



A 2 hour Adventure for Tier 1 Characters



HONORABLE DISSENT



Honorable Dissent

A Price of the Red War Adventure



The Red War rages after the fall of Mulmaster. Refugees from Mulmaster are steadily spreading across the region, looking for a new beginning. In the chaos of the evacuation, however, a boy is found along the road. As the dust settles, it comes to light that the child's father is a quartermaster with the Thayan army. Fearing repercussion for the Mulmaster refugees, you have been asked to return the child.

A Two-Hour Adventure for Tier 1 characters. Optimized for APL 3.

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Adventure Primer

"If we are to teach real peace in this world, and if we are to carry on a real war against war, we shall have to begin with the children."

— Mahatma Gandhi

Background

Mulmaster fell. Those who fought to save Mulmaster are still recovering from their ordeal. Refugees are spreading across the region, looking for a new beginning. In the chaos of the evacuation, a boy was found along the road. After finding refuge in Lighthouse, it is discovered that the child's father is a quartermaster with the Thayan army. Fearing repercussion for the Mulmaster refugees and to the child himself, adventurers have been asked to return the him to his home.

Many of those who were displaced by the Great Law of Humanity in Hillsfar fled to Lighthouse, and a small village sprung to life (DDEX 3-3, Occupation of Szith Morcane). While many refugees returned to Hillsfar following the overthrow of the First Lord (DDEX 3-14, Death on the Wall), many decided this new village life suited them better.

Like most of the towns and villages in the Moonsea region, Lighthouse has reached out with resources and support for the refugees flooding the region from the fall of Mulmaster.

Inside Lighthouse, the Shadow Blade has found a place to begin their good work. This loose alliance of patriotic Mulmaster criminals and former Blades is working to help those citizens who couldn't get out leave Thayan occupied Mulmaster. For those who wish to free Mulmaster, the Shadow Blades have established a supply line to feed their resistance.

Episodes

The adventure's story is spread over four episodes and takes approximately two hours to play.

- **Playing the preceding adventure.** If adventurers participated in the Red War epic, they would have followed a group of refugees to the outskirts of the town of Lighthouse.
- **Didn't play the preceding adventure.** Adventurers joined the refugees in the camp.

Episode 1: Unintended Consequences

In which adventurers are called to help with a delicate matter. A Thayan child was swept up in the rush to evacuate and must be returned to his father.

Episode 2: The Two-fold Ambush

In which our adventurers are attacked by refugees with intents both good and ill.

Episode 3A: Led Down the Path

In which our adventurers discover the way to return the child and overcome obstacles.

Episode 3B: A Shortcut on the Path

In which our adventurers discover the shortcut to return the child and overcome obstacles.

Episode 4: A Difficult Reunion

In which our adventurers fight to return the child to his father.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure. Each NPC and location should have an entry with a phonetic pronunciation and one-three sentences describing them.

Lighthouse. A small town located on the southern coast of the Moonsea.

Moonsea Children's Hospital. Located a few miles south of Lighthouse, the hospital takes care of orphans.

The Beacon Tavern & Inn. Owned by Morvine Dunrick and Tavis Profit, this tavern and inn was constructed as part of Elua's Lighthouse

Elua's Ride. The road between Hillsfar and Elmwood. It is named after the legendary tale about Elua's valiant ride to Hillsfar. As with most legends, the truth is long lost and with each telling the legend grows.

Director Erika Salinop (AIR-i-ka SAL-i-nahp). Director of the Moonsea Children's Hospital.

Phineas Forstrupp (FIN-ē-AS FÖR-strup). Agent for the Shadow Blade.

