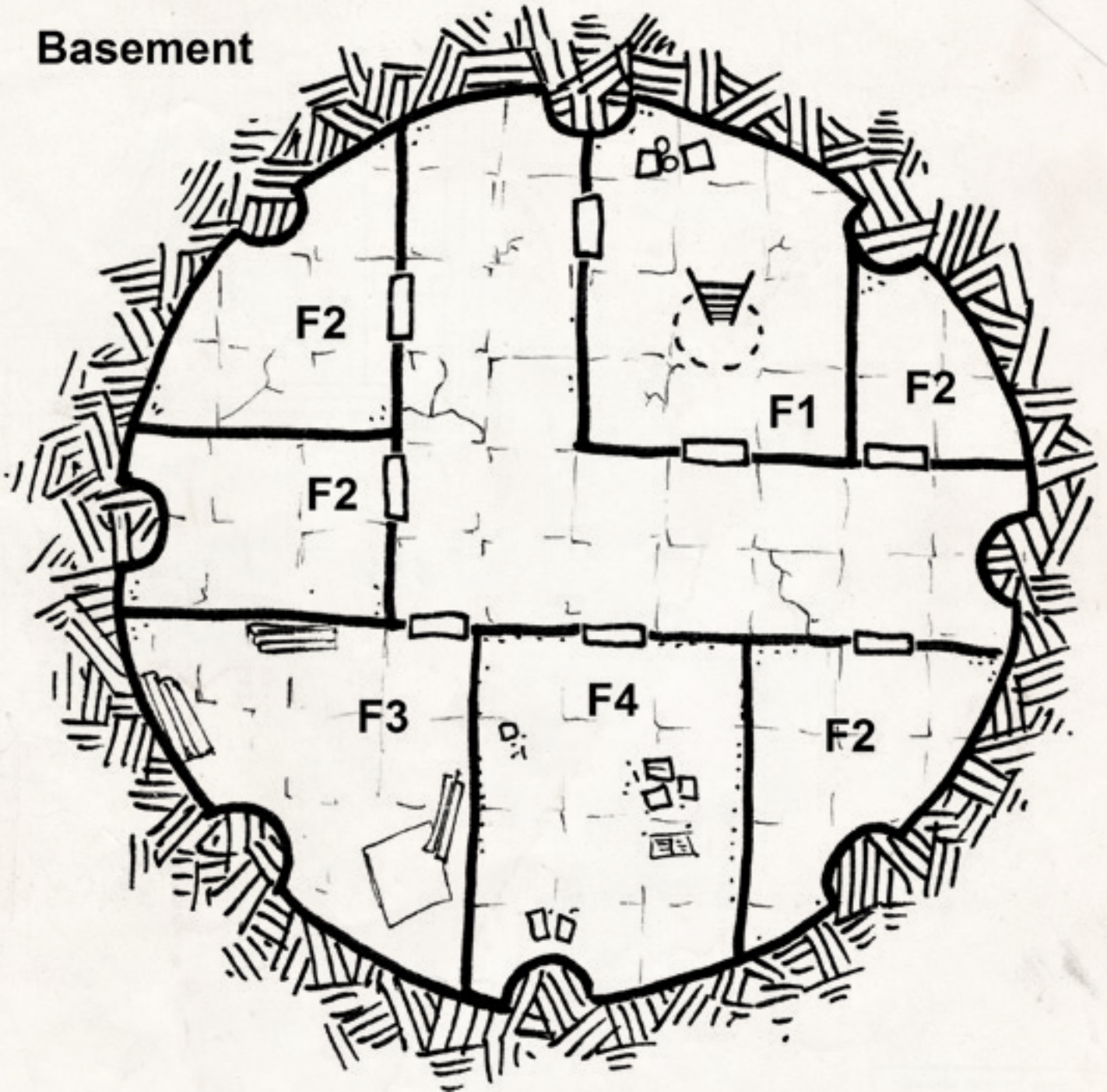
This room is empty except for several long, flat sections of sheets of ivory stacked against the wall.

Abarat stored the ivory here that he used in the creation of the tower's exterior. Most of it has been looted, leaving only these four small sections remain. How Abarat managed to acquire ivory in sheets is unknown.

Treasure

The four ivory sheets are worth a total of 200 gp. Any character passing a DC 20 Intelligence (Arcana or Religion) check realizes that this ivory could be used as the material component for the *legend lore* spell.

Basement



F4. Writing Room

The walls of this room are covered with arcane writings, many obscured by time and water damage. Several sections have overlapping handwriting, as if someone attempt to preserve what rest underneath. On the floor, several stubs of chalk and a small book lie against the base of the wall.

The writings on the wall can be interpreted by a DC 15 Intelligence (Arcana) check. They are magical research pertaining to teleportation, portals, and portal keys, but nothing that a student of magic wouldn't already be familiar with.

