



ADVENTURERS LEAGUE™



THE RED GATHERING

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Adventure Designer

Adventure Code: HILL02-01

Optimized For: APL 8



Desperate for assistance in returning Hillsfar to its former glory, First Lord Vuhm Yestral receives word that help may come from an unlikely source. With preparations in order, can he facilitate what the city needs, or will his red gathering all be for naught?

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

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INTRODUCTION

Welcome to *The Red Gathering*, a D&D Adventurers League adventure, part of the official D&D Adventurers League™ organized play.

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

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use

in a combat. Become familiar with the adventure's appendices and handouts.

- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

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

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your players (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling--play loses momentum when this happens. At the same time, make sure that players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

After suffering through the events of Graz'zt's maddening incursion in the Moonsea and stopping an internal revolt lead by Malkyn Grenefeld and Jandra Gragdowel, Hillsfar's inhabitants are slowly but surely coming together to rebuild the city.

To "help" rebuild the city, a Zulkir of Mulmaster's Red Wizards, Dar'lon Ma, wishes to come to Hillsfar on a diplomatic mission. He schedules a meeting with Khazark Shazzara Mahn, leader of the Red Embassy in Hillsfar, and Vuhm Yestral, First Lord of Hillsfar.

Other than the Khazark, the Zulkir, the First Lord, and the Cantor family, no one else knows about the conference. The Thayans and Vuhm have reached out to individuals to provide "assurances" that everything remains civil. The Thayans have reached out to those they trust, but unbeknownst to the Khazark, the Zulkir, and the Cantor family, Vuhm has also secretly reached out to the five factions through his use of connections within the Hillsfar Rogues Guild. Unfortunately, his desire to protect against things going awry is the very thing that causes the meeting's downfall.

To divert any possible attention, Vuhm spreads rumors about an important meeting at the garrison outside of the ruins of Yulash between Hillsfar and Mulmaster. Red Plumes are assigned to the ruins to further the deception.

While eyes are clearly on Yulash and the fanfare associated with important people arriving, the meeting is actually scheduled at a manor on the outskirts of Hillsfar. The manor belongs to the family of Jeremiah Cantor, a low-ranking member of The Red Embassy, and his sister Elizabeth Cantor, a member of the Mage's Guild in Hillsfar.

Adventure Overview

For characters that have participated in either Season 3 Adventurers League adventures or the previous Baldman Games adventures for Hillsfar, they should already know the history of the recent events regarding Hillsfar, including the demonic

legion of Graz'zt and the more recent machinations of Malkyn Grenefeld.

Much like Mulmaster, the Thayans have deep-rooted interest in the city of Hillsfar and the surrounding areas. The ruins of Yulash are of specific interest. A Zulkir of Mulmaster, the Red Wizard Dar'lon Ma, has requested an audience with Khazark Shazzara Mahn, the highest-ranking Thayan of The Red Embassy. The Zulkir commends the Khazark on her efforts to help with the rebuilding of Hillsfar and inquires on how the Thayan Embassy, and more specifically the nation of Thay, can further facilitate the process of rebuilding.

Total Run Time – 4 hours

Introduction – 25 minutes

Part 1. We All Fall Down – 70 minutes

Part 2. Steeple and All the People – 75 minutes

Part 3. Came Tumbling After– 50 minutes

Aftermath – 20 Minutes

Adventure Hooks

Characters with the following Story Awards can have an easy hook into this adventure. Note that only one payment can be accepted by the adventurers:

Ally of Thay. The Red Embassy has need of security help with a meet and greet in Hillsfar between some Thayans and First Lord Vuhm Yestral, the current leader of Hillsfar. Your well-earned reputation precedes you and you are "asked" for your assistance. You will be paid 1000gp for your efforts.

Friends in High Places. You are asked by a low-level official of the First Lord of Hillsfar, Vuhm Yestral, to help provide security for a closed meeting that he has arranged with visitors from outside of Hillsfar. You will be paid 1000gp for your efforts.

In Yestral's Service. A courier delivers a note from the office of the First Lord asking you to help provide security for a secret meeting the following day at noon. You will be paid 1000gp for your efforts.

Savior of Hillsfar. Vuhm personally visits you while you are staying in Hillsfar, enjoying the hospitality of the city, asking you to help him once more by providing security for an important meeting. You will be paid 1000gp for your efforts.

I heard there was going to be gold. For those that do not have prior Story Awards that lead into this adventure, a courier delivers a note from the office of the First Lord that promises you 1000gp if you'll provide security at a secret meeting. If you agree further instructions will follow.



BEGINNINGS

Estimated Duration: 25 minutes

In this section the characters arrive at the manor of the Cantor family to work as security and possibly learn the reason for the First Lord's secrecy.

General Features

Ceiling and Walls. There are 12-foot ceilings in all areas of the Cantor manor except the basement. They are plaster inlaid with intricate geometric designs. The bottom of the walls are mahogany. The top is smooth limestone. Displayed on most walls are tapestries of the Cantor family lineage. In the main parlor, there are five paintings of the Cantor family. The paintings are older, as they depict Elizabeth and Jeremiah Cantor as children.

Smells. Smells of lilac and jasmine with undertones of well-oiled wood pervade the manor.

Sounds. Outside the manor is quiet. Upon entering, the sounds of a dinner party make their way from the parlor to the antechamber through which guests enter the building.

Light. Natural light permeates the area from the outside through large windows until one enters the parlor. Surrounding the parlor are oil lamps. The dining room has an ornate crystal chandelier and candle sconces around its edge providing additional light.

Author's Notes

Before the start of the adventure, make sure to distribute Handout 1, which explains the structure of the nation of Thay, as this adds quite a bit of background information for the players.

The beginning and end of this module are heavily based on interaction, so be mindful of pertinent Story Awards that might modify how the NPCs react to what the characters do and say. Ask if any of the PCs have any Story Awards that might come into play concerning Hillsfar or the Red Wizards of Thay.

The city of Hillsfar has seen strife recently with the demon hordes of Graz'zt, followed shortly after by the scheming of Malkyn Grenefeld, but recent news of a soon to be visiting emissary from the city of Mulmaster has lifted the spirits of the inhabitants.