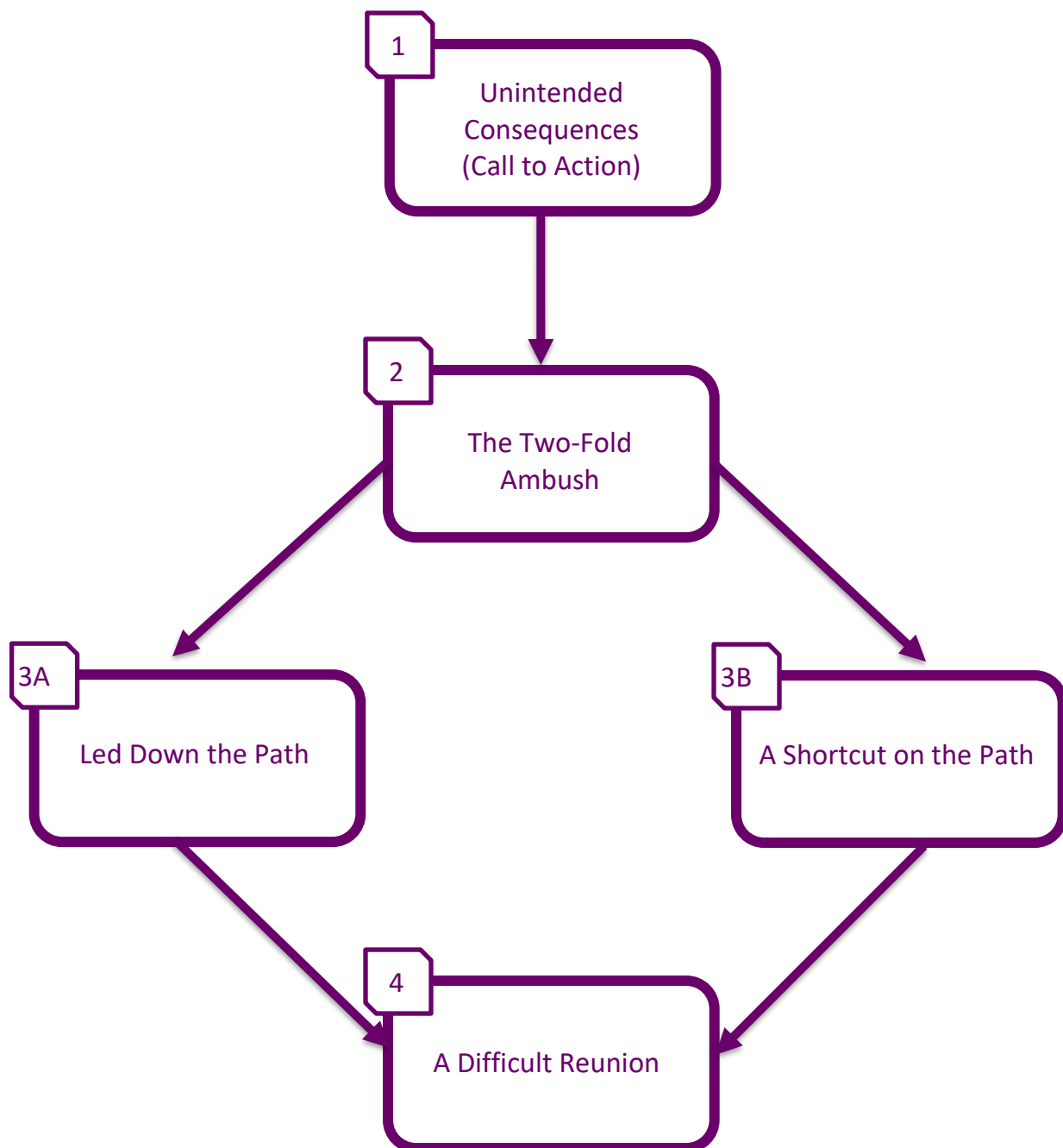
Shadow Blade. A loose organization of former Blades and criminals from Mulmaster.

Eliau Narradel (el-E-an nôr A del). A lost Thayan boy hoping to get back home.

Camden Narradel (KĀM-den nôr A del). A Thayan Red Wizard who has turned his back on Thay to provide a safer life for his son.