The book on the floor details plans to bring an army of fey creatures through the portals and into Hillsfar to terrorize the city, once she has the opportunity to stabilize the existing portals, create a few new ones, and perfect the new portal keys.

Although Grenefeld is not mentioned by name in the book, it includes enough detailed references to Hillsfar for someone to conclude it belonged to someone with a position of authority and/or power within the city.

One key piece of information within the book is that the author is looking to create new portal keys that are ingestible, so that users do not have to worry about losing them or having them stolen. Although the exact formula to be used is not detailed, there is the implication that there have been several successful experiments done to try out this idea.

Conclusion

Unless the characters have an expeditious way of sending a message back to Vuhm Yestral (sending stones, the *animal messenger* spell using a flying messenger, the *sending* spell, etc.), it takes at least two days to journey back to Hillsfar. In that time, Grenefeld accelerates her plans.

Upon their return, Vuhm happens to be meeting with Elanil Elassidil but has the characters ushered in to hear their report. If they name Grenefeld, Vuhm is shocked to discover she is involved. Any

other information they can provide (including descriptions of the areas they saw through the portals in rooms C4 and C5 and/or the book from basement room F4) is greatly appreciated.

If the characters present Vuhm with the landscape painting retrieved from Abarat's Folly, he is thankful for its return, but does not offer any compensation for it, as it was stolen from the First Lord's Tower. If the characters decide to sell it instead, Vuhm is indifferent. Characters can get the gold piece value for selling the painting *or* the XP award for returning it; they may not get both.

Similarly, if the characters recovered the reliquary and turn it over to a temple of Mystra, they earn the associated XP award for doing so, which they *do not* get if they decide to sell it or keep it.

Vuhm pays the party the agreed upon amount and attempts to entice them to stay by offering each character their choice of the two *You Should Stick Around for a While* story awards. He is certain he will have more work for the party in the days ahead.

Those characters willing to stay in Hillsfar for a little while after the completion of this adventure may spend downtime preparing themselves for what is to come by taking advantage of the *Know Your Enemy* downtime activity quest as well.

Rewards

Make sure the 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

Total up all **combat experience** earned for the defeated foes and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Basilisk	700
Drow	50
Drow Elite Warrior	1800
Drow Mage	2900
Drow Priestess of Lolth	3900
Ettin	1100
Green Hag	700
Night Hag	1800
Owlbear	700

Non-Combat Awards

Task or Accomplishment	XP per Char.
Rescuing Gloria Brelliar	200
Discovering portals to Hillsfar	200
Alert Vuhm of Grenefeld's escape	250
Giving the reliquary to a temple	500
Returning the painting to Vuhm	100

The **minimum** total award for each character participating in this adventure is **3,750 experience points**.

The **maximum** total award for each character participating in this adventure is **5,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP value
Vuhm's payment	1000
Silvered shortsword	125
Jade	10
Small silver rod	10
Coin collection	55
Magnifying glass	100
Grenefeld's landscape painting	200
Grenefeld's reliquary	1000
Incense and powdered diamond	200
Antitoxins (two vials)	100
Diamond dust	100
Pearl	100
Ivory strips	200

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Periapt of Wound Closure

Wondrous item, uncommon (requires attunement)

This fine gold pendant boasts a small, golden charm depicting two upturned, open hands with long, graceful fingers holding a set of three small crystals. It does have one minor drawback. Unless the wielder is a construct or of fey origin (including elves and half-elves), they suffer a non-life threatening allergic reaction during the entire short rest they are attuning to the item, as well as for 2d4 rounds after each use. The allergic reaction may take the form of sneezing, coughing, itching, or watery eyes and may vary from use to use. A description of this item can be found on page 184 of the *Dungeon Master's Guide*.

Potion of Hill Giant Strength

Potion, uncommon

This murky green fluid seems to have a disturbingly large amount of what appears to be cut grass mixed into it. A description of this item can be found on page 187 of the *Dungeon Master's Guide*.

Potion of Growth

Potion, uncommon

This thick, golden fluid has an almost gelatinous consistency to it and smells of a mixture of honey and spinach. A description of this item can be found on page 187 of the *Dungeon Master's Guide*.

Influence

All characters earn **five Hillsfar influence points** for participating in this adventure.

Renown

All faction members earn **one renown point** for participating on this adventure.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

Story Awards

The characters have the opportunity to earn the following story awards during the adventure.

I Only Do This for Special Customers. Upon presenting their coupon at Tity's Emporium in Hillsfar, the character may select any one (and only one) of the following benefits:

- 10% off the total bill of any normal equipment purchase of 50 gp or more (before discount). This includes everything in the armor, weapons, adventuring gear, and tools tables from the Equipment chapter of the Player's Handbook.
- One weapon you already own silvered at half price (50 gp instead of the usual 100 gp).
- Closeout special! You may purchase a single potion of climbing for 50 gp. They do not usually sell these potions, but Fortuna tells the character she had a recent opportunity to purchase another merchant's remaining stock at the "end of the season."