The not-so-secret meeting taking place at the garrison outside the walled and ruined city of Yulash has the gossip mill turning. The rumors, of course, come with their share of detractors. What could Mulmaster possibly be doing in Hillsfar, considering they are rebuilding themselves? Still, there is a star-struck group of citizens from Hillsfar that are making the trek to the garrison to see what could possibly be going on. There are also adventurers making the journey to the garrison in hopes of profiting from the meeting by doing some task that only "adventurers" can do.

You received a secret communication that your assistance was needed along with the chance to earn some gold, but instead of the garrison, you're asked to take a strange route to somewhere else inside of Hillsfar.

As you make your way via the circuitous route, you arrive at a small manor in the southeast section of Hillsfar. A heraldic

insignia of a shield etched with a book is visible under the name “Cantor” on the gate. You are brought into an antechamber, but instead of handing over your weapons for safe storage as expected, you’re allowed to keep them. Once you’re all in the antechamber, a butler escorts you down the hall.

This would be an opportune time for the party to introduce themselves.

Your escort ushers you into a parlor at the end of the hall. As your eyes scan the opulent room, you see lords and dignitaries of Hillsfar milling about, in full regalia, talking with men and women wearing red robes. Your eyes eventually find the First Lord of Hillsfar, Vuhm Yestral, standing in a corner, talking with another individual wearing red robes.

He notes your entrance, nods and smiles, “Welcome to Cantor Manor and let me introduce you to Khazark Shazzara Mahn of Thay, the highest-ranking member of the Red Embassy here in Hillsfar.”

The characters are given the opportunity to make small talk or ask questions. The only individuals in attendance that know the specifics of the gathering are Vuhm Yestral, the Khazark, and the Cantor family—specifically Jeremiah and Elizabeth Cantor.

Roleplaying Notes for Khazark Shazzara Mahn of the Red Embassy of Hillsfar

Leader of the Thayan trade enclave within Hillsfar, as well as a powerful Red Wizard, the Khazark knows full well the importance of a Zulkir visiting Hillsfar. Defining trade terms could be very lucrative for the city. To this end, she appeases both the Zulkir and the First Lord as much as possible. She knows her place within the structure of the Thayan government, and even being of noble birth, she exists to amass wealth for the nation of Thay above her own.

If asked about the meeting before the Zulkir arrives, she states that a very important person is about to arrive and that the characters should

mingle with the other guests but watch for any trouble.

Roleplaying Notes for the First Lord of Hillsfar, Vuhm Yestral

A member of the Lord’s Alliance, Vuhm Yestral is an assertive and loud individual, but also kind-hearted—the latter shown by the well-being of Hillsfar being his primary concern. He did not desire the station of First Lord, instead it was thrust upon him. His lack of desire for the position, his love for the people of Hillsfar, and others’ belief in his ability to lead were the reasons he was such an attractive candidate for the position.

If asked why the meeting is taking place, Vuhm states he is under no misconception of the tenuous state within Hillsfar, and he is looking for external help to bring Hillsfar together once more.

Sometimes he does not reach out for counsel, instead enacting his own plans without understanding completely the appearance—or the possible outcomes. Again, his heart is always in the right place—with the people of Hillsfar.

If asked specifically what is to occur, he only answers that the guest of honor should be there shortly. If the player asking has the “In Yestral’s Service” or “Savior of Hillsfar” Story Award, he states that a very prominent Thayan is coming, and that is the reason for the presence of the Khazark and other Red Wizards. Either way, he thanks the character for their willingness to properly secure the area.

Roleplaying Notes for Jeremiah Cantor

Being a Red Wizard, Jeremiah is a member of the nobility of Thay, but of a house of lower standing that only affords him the ability to be a member of that order. He knows and understands his position, but in the back of his mind always craves more. He is quiet in his demeanor, except when following orders from the Khazark. He does not fear the Khazark but has a very healthy respect for Shazzara’s knowledge and ability.

Jeremiah knows that his sister is upset with him, as the special guest they’re expecting (the Zulkir) is the reason their parents died. They were lost in a recent Thayan excursion from Mulmaster

to a secret location under a glacier. His father, the old Khazark of Hillsfar, was summoned to Mulmaster with his mother by the Zulkir to travel to the glacier. The only information they have is one word, "worm." He hopes that with the Zulkir travelling to Hillsfar, he might be able to find out some more information about what happened to his parents, but he is not counting on it.

The only thing that shines in stark contrast to his desire for more power is his relationship with his sister, the only person he truly trusts.

Roleplaying Notes for Elizabeth Cantor

Elizabeth Cantor is in constant conflict between her Thayan bloodline and her moral compass. A noble of Thay by birth, she decided to take her gods-given talents and apply them without being influenced by her ancestry. As a magician she has the right to be a Red Wizard, but unlike her brother, she chooses not to press her rights to that title. Her inner conflict is only exacerbated by her beloved brother being an active member of the Red Embassy in Hillsfar.

Recently, her love for her brother became the only tenable reason that she has any contact with anyone in the nation of Thay at all. Their parents were lost to them in a recent Thayan excursion. Their father, the old Khazark of Hillsfar, and mother were summoned to Mulmaster by Zulkir Dar'lon Ma to travel to a glacier.

She blames the Zulkir for their parent's deaths and seems visibly upset about this secret meeting. That they're using the Cantor family home only makes her more upset. She is angered at her brother's volunteering their family home as the location.

She tells anyone that the person visiting is Zulkir Dar'lon Ma. On a successful DC 15 Charisma (Persuasion) check, she offers up the following:

"He is the only person who knows what happened to my parents, and the meaning of the word 'worm' in regard to their deaths."

Because of this, she prefers to stay in the Mage's Guild instead of her home.

Elizabeth avoids speaking to the Zulkir when he arrives and gives him wide berth if he makes his way over to her. While there are many questions that she has regarding her parents, she knows the only person who may be able to answer them is the Zulkir. This means she may never know what happened as she will never stoop so low as to ask him.

The only reason she agrees to be present for the arrival of the Zulkir is the request of Vuhm Yestral, whom she finds most handsome.

Any character wishing to talk with other attendees, except for the four that are mentioned above, will get the following information:

- They wish they were at the garrison in Hillsfar for the pageantry that must be occurring right now.
- They don't know why their presence was requested here and they don't know why the First Lord is here and not at the garrison.
- They don't know why mercenaries like the characters are here either.
- They wonder when the food is being served.
- Upon discussing specifics with the First Lord, the Khazark, or the Cantor siblings, they can relay the following:
- The events at the garrison are a ruse and the real meeting is here.
- They're not sure who they can trust and choose to hire the characters for security because of their stellar reputations.

The characters are asked to take advantageous positions around the room, so the festivities can begin.

As soon as the characters either take seats on the periphery of the room or stand against the wall, the doors from the antechamber open once again.

As the doors open from the antechamber, a rather tall, dark-skinned, and almost imposing figure in the red robes of Thay steps into the room. With a rather infectious smile, he stretches his arms out with a flourish as if he was the one welcoming you to the

room.

As he stands there, the Khazark moves towards him but still keeps the respectful distance that this individual has earned and deserves.

“Welcome to Hillsfar, most esteemed Zulkir of Thay, Dar’lon Ma. We are humbled and happy that you have taken the time from your rebuilding efforts in Mulmaster to be with us this afternoon. But where are my manners . . . please let me make proper introductions.”

Khazark Shazzara Mahn makes a point to introduce the Zulkir to everyone in attendance, starting with the First Lord. The Zulkir takes only a few moments with each individual but seems to walk away leaving each person he speaks to in a slightly better mood. Eventually he makes his way to you.

Roleplaying Notes for Zulkir Dar’lon Ma of Mulmaster

Charming yet boisterous, Dar’lon Ma is one of the eight Zulkirs of Thay. He is rather tall, dark-skinned, and an imposing figure when first encountered. His infectious smile and outgoing demeanor are layered on top of his ability to be able to talk to people of every station and occupation. Underneath his sweet-sounding words and stated intentions, there are sometimes subtle hints as to the true meaning of his intentions, and that of Thay as a whole.

There are no statistics for the Zulkir in the stat blocks at the end of the module, and this is on purpose. No matter what happens during the module, the Zulkir survives—although the module is written in such a way that the players think that around any corner the Zulkir could lose his life. If at any point the characters directly attack the Zulkir in his weakened state, there are several contingency spells that are enacted upon him—be flavorful with your approach in how you handle this.

Dar’lon Ma is a powerful enchanter. His spells usually focus on charm-like effects that compel the affected to “bang your head against that wall” instead of the usual meteor swarm or ice storm.

If any of the adventurers in the room have played in the Tier 2 variant of DDAO-01 and received the “Ally of Thay” Story Award, continue with the following:

“Ahh <insert name of character here>, it has been a while since I have seen you. How do you fare on this fine day? I appreciate your presence here, as I see they have taken this meeting seriously to have asked you here. Where are my manners? Who are your friends?”

If there are no characters with the “Ally of Thay” Story Award, but any have Story Awards that allow them to treat with the inhabitants of Hillsfar favorably, the First Lord takes this opportunity to introduce the adventurers.

“Zulkir Dar’lon Ma, it is my pleasure to introduce you to <insert names of characters with Story Awards>. They have done a service for Hillsfar in the past, and it was imperative that these specific individuals were here to show you the importance of your presence to the people of Hillsfar.”

The Zulkir looks to you, shakes your hands, and exchanges warm pleasantries with each of you, although louder than he should, as if the man did not know how to lower his voice for this particular setting. His laughter and boisterous nature are contagious, and soon all in attendance are laughing and smiling.

You notice that since his arrival, not one person has mentioned that they wish they were at the garrison instead of here.

If the party does not have any individuals present with any applicable Story Awards, continue with the following:

Jeremiah Cantor steps forward to introduce you to the Zulkir, and as the Zulkir shakes your hand he exchanges a brief but lasting smile, a nod, then pleantry. “I am Zulkir Dar’lon Ma. I am pleased to have made your acquaintance and am glad you are here.” You notice that you are treated no differently in this room from the lords, ladies, dignitaries, and those in red robes.

At this point, the staff of the manor bring in plates of delicacies from all over the Moonsea and Thay. Make it a point that they treat the characters as equals in this room as they are serving the hors d'oeuvres.

After several minutes of everyone exchanging greetings and pleasantries, accompanied by much mirth and laughter, a door opens in the south end of the room. The staff enter and escort everyone into a formal dining room, where all the chairs are pulled out, including space for you at the dining room table. As you all take your seats, a delectable five course meal is served complemented perfectly by a special brandied wine that is a staple of the nation of Thay.

Give the party an opportunity to roleplay this situation if they desire, then move on.

As the table is cleaned by the staff, a digestive is served: a rather tasty ice wine from Ten Towns. You are told Ten Towns is located north of the Spine of the World. Several individuals retrieve their smoking pipes from their jacket pockets as they begin to sip their wine from their small glasses.

After the ice wine is finished, the staff bids everyone to return to the parlor. As you return, the First Lord motions for you to take up places along the walls and edges of the room.

Give the players a last chance to ask any questions before proceeding to Part 1, as the environment goes from being calm, serene, and relaxed to violent very quickly.



PART 1. WE ALL FALL DOWN

Estimated Duration: 80 minutes

An assassination attempt on the Zulkir is carried out and the characters find themselves having to get the Zulkir to safety while trying to keep him alive.

The Khazark rings a small bell, and all heads turn as she gives the floor to the First Lord and, of course, the Zulkir.

The Zulkir moves with elegance as he finds the best location to address everyone, the center of the room, and begins, "As you all know, the nation of Thay has been . . . misunderstood and . . . misrepresented in the past. This assessment of my homeland is, of course, false—as evidenced by our

willingness and desire to help rebuild the city of Mulmaster. The situation is mutually beneficial for us in Thay, as it provides a strong ally on the Moonsea, a strong trade partner if you will." The Zulkir beams a smile that seems to reach each person individually in the room.

As you roleplay the Zulkir, make sure you emphasize his overwhelming charisma as being almost unnatural.

"We want Hillsfar to be a strong city as well. This can be accomplished by expanding trade, expanding the reach of the city proper, and ensuring Hillsfar stands for

generations to come.”

The Zulkir begins to walk around the room, making sure to garner the individual attention of each person in attendance, then continues.

“The relationship with Mulmaster and Thay, in the short term of course, is absolutely one-sided, with Mulmaster reaping all the benefits. Thay is content with a stronger Mulmaster in the long term, as it will most definitely benefit Thay.

“Thay believes that a similarly beneficial arrangement can be made with Hillsfar. As a Zulkir of Thay, our intentions are true. I suggest that Khazark Shazzara and the First Lord travel to Mulmaster and see firsthand this advantageous relationship. We Thayans have our own failings, one being a lack of patience. Knowing this, I recommend that you make the trip as soon as possible, and you are welcome to bring with you whomever you wish—might I suggest your friends.” He motions to your group.

Look to all the players with a smile as if you were the Zulkir looking to them.

First Lord Yestral is nodding as the Zulkir is speaking. He stands and pronounces, “I completely empathize. People have thought ill of me as well, considering the circumstances surrounding my ascension to the seat of First Lord. I only desire to raise Hillsfar to greatness. I see truth in your words. I agree to not only travel to Mulmaster, but I see the wisdom in your words to do so immediately. Let us make preparations with haste and travel without delay.”

The Zulkir makes another wide flourish with his hands and walks toward the exit when a loud shout resounds from the parlor. The Zulkir seems inexplicably frozen in place. Then a slight tremor causes the glasses to clink together, followed by a roar as the floor gives way. Everyone in the room falls into darkness.

Have everyone make a DC 15 Dexterity saving throw for the fall from the room above.

- The fall is 40 feet into the Cantor family’s cooled meat locker. Those who fail the saving throw take 14 (4d6) bludgeoning damage from the fall and are prone. On a success, the characters take half damage but land on their feet.
- Those with feather fall or other means of maintaining their safety need not make the saving throw.
- The room is not cooled with magic, but rather with boxes containing brown mold, which keeps the basement very cold.

Brown Mold. Brown mold drains heat from its surrounding area. A patch of brown mold is typically 10 feet square, but these patches are in boxes that are only 5 feet square. The brown mold makes the temperature within the basement very cold even during the blistering summer months. There are lines drawn on the floor around the boxes so people don’t get too close.

If a creature enters a square next to one of the boxes or starts their turn next to a box, they must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much on a successful save.

If asked, Elizabeth tells the adventurers that the boxes contain brown mold and to not use fire to destroy the black puddings, as it will cause the brown mold to expand into the room.

Brown mold loves all types of heat, including fire. If a fire is brought within 5 feet of one of the boxes, the mold immediately expands in the direction of the fire, covering a 10-foot square area with the source of the fire at the center. Cold damage immediately destroys a 10-foot square of brown mold.

General Features

Ceiling and Walls. Forty feet above is the floor of the parlor of the Cantor family manor. The walls of the basement are fine granite blocks mortared together.

Size. The room is 55 feet east to west and 45 feet north to south.

Stairs. Stairs located in both the northwest and southeast corners of the cellar rise to the first floor.

Floor. Large stones litter the floor everywhere

from the collapsed room. There are six 5-foot x 5-foot wooden crates (containing brown mold to keep the cellar cold). Slabs of meat are scattered along the floor.

Smells. Aging meat, the acrid tang of vinegar, and mold are the smells that infuse this area.

Sounds. The screams of those that have fallen, sloshing of what sounds like a thick liquid, and falling rocks.

Light. Oil lamps illuminate the area. They are 14 feet up, so they do not inadvertently cause the brown mold to grow (though if the characters cause the brown mold to touch the walls through use of fire spells, that will be bad).

Encounter Setup

The party lands 40 feet down into a cellar, surrounded by 4 **black puddings**, which are immune to cold damage. The Zulkir lands in a black pudding and looks like he is being devoured by it.

Adjusting this Encounter

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

- **Very Weak:** Remove one black pudding, the remaining start with 69 hp.
- **Weak:** Remove one black pudding.
- **Strong:** Add one black pudding, but they start with 69 hp.
- **Very Strong:** Add one black pudding.

You crash down into a meat cellar. The other guests from the parlor surround you in different states of consciousness, including the First Lord and the Khazark. Jeremiah lies motionless in the corner, his femur coming out of his leg and his arm bent in an unnatural way. An unconscious Zulkir Dar'lon Ma is being consumed by a black viscous blob with pseudopods. There are other blobs in the room as well, all moving toward the Zulkir's body. The First Lord, still groggy, says, "Save the Zulkir and prevent a war . . ."

Developments

The black puddings attack the Zulkir unless an adventurer intervenes, and then the puddings turn their attention to them.

The Zulkir has abjuration magic on himself to be immune to acid, fire, and cold damage. This keeps him alive even as the puddings attack him.

Some of the other guests are dead, others are unconscious, and others still flee the area immediately. They do not play a role in the encounter.

XP Awards

Award 500xp to each player if the brown mold was not released. Award 1,100 xp per black pudding defeated.

Treasure

First Lord Yestral thanks the players with a *potion of vitality*.

After the battle, rescue attempts show young Jeremiah Cantor has died along with many of the lords and dignitaries of Hillsfar. The Zulkir is barely clinging to life. The First Lord, who is desperately moving large stone after large stone while searching for survivors, hurriedly looks to you. "Get the Zulkir to the temple of Tempus where they can help him. Go now and I will stay here and search for other survivors. Take this to the temple so they know that I request this service." The First Lord removes his signet ring and hands it to you.

"The safest route is to travel via the sewers. The assassins may still be waiting. Elizabeth, I know you just lost your brother, but can you show them the shortest way? If you travel above ground, you will be at a greater risk."

Elizabeth looks at the body of her brother, slowly nods, and says, "I do this because you ask it of me, Vuhm." She then looks to you, "Please follow me."

She makes her way back up to the main floor of the Manor and then outside to see the perfect blue sky above. Many of the residents of this section of Hillsfar are staring

at you and the manor behind you. Elizabeth turns to you, obviously holding back tears and asks, "Sewers or above ground?"

Faction Assignment

Lords' Alliance. Vuhm Yestral looks at members of the Lords' Alliance individually and asks them to please make sure the Zulkir is kept safe and make it their personal duty to protect him.

If the party decides to make the trip above ground, proceed with **Area 2A**. If the party decides to go via the sewers, instead use **Area 2B**.

Area 2A – Above Ground

The characters find themselves in a fight with people claiming to be from the mages guild.

General Features

Ground. The garden is very beautiful, with fragrant flowers in abundance. In the center of the garden is a three-tiered fountain bubbling water down into a large basin that is 15 feet in diameter. The pathways leading to the north, south, east, and west are very well worn from foot traffic.

Flora. Roses, lilacs, and other fragrant flowers festoon the area. Spruce and birch trees give the area some shade.

Smells. Lilac and rose with a dash of pollen in the air.

Sounds. Blue Jays mirthfully chirping and the bubbling of the fountain are the dominant sounds in this area.

Sky. Beautiful blue with the sun directly overhead.

Elizabeth guides you down one side street, then down an alley, through the back entrance of an inn, and then out the front door of the inn—all while carrying the unconscious Zulkir.

The inn's courtyard is a rather large circular garden filled with fragrant flowers, trees, and a magnificent three-tiered fountain—an area you assume must be commonly visited by the people in Hillsfar.

Elizabeth looks back to you over her shoulder, and in a hurried tone says, "The temple of Tempus is not far from here, just

across the courtyard and down that street over there to the north." She turns toward the fountain and strides down the stairs two at a time until she enters the courtyard.

Her gait becomes progressively measured as she becomes more and more vigilant. As you near the large fountain, you see several figures standing there. They remove their cloaks and brandish their weapons, aiming at the Zulkir. A man in the back of the group waggles his fingers and says "I wish you would all just fall asleep. Would you please do that for the Mage's Guild of Hillsfar, pretty please?"

The group contains a **mage**, an **assassin**, and a **gladiator**. The mage acts on initiative count 25, casting a *sleep* spell on the party. With their health being low from the prior battle, they may be susceptible.

Adjusting this Encounter

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

- **Very Weak:** Remove the gladiator.
- **Strong:** Add one gladiator.
- **Very Strong:** Add two gladiators.

XP Awards

Mage 2,300xp

Assassin 3,900xp

Gladiator 1,800xp

Treasure

The bodies have a total of 75 gp on them and the mage is wearing the purple and yellow robes of the Mage's Guild in Hillsfar.

While you catch your breath, Elizabeth says, "I know they said they were from the Mage's Guild here in Hillsfar, but I swear I knew nothing of this ambush. It is true that I do not like or trust the Red Wizards, especially this one, but I gave my word to the First Lord that I would get him to the temple, and I will do it!"

Elizabeth speaks the truth here. She continues:

"I wish I knew what happened to my parents, but I will have to get those answers later because if you die, I will never get the answers I need." Elizabeth stands up and straightens her robe, waiting for someone to pick up the Zulkir, and proceeds the remaining distance to the front door to the temple of Tempus.

The doors to the temple are open and you walk in. Priests here sing hymns to Tempus and there is incense burning that smells like the rains after a large battle, that of iron and blood. Elizabeth walks over to a priest and calls him "Uncle Samis."

The man takes in the motley group before him as worry crosses his face. "You accompany not only a Red Wizard, but the same Red Wizard that called on your parents for assistance at the glacier, the same Red Wizard who refused to speak of what befell them. Why should we help him?"

"I do not ask, he does not ask, but it is the First Lord that asks," Elizabeth says as she turns to you and asks you to present the seal of the First Lord.

Give the players the opportunity to present the signet ring of the First Lord to the Elizabeth's uncle Samis.

"I do this for you and for the First Lord, not for him," Samis angrily retorts, pointing down at the Zulkir and taking the ring. "Follow me."

Proceed to **Part 2**.

Area 2B – Below Ground

The characters find themselves in a fight with invisible stalkers who claim to be sent by the mages guild.

General Features

Sewer. 100-foot lengths of 15 foot diameter circular stone sewer tunnels connect to large junction points that are 85 feet x 85 feet, with large 15 foot x 15 foot stone posts holding up the

ceilings. In these junction areas, the ceilings rise up to 25 feet with sewer grates in the center.

Sites. Travelling through the sewer is a constant stream of feces, urine, refuse, and water. All the seepage runs to the west to deposit into the Moonsea.

Smells. Sewage.

Sounds. Trickling and bubbling of sewage and slight popping of methane bubbles.

Light. Complete darkness except for junction areas with the sewer grates that allow for sun to filter down, giving the area dim light.

As you approach a storm drain, Elizabeth casts a spell that sends the grate flying into the side of a nearby building. The noise causes people in the street to gawk in disbelief. She then casts another spell illuminating the darkness below you as she starts to climb down.

The Zulkir ashamedly begs for assistance in climbing down the slick ladder. "Please assist me, my friends!"

Once everyone is in the sewer, Elizabeth tells you all that she cannot see in the dark because of her human lineage and requires light to see.

Give the party an opportunity to figure out a way to travel in the sewers without light. If they do, allow for advantage on initiative in the next encounter versus the Invisible Stalkers.

As you travel through the sewers, each intersection looks completely the same as the one before it. You hear the faint scratching of claws getting closer as you make your way through the labyrinth.

After several confusing turns, Elizabeth approaches a wall and knocks in a specific cadence. Seconds later, you faintly hear footsteps approaching behind the wall. Suddenly, Dar'lon Ma cries out in pain as blood runs down his side, then his body blinks to the other side of the sewer and is surrounded by a slightly opaque dome.

You hear echoes in the shadows that sound like they are coming from every

direction, "Courtesy of the Mage's Guild, the death of a Zulkir of Thay!"

Dar'lon Ma screams, "Invisible stalkers! Please, my friends, obliterate them before it is too late!"

Developments

The three invisible stalkers spend the first round of their attacks trying to break through the Zulkir's wall of force. When they fail at that, they spend the rest of the combat attacking the adventurers. They fight to the death.

Adjusting this Encounter

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

- **Very Weak:** Remove one invisible stalker. They spend their first action trying to attack through the wall of force.
- **Weak:** Remove one invisible stalker.
- **Strong:** The invisible stalkers attack the characters in the first round.
- **Very Strong:** The invisible stalkers attack the characters in the first round. Increase their hit points to 130.

XP Awards

Invisible Stalker 2,300xp

Treasure

In the muck by the characters' feet is a gem encrusted brooch that looks very old. It's worth 75gp.

Mere moments after the encounter with the unseen aggressors, the wall opens where Elizabeth knocked. On the other side of the opening stands a middle aged human male with a bullseye lantern.

"Uncle Samis, it's me Elizabeth, please let us in quickly," Elizabeth says as she steps forward.

The man takes in the scene as worry crosses his face, and says, "You accompany not only a Red Wizard, you accompany the same Red Wizard that called on your parents for assistance at the glacier, and the same Red Wizard who has told us nothing of what has befallen them. Why should I help him?"

Elizabeth turns to you and asks you to present the seal of the First Lord.

Give the players the opportunity to present the signet ring of the First Lord to the Elizabeth's uncle Samis.

"I do this for you Elizabeth and for the First Lord, not for him," Samis angrily retorts, pointing down at the Zulkir. Samis takes the ring and says, "Follow me." The door closes silently as you all make it inside the temple. As you ascend stairs, you enter the temple's rectory. The priest of Tempus then escorts you through the living quarters of the clergy and up another set of stairs to the temple proper.

Proceed to Part 2.



PART 2. STEEPLE AND ALL THE PEOPLE

Estimated Duration: 65 minutes

The characters get a brief rest before golems attack them in the temple.

General Features

Ceiling and Walls. The domed ceiling rises to a maximum height of 65 feet and depicts a scene from the fall of Zhentil Keep.

Entrance and Exit. 10 foot wide and 15 foot tall arching doors exit to the south, leading outside. There is another door directly to the north that leads into the rectory.

Floor. Well-made but plain stone floor made of intersecting blocks. Running from the door in the south to the door in the north is marble that stands in stark contrast to the rest of the stone.

Seating. There are four rows of eight pews that fill this temple. Each pew can fit three worshipers comfortably. There are two additional benches to the northeast and northwest corners of the chapel. Additionally there are twelve chairs meant for the clergy as they sing their hymns.

Other Features. There is a large stone altar for ceremonies and offerings in front of the congregation.

Smells. Burning incense that smells like the rains after a large battle, that of iron and blood.

Sounds. Hymns being sung in common to the power of Tempus by the clergy.

Light. Torches every 10 feet line the walls to illuminate the church.

“Brothers, we need your assistance,” Samis says as he holds the ring of the First Lord above his head.

The priests come to your side and help Dar’lon Ma. The Zulkir looks up to you all as he is lying down and whispers, “The nation of Thay will never forget the kindness you have shown me this day.”

The priests cast a cure wounds spell on any person that is injured. Before they can do any more, however, the doors to the temple fly open and standing in

the doorway are two figures. They do not speak. They look as if they were created by sewing together a hodgepodge of bodies from various races. Their eyes fix on the Zulkir as they start to move forward.

“Golems made of flesh,” Elizabeth exclaims. “Do not use electrical attacks or it will heal them!”

Developments

Two flesh golems attack immediately, sent by their unknown masters to kill the Zulkir. They have 110 hit points each unless that number is adjusted for party level.

The flesh golems try to go straight for the Zulkir, but as they get within 5 feet of him he immediately Misty Step’s as far away from the golems as he can in the room.

Elizabeth is a divination wizard, and she takes this opportunity to use her portents—of course, they are a 20 and a 1. She uses sending on round 1 to contact the First Lord, pleading for assistance. He, Shazzara Mahn, and the seemingly fine Jeremiah arrive upon the final stroke against the last flesh golem.

Adjusting this Encounter

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

- **Very Weak:** Reduce the flesh golems hit points to 75.
- **Weak:** The flesh golems have normal hit points.
- **Strong:** Increase the flesh golems hit points to 125.
- **Very Strong:** Add one flesh golem.

XP Awards

Flesh Golem 1,800xp

Treasure

Inside the golems are 500gp worth of valuable gems that were used in their creation (total, no matter the number of golems).



PART 3. CAME TUMBLING AFTER

Estimated Duration: 65 minutes

As the combat ends you see the Khazark and the First Lord rushing into the temple, accompanied by ten elite Red Plume guards. Following closely behind is the miraculously alive Jeremiah Cantor, who Elizabeth immediately runs to, weeping tears of joy. The elation in her voice as she says “Brother!” causes some of the clergy to turn their faces and wipe dust from their eyes.

The First Lord sees the bodies of the golems lying on the floor and asks, “By the gods, what happened?”

Give the party some time to recount what has occurred—if you are running short on time, you can hand wave this portion.

After you finish telling the First Lord what had happened since you left Cantor Manor, the Zulkir calls you over to where he is resting. He looks upon all your faces fondly and says, “My friends, I am indebted you, and so is the nation of Thay. Please accept this as a token of my appreciation.”

He hands you (select a party member) a folded handkerchief that on one side is red velvet and on the opposite side is black silk.

“It is an apparatus that, when unfolded and placed upon the ground, leads to an extradimensional space in which you may put all sorts of treasures and wonders. It currently has 1000 pieces of gold for you and your friends to split for saving my life.”

The Zulkir pauses and looks to the First Lord and the Khazark, “Ask my friends the question you need to in order to explain the events that transpired.”

Worriedly, the First Lord looks to you and asks, “Do you know who perpetrated these attacks?”

Give the players some time to discuss amongst each other and ask Vuhm, the Khazark, the Zulkir, Jeremiah, or Elizabeth any questions. Lead them down the road to where they think that the Mage’s Guild of Hillsfar is responsible for the events that have just occurred if they have not been able to piece together the events properly themselves.

If the players do not point the finger at the Mage’s Guild, have the Zulkir hurl the accusation instead.

After the First Lord is convinced the Mage’s Guild is responsible, he turns to the party and gives them 2,000 gold—1,000 for the initial job, and 1,000 for making sure the Zulkir made it to the temple.

For the first time since you have known him, the Zulkir expresses anger and says, “Discover who among these mages tried to have me killed so I may take my revenge upon them and not have Thay wage war against all of Hillsfar.”

His face softens then as he continues, “My Friends, I also want you to know that if ever you are in Mulmaster please come find me, I will make a grand feast and you will have no need or want for a month while in the city, this I decree!

“I wish you luck in finding the perpetrators!”

XP Awards

500xp per person if they come to the realization that the Mage’s Guild was behind the attacks without any assistance or interaction from NPCs.

Treasure

Portable Hole

2000gp from Vuhm

1000gp from the Zulkir

Rewards

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

Experience (Min/Max XP: 4,500/7500)

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

Combat Awards

Name of Foe	XP Per Foe
Black Pudding	1,100
Mage	2,300
Gladiator	1,800
Assassin	3,900
Invisible Stalker	2,300
Flesh Golem	1,800

Non-Combat Awards

Task or Accomplishment	XP Per Character
Don't release brown mold	500
Report the Mage Guild	500

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Gems from golems	500
Mage's loot	75
Brooch in sewer	75
First Lord's reward	2000
Zulkir's reward	1000

Portable Hole

Wondrous Item, rare

This item folds into a pocket square that on one side is red velvet and on the opposite side is black

silk. When placed on a flat surface and opened, there is always a noticeable rush of air that enters the extra-dimensional space, followed by a barely noticeable exhale.

Potion of Vitality

Potion, very rare

This item is described on page 188 of the DMG. When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat

Player Rewards

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

Story Awards

You've got a friend in me. The Zulkir remembers his debts and debtors and spreads word through the Red Wizard channels that you are a friend of Thay. You receive advantage on all ability checks throughout the rest of HILL2-2 and HILL2-3 in dealing with the Red Wizards. Each module has this Story Award and if a character receives three ranks of this, the effect is permanent in any dealings with the Red Wizards of Thay.

Come on over. The Zulkir has invited you and your friends to travel to Mulmaster to spend a month at no expense to you (no cost for living expenses when using downtime days for a lavish lifestyle). Once this is used, remove the Story Award.

DM Reward

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

Appendix:

NPC / Monster Statistics

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +5, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

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

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

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

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

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

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

Actions

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

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

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

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

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

4th level (3 slots): *banishment, fire shield, stoneskin*

5th level (3 slots): *cone of cold, scrying, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

9th level (1 slot): *time stop*

*The archmage casts *mind blank*, *stoneskin* and *mage armor* spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target Hit: 4 (1d4+2) piercing damage.

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Gladiator

Medium humanoid (any race)

Armor Class 16 (Studded Leather, Shield)

Hit Points 112 (15d8 + 45)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Damage Resistances poison

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

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

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Invisible Stalker

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft. (fly 50 ft. (hover))

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +7, Int +5

Skills Perception +8, Stealth +10

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., Passive Perception 18

Languages Auran, Understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Flesh Golem

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Saving Throws Dex +7, Int +5

Skills Perception +8, Stealth +10

Damage Immunities Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

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

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion to Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Handout 1

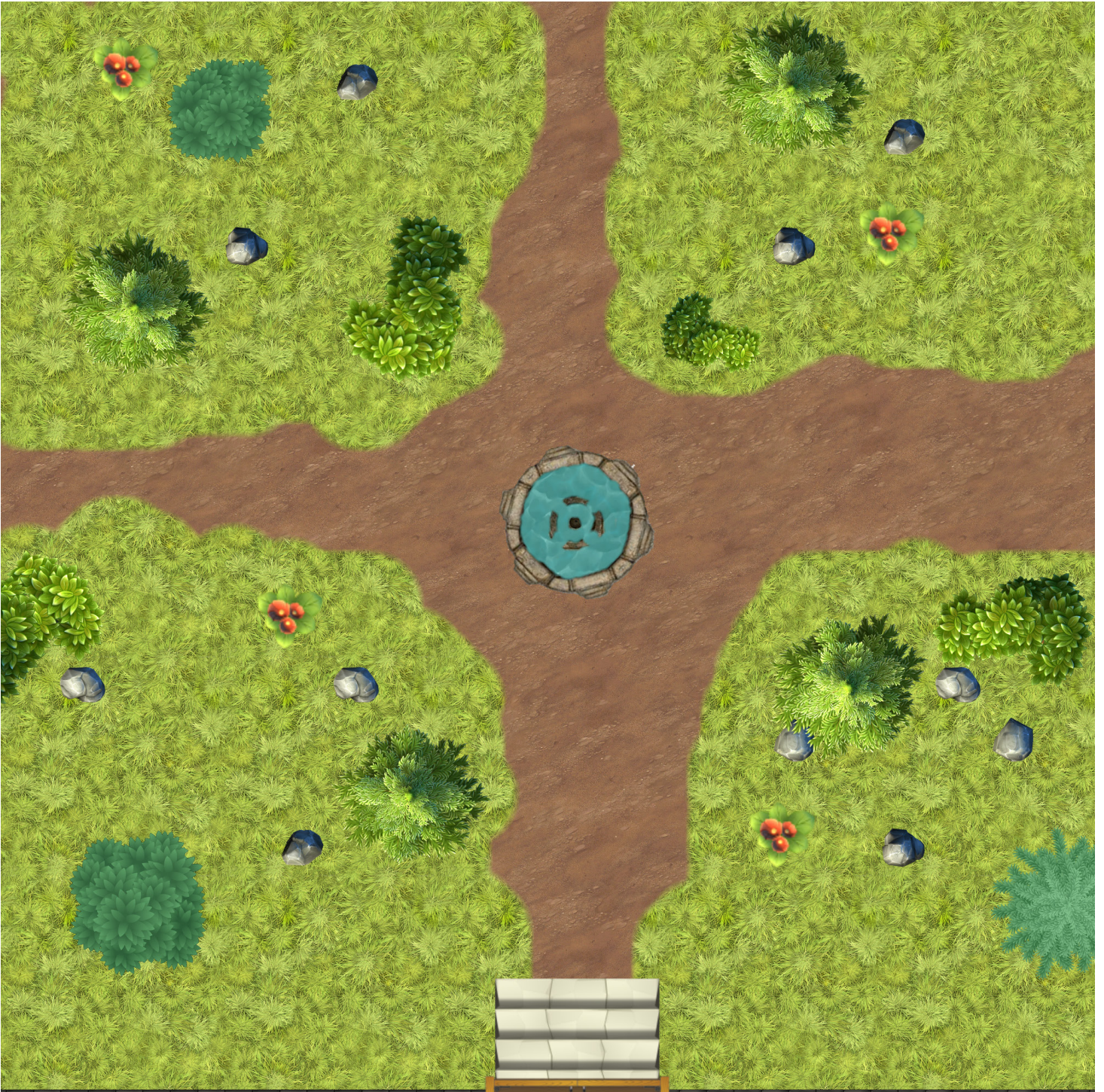
- **Thay** –The Nation of Thay has always been a nation ruled by wizards, with their goal over the years being to rule the known world. Recently, the outward and apparent goals of the Red Wizards have shifted (at least they look to have changed) to that of a nation that is concerned with trade. The Guild of Foreign Trade is at the forefront of this change as the success of their trading houses has amassed considerable wealth.
- **Red Wizards** – The nation of Thay is ruled by the Red Wizards. The Red Wizards of Thay are all of noble birth (there are very, very rare exceptions to this rule), and comprise a ruling structure with the Zulkirs at the top.
- **Zulkir** – Being a noble qualifies you to be a Red Wizard, being a Red Wizard does not qualify you to be a Zulkir. At any given time, there are always eight Zulkir - one of each school of magic (Necromancy, Evocation, Abjuration, Divination, etc.). Zulkirs exemplify the adage “whatever it takes to get there” as they claw, fight, kill, politic, and scheme their way to the top.
- **Tharchion** – The Zulkirs appoint eleven tharchions, or governors for the areas they control. Tharchions need not be Red Wizards to qualify for this position. This is also the highest office an individual can rise to within the Thayan government without being a Red Wizard.
- **Autharch** – Tharchions appoint autharchs to oversee local operations under their jurisdiction. Autharchs need not be Red Wizards to qualify for this position.
- **Guild of Foreign Trade** - Separate from the Tharchions and Autharchs is the Guild of Foreign Trade that is also under the purview of the Zulkirs. The “Guild” tries to enact trade alliances via foreign governing bodies throughout Faerun and Toril. These trade alliances may or may not produce trade enclaves in these lands, nations, and cities.
- **Khazark** –The leader of an enclave is called a Khazark. While in the structure of Thay, an autharch is at the same level as a Khazark, a Khazark is even more respected as only a Red Wizard can rise to the level of one.

Maps

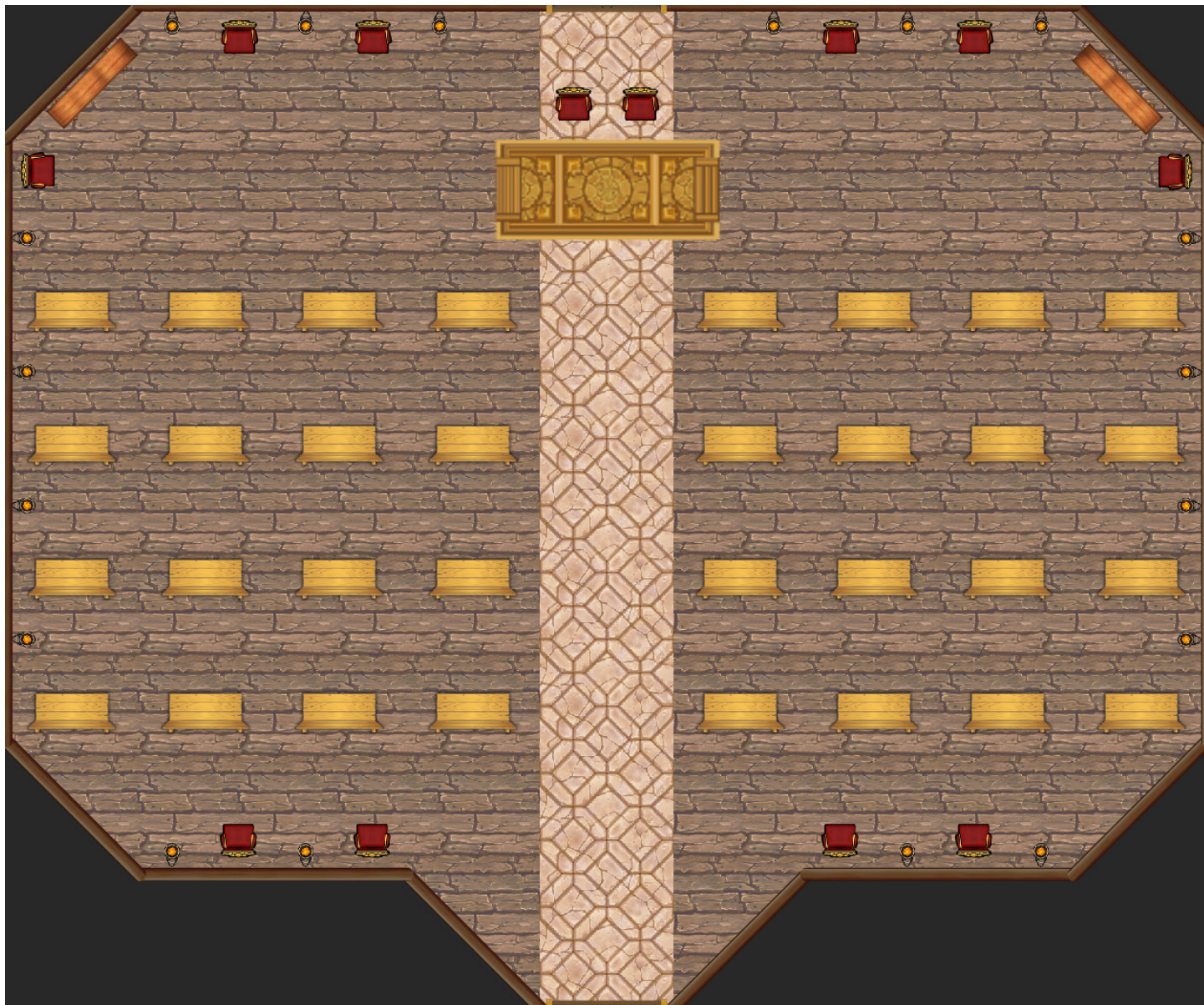
The Cantor Manor



Outside the Temple



Inside the Temple



Magic item Description

Portable Hole – This item folds into a pocket square that on one side is red velvet and on the opposite side is black silk. When placed on a flat surface and opened, there is always a noticeable rush of air that enters the extra-dimensional space, followed by a barely noticeable exhale.

FROM DMG:

It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the portable hole creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open portable hole can exit the hole by climbing out of it.

You can use an action to close a portable hole by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extra-dimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extra-dimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the portable hole or the creature carrying it. A breathing creature within a closed portable hole can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a portable hole inside an extradimensional space created by a bag of holding, handy haversack, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Notes: Utility, Container