Adventure Flowchart

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



Episode 1: Unintended Consequences (Call to Action)

Estimated Duration: 30 minutes

Scene A. A Difficult Situation

In a refugee camp, our adventurers are sitting in a tent which had been set up to feed and water those who had helped save so many. They receive a message to meet with Erika Salinop at the Moonsea Children's Hospital.

The Moonsea Children's Hospital has opened its doors to many of the refugee children. As such, the lobby is filled with activity. At the far end, Erika Salinop stands in a cloud of people; clerics, nurses and children.

Area Information

This area features:

Dimensions & Terrain. The lobby of a large hospital and then the large office of Director Salinop.

Lighting. Brightly lit.

Other Features (Optional). The atmosphere in the hospital is thick with tension. Most of the patients and their parents haven't had a second to breathe since losing everything and are understandably on edge. Though adventurers helped save them all, they'd rather give this current party a wide berth, having had enough adventure.

Creatures/NPCs

Erika Salinop. A half-elf woman dressed smartly yet practically for the tasks at hand. Her dress and demeanor clearly reveal she is in charge here.

Objectives/Goals. She wants to engage a group of adventurers to take care of a potentially dangerous situation. She fears not only the fate of the child, but the safety of the refugee camps should Thay discover missing Thayan children in the camps.

What Does She Know? During the chaos the evacuation of Mulmaster, people were reaching out to help anyone get out. It was truly inspiring to see people of all races and creeds helping each other.

Yesterday, she was approached by one Thurm Deepdigger, the father of a dwarven family who had grabbed a child standing in the road as they fled. They kept the child with them and made sure the child was well cared-for until they could begin to look for his parents.

The child won't speak and barely eats.

He was carrying a backpack with all his things. In the backpack were hundreds of little scraps of paper, all with the same note written on them. **Appendix 2: Elian's Note (Player's Handout)**

It didn't take much investigating to surmise this child's father is in the Thayan army and probably

works as a quartermaster as many of the scraps of paper found were from an equipment ledger.

She knows there are some Thayan deserters in Elmwood and she's not sure his father isn't among them, after all the child was packed.

There being no way to diplomatically contact Thay in the wake of the war, she's not sure how to get the child back to his family.

She is concerned for the child's safety and well-being as well as the safety of Lighthouse should Thay discovery they are harboring have a child who was "taken."

There is a man in Elmwood, a Mulmaster refugee names Phineas Forstrupp at the Still Water Inn who has been offering to help some of the refugees get family who didn't escape out of Mulmaster, maybe he can help them get the boy back to his father.

Phineas maybe a little shady, she heard he's also helping smuggle things into Mulmaster **Elian.** A human child, around 8 or 9, dressed in common clothes. He is found sitting behind Director Salinop's desk drawing pictures of dragons. He seems very calm given the circumstances.

Objectives/Goals. Seems perfectly happy sitting here and drawing pictures.

What Does He Know? He won't say anything no matter what he is asked. If anyone tries to detect his thoughts, they will just get a string of dragon facts, He seems not able to be charmed and if someone tries, he'll just look up from his drawing as if they flicked his ear.

Thurm Deepdigger. Weary-looking dwarven male dressed in clothes which have obviously seen better days.

Objectives/Goals. He is the father of the family who found Elian. He is worried for the child.

What Does He Know? He'd been talking with around camp about Elian, not thinking about possible consequences. Many in the camps are angry and taking it out on his family for turning the Thayan child over to be returned.

He heard of some who want to take the child to use as a bargaining chip or ransom.

Call to Action

Director Salinop meets the adventurers in the lobby. She explains why she called them. She shares everything they have learned about Elian so far. She explains her concern for the safety of Elian.

Word has spread around town about Elian. Many of the refugees are angry and desperate. At best, some might want to keep Elian out of Thayan hands. At worst some might want to use Elian as a bargaining tool.

Once the adventurers have accepted the task, Director Salinop will bring them to the office to meet the boy. She will tell them they can find Kalen Forstrupp at the Beacon Tavern & Inn.

Elian's note. If an adventurer asks to see the drawing, he'll hand them a handful of papers, each with the same note.

If an adventurer looks at the different versions of Elian's note, they can learn that each one is the same, no variation in the lettering (DC 12 Wisdom (Perception)). They also detect the notes smell faintly of citrus.

On the street outside of the hospital, Thurm Deepdigger approaches the adventurers. He warns there is a group of angry men who want Elian and know who has him. The men say they want to keep the child from reuniting with his father, but Thurm believes some of them will kill the child.

Thurm tells them that he found the child was always scribbling and drawing but whenever they looked afterward, all they found were other copies of the note.

Episode 2: A Two-fold Ambush

Estimated Duration: 30 minutes

Scene A. Desperation Changes People

Leaving Lighthouse, our adventurers travel the road known as Eula's Ride. Leaving at dusk, the first night passes without incident. Those in the party with passive perception greater than 15 might get the feeling they were being followed. Searching the area will reveal nothing actionable.

After they break camp the first night or along the road as they travel if they do decide to stay up and press on, two groups of people wait to confront them. (*Appendix 3: Eula's Ride Camp*)

Area Information

This area features:

Dimensions & Terrain. A clearing within a small group of trees.

Lighting. Early morning, so the sun is rising.

Creatures/NPCs

Although they were travelling together, there are actually two separate groups of people waiting for the adventurers as they emerge from their camp.

Soldiers. One group consists of four former Soldiers living in Mulmaster. They are dressed in armor, but it is obviously older and shows signs of wear. It looks like it was patched together. They believe that Elian would be better off raised with a good family instead of what they perceive as the hate-filled culture of Thay. They want to take Elian back and find a home where they can teach him what Thay has done and how to be better. Though misguided and fueled by prejudice, their intentions are not evil. In their hearts, their actions are good.

Objectives/Goals. They believe that sending Elian back to an evil and oppressive regime is just wrong, no matter if that is where Elian came from. They want to find Elian a foster family far from Thay.

What Do They Know? The Soldiers have been following the adventurers. They know that the adventurers are trying to return Elian.

Thugs. The other group consists of three Thugs. The Thug's armor is better maintained and is obviously used more often. They plan to take Elian and ransom him back to his Thayan father, hoping to get access to weapons. They will harm Elian. If the adventurers surrender Elian to either group, they will kill the Soldiers and blame the adventurers.

Objectives/Goals. They want to use Elian as leverage and as a way to punish Thay. They believe they can force Elian to tell them where his father is.

What Does They Know? The Thugs have been following the adventurer's. Not much, but in their minds, if they get Elian, they could use him to make themselves rich.

Playing the Pillars

COMBAT

There are two separate groups of enemy combatants. The idea is that each group has a separate agenda. The Soldiers may or may not join based on negotiations. If they do join the fight, they use non-lethal attacks unless one of them dies as a result of direct combat.

EXPLORATION

The adventurer who explores the two groups before initiating combat will realize from their different manner of dress, these groups are not working together.

SOCIAL

It is possible, but not easy, to get out of this without conflict. The Thugs cannot be persuaded but can be intimidated if adventurers win over the Soldiers first.

Development

The group calls out to the adventurers. One Soldier speaks, appealing to the adventurers. He says Elian would be better off raised by good people and not Thayans. An adventurer who succeeds on a DC 12 Wisdom (Insight) check realizes the Soldier's intentions are basically good.

If the adventurers engage in parlay, one Thug will interrupt, explaining to the adventurers what Elian could be worth. An adventurer who succeeds on a DC 12 Wisdom (Insight) insight check will realize the Thug's intentions are less than good.

The Soldiers can be persuaded to back down with an appeal to their sense of family or sense of shame. (DC 18 Wisdom (Persuasion) to stand down. If the check succeeds by 2 or more, they fight with the adventurers against the Thugs). If adventurers try any other arguments or to intimidate these war-scarred refugees, the DC is 20.

The Thugs cannot be persuaded to stand down without getting Elian unless the Soldiers are persuaded to help the adventurers against the Thug. Then they can be intimidated to abandon the effort and run away (DC 20 Charisma (Intimidate)).

Elian will not allow himself to be surrender. If the adventurers decide to surrender him to either group, he will grab hold of the leg of the party member he deems to most "good." He can only be pried away screaming with a DC20 Strength (Athletics) check and during the process, the Thug will attack.

Tactics. The Soldiers have long since left the army. They will attack, but non-lethally, such as aiming for the legs to disable.

Soldiers Stat Block

The soldiers do not have their shields, so their AC is 16.

The Thugs will be attacking to kill, starting with the adventurers. If more than half of the adventurers' party falls unconscious or dies, the Thugs will attack a Soldier if he is nearer.

During the battle, Elian will hide very well.

The rest of the way down Eula's Ride

A party who kills the Soldiers despite knowing their good intentions should randomly be attacked by a number of Scouts commiserate with their party level some time during the rest of the 5-day journey.

Adjusting the Scene

Here are some recommendations for adjusting the encounter.

- **Very Weak:** Remove a Thug and Soldier, lower the DC to persuade to 10
- **Weak:** Remove a Thug
- **Strong:** Add a Soldier
- **Very Strong:** Add a Thug

Treasure and Rewards

- On the Thugs, adventurers will find a *Potion of Resistance*.
- If the adventurers persuaded the Soldiers or if they do not actively try to kill them, the Soldiers will offer to help keep them safe along the rest of the journey. If a Soldier dies as a bystander of area-of-effect attacks, the remaining Soldiers will understand and still make this offer.

If all the adventurers did not consider turning over Elian and succeed in the encounter, continue to **Scene B. Safety Has Its Rewards.**

If the adventurers consider surrendering Elian to either group, proceed to **Episode 3A. Led Down the Path.**

Scene B. Safety Has Its Rewards

Leaving the battle, as they are walking along the road, the adventurers will hear Elian, who hasn't uttered a word to anyone since this started, say "That was scary."

Creatures/NPCs

Elian. A human child dressed in common clothes. Having seen the adventurers fight to protect him, he will trust them a little more.

Objectives/Goals. Elian wants to get home, but is also afraid of what could happen to him on the way. His daddy told him if they got separated to try and make it back to Mulmaster.

What Does He Know? Though he trusts them, he is still scared. If asked, he will give the party the following details:

- Why was he in Mulmaster with the invading army?
Daddy had a plan.
- Who is his father?
My father helps the soldiers fight. His name is Camden Narradel. (A DC 15 Wisdom (Insight) check will reveal Elian knows this isn't entirely true.
- Where's his mother?
She died before they came to Mulmaster.
- Why was he in Mulmaster?
Daddy had a plan.
- Where did he go when the fight broke out
Daddy told him if there was any danger, he was to disappear and hide.

Development

After speaking, Elian will hand a note to whoever he thinks is the best person. It looks all his other notes until the adventurer touches it, then the text will transform. (**Appendix 4: Father's Note (Players Handout and Appendix 5: Sketch on the Back of Father's Note).**)

Elian wants to talk since he hasn't felt hope of finding his father since he lost him to the crush of refugees. As a child, his conversation is very random, mostly dragon facts. He will answer specific questions as best he can,

If the adventurers receive the father's note, proceed to **Episode 3B. A Shortcut on the Path.**

Episode 3A: Led Down the Path

Estimated Duration: 30 minutes

Scene A. Another Inn, Another Forstrupp

Arriving in Elmwood, adventurers head the Still Waters Inn to meet with Phineas Forstrupp.

In the inn, Phineas will be sitting in the back and will signal the adventurers, having received a message from Erica Salinop if their needs.

Running This Scene

It is possible that the party has the note from Elian's father and some will want to go to the Inn and some will want to follow the notes directions and touch the pole. If that happens, Phineas will tell those in the bar to waste no time, they must join their friends. They know the child and his father is a wizard who changed sides and they want him back.

Area Information

This area features:

Dimensions & Terrain. A bar area of the Inn, a few tables are occupied.

Lighting. Brightly lit.

Creatures/NPCs

Phineas Forstrupp. A rather average looking human dressed to blend in wherever he goes.

Objectives/Goals. Kalen is a thief and an opportunist, but recent events have given him a cause greater than his own need. He is from Mulmaster and though not particularly patriotic toward it, he can't stand to see it fall again.

Objectives/Goals. A thief and an opportunist, but recent events have given him a cause greater than his own need. He is from Mulmaster and though not particularly patriotic toward it, he can't stand to see it fall again. With others, he is creating a network of former Mulmaster Blades and resistance fighters called the Shadow Blade.

What Does He Know? He's received a message from Erica Salinop and understands the delicate nature of the situation.

In the days that the adventurers have been traveling, he has been working his network of for information and a possible contact in Mulmaster. He is waiting for a contact to arrive.

He has arranged a safe room for Elian to rest, but advises the adventurers to keep their ears open, maybe talk with some of the people in the tavern.

He advises them to keep their mission and who they are with a secret.

Elven Cleric Women. A group of Elven women all dressed as clerics are sitting in a table in the corner of the bar.

Objectives/Goals. They are having a night out after a particularly nasty few weeks healing adventurers coming through Elmwood from the recent Red War.

What Do They Know? They have been working on some of the wounded and dead from the Red War and have treated more than one Thayan soldier who have decided to defect from Thay.

They heard about a Red Wizard who did not support the invasion of Thay, he was severely rebuked by **Szass Tam**. They think they tried to kill his family but only killed his wife, his son escaped.

The wizard disappeared from the battlefield.

Belligerent Human Drunk at the End of the Bar. A slightly overweight human wearing just the breastplate from a set of Leather Armor (which has clearly never seen battle) over his common clothes. He will accost anyone who comes within shouting distance with his opinions which are:

- Everything was fine in the area when there weren't so many non-humans.
- No, he doesn't support Thayan atrocities, but they do have the right ideas on law and order.
- If what he heard is true, then the Thayan Wizard who ran on the battlefield is a coward.
- His dad was a veteran so he knows deserters should be killed.

Objectives/Goals. He wants be heard. He wants everyone to believe he is an expert in the field of warcraft though he has never been in battle himself.

What Does He Know? There are more than a few deserters roaming around Elmwood. He is sure that some of them are pretending to be deserters so they can search the town for that powerful wizard who ran from the battle. He met a guy last night who knew a guy working for some Thayan Warrior hunting the wizard.

Shady Thayan Expatriates. A small group of human men sitting in the corner drinking in silence. They are watching the adventurers carefully. These are a former Thayan soldiers who left the battlefield during the fight. They are trying to get out of the area and are trading information with the Shadow Blade in exchange for safe passage out and maybe help in establishing a new identity.

Objectives/Goals. To get as far away from Mulmaster as possible.

What Do They Know? There was at least one Red Wizard who did not support the invasion of Thay, he was severely rebuked by **Szass Tam**. They think they tried to kill his family but only killed his wife, his son escaped. The wizard disappeared from the battlefield. They've seen at least one Thayan warrior lurking around. They just know she's looking for the wizard. They also know she has a spy working with her, they think his name is Xanak..

They wouldn't trust any Thayan offering to help.

Development

Each of the possible conversations in the bar reveal a little more information that may help the adventurers

The Elven Cleric Women, if approached, are cordial but cold. They've had enough of adventurers, but a particularly charming person can get them to talk (DC 12 Charisma).

The Belligerent Human Drunk is happy to talk but will be less forthcoming to a person who doesn't support his views.

The Shady Thayan Expatriates trust neither other Thayan or the Shadow Blade who are extorting them in exchange for new identities. They will have to be heavily persuaded or severely intimidated ((DC15 Charisma (Persuasion or Intimidation))) to get all the information from them.

After the adventurers are done exploring the room, Phineas motions for them to join him upstairs.

Scene B. Trust No One

Following Phineas upstairs, they meet outside the room where Elian is resting.

Creatures/NPCs

Xanak Zilora. A human Thayan spy.

Objectives/Goals. A convincing ally, his goal is to bring the adventurers to the Thayan Warrior looking for Elian and, more importantly, his father.

What Does He Know? He knows who Elian really is, the son of a traitor. His plan is to lead the adventurers to the Thayan Warrior.

Thayan Warrior. A strong, dedicated human woman who will complete her mission at all costs.

Objectives/Goals. To take the child and use him to get his father to return to Thay and face judgement.

What Does She Know? Anyone working against Thayan interests deserve the death she'll give them.

She knows the father is hiding in a farmhouse outside of Elmwood waiting for his son. They can bring him in without a lot of casualties if they have the boy.

Development

Phineas introduces the party to Xanak Zilora. Xanak helped him track down the location of Elian's father. (Phineas does not know Xanak is going to betray them).

Xanak tell the adventurers he knows Elian's father, left Mulmaster the moment he found his son was missing. The father doesn't want to cause any trouble, so he'll meet them near a farmhouse just outside of Elmwood.

Xanak takes them there. Of course, Xanak is lying but he is very convincing. A DC16 Wisdom (Insight) check will reveal he is not being totally honest.

Once on the road, if the adventurers continue to question Xanak's intentions, he will send a message to the Thayan Warrior.

If the adventurers subdue or kill Xanak before they are brought to the Thayan warrior, the Thayan warrior will find them.

Either way, on their way to the farmhouse, The Thayan Warrior attacks the party near a small path.

Among her last acts before she dies or is subdued is to send a message to her friends to go ahead and attack the farmhouse where Elian's father is hiding.

As usual, during the attack, Elian will hide very well.

Running This Scene

Depending on the results of Scene A. Another Inn, Another Forstrupp, adventurers may or may not know Xanak is a spy. As such, there is a possibility Xanak may be killed or incapacitated before he leads the adventurers into the ambush.

The farmhouse where Elian's father is hiding is about an hour from where the Thayan warrior will ambush them. If the adventurers want to take a short rest, now is the time.

Treasure and Rewards

Searching the Thayan Warrior, adventurers will find a map to the farmhouse where Elian's father is hiding. It is about a two hour walk from the ambush location.

Episode 3B: A Shortcut on the Path

Estimated Duration: 30 minutes

Scene A. The Middle of the Road

Arriving in Elmwood, adventurers head the Still Waters Inn. The adventurers see the lamppost on the note. Any adventurer who touches the lamppost is immediately transported to the area around a tree near a path in the woods.

Running This Scene

It is possible that the party has the note from Elian's father and some will want to go to the Inn and some will want to follow the notes directions and touch the pole. If that happens, Phineas will tell those in the bar to waste no time, they must join their friends. They know the child and his father is a wizard whom they want to come back.

Area Information

This area features:

Dimensions & Terrain. A small open area near a path with a few trees.

Creatures/NPCs

Thayan Warrior. A strong, dedicated human woman who will complete her mission at all costs.

Objectives/Goals. To take the child and use him to get his father to return to Thay and face judgement.

What Does She Know? Anyone working against Thayan interests deserve the death she'll give them.

She knows the father is hiding in a farmhouse outside of Elmwood waiting for his son. They can bring him in without a lot of casualties if they have the boy.

Development

When the adventures arrive, they will see a Thayan Warrior near the path who seems to be prepping for an ambush.

Once she sees them, she will attack to get the child.

Adjusting the Scene

Here are some recommendations for adjusting the encounter.

- **Very