Remove this story award from your logsheet once it has been used.

You Should Stick Around for a While (Option 1).

Until the character either completes adventure HILL 1-3 or reaches 11th level (whichever comes first), the character enjoys a Comfortable lifestyle without any expense while they are in Hillsfar.

You Should Stick Around for a While (Option 2).

Until the wizard either completes adventure HILL 1-3 or reaches 11th level (whichever comes first), they are granted free access to the Mage's Guild library in Hillsfar Castle. The character may spend downtime and gold to copy into their spellbook any two PHB spells of level 4 or lower that they do not currently have. The wizard must still spend the lifestyle expenses associated with the total downtime invested.

Downtime Activity: Quest

Know Your Enemy

With access to the libraries of Hillsfar and the knowledge of the citizens of Elventree, you may spend 5 downtime days engaged in research on evil fey creatures and gain advantage on any single skill check or attack against an evil fey creature. Remove this story award from your adventure logsheet once it has been used.

DM Rewards

For running this adventure, you receive **1,250 XP**, **625 gp**, and **ten downtime days**.

Appendix: Monster Statistics

Note: creatures with abilities that will not function within Abarat's Folly due to the magical effects therein have already had those abilities removed from their statistics below.

Drow

Medium humanoid (elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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 and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Drow Elite Warrior

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate (self only)*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Reactions

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

Drow Mage

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 7 (2,900 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate (self only)*

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, poison spray, ray of frost*

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

2nd level (3 slots): *alter self, web*

3rd level (3 slots): *fly, lightning bolt*

4th level (3 slots): *Evard's black tentacles, greater invisibility*

5th level (2 slots): *cloudkill*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Drow Priestess of Lolth

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8+13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3,900 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate (self only)*

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *animal friendship, cure wounds, detect poison and disease, ray of sickness*

2nd level (3 slots): *lesser restoration, protection from poison, web*

3rd level (3 slots): *dispel magic*

4th level (3 slots): *divination, freedom of movement*

5th level (2 slots): *insect plague, mass cure wounds*

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two scourge attacks.

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 17 (5d6) poison damage.

Ettin

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10+30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

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

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

Green Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8+45)

Speed 30 ft.

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

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

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

At will: *detect magic*, *magic missile*

2/day each: *ray of enfeeblement*, *sleep*

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

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10+21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

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

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10+5) piercing damage.

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

DM Appendix: NPC Summary

This section is provided to give the Dungeon Master help in keeping track of the various NPCs mentioned in the adventure.

Elanil Elassidil (EL-uh-kneel ul-LASS-ih-deel).

Female elf. Bard extraordinaire and member of the Harpers. Moonsilver Herald of Elventree. Based in Elventree.

Fortuna Brelliar (for-TOONA BREE-lier). Female human. Cousin to Gloria Brelliar. Current proprietor of Tity's Emporium, a long-established outfitter's business in Hillsfar. Secret member of the Rogues Guild.

Gloria Brelliar (GLOR-ee-uh BREE-lier). Female human. Cousin and part-time assistant to Fortune Brelliar, who currently runs Tity's Emporium in Hillsfar. Arcane spellcaster and former adventurer. Member of the Mage's Guild and secret member of the Rogues Guild.

Malkyn Grenefeld (MALL-kinn GRENN-feld).

Female human. Former Chamberlain for First Lord Torin Nomerthal. Member of the Cloaks of Mulmaster. Whereabouts unknown at the start of this adventure.

First Lord Torin Nomerthal (TOR-in NOME-er-thol). Male human. Former supreme ruler of Hillsfar. Currently deceased.

First Lord Vuhm Yestral (VOOM YES-strill). Male human. Formerly Guard Commandant of the Red Plumes military group serving as security in charge of the Waydown, currently supreme ruler of Hillsfar. Member of the Lord's Alliance.

Handout 1: Periapt of Wound Closure

Periapt of Wound Closure

Wondrous item, uncommon (requires attunement)

This fine gold pendant boasts a small, golden charm depicting two upturned, open hands with long, graceful fingers holding a set of three small crystals. It does have one minor drawback. Unless the wielder is a construct or of fey origin (including elves and half-elves), they suffer a non-life threatening allergic reaction during the entire short rest they are attuning to the item, as well as for 2d4 rounds after each use. The allergic reaction may take the form of sneezing, coughing, itching, or watery eyes and may vary from use to use.

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores. A description of this item can be found on page 184 of the *Dungeon Master's Guide*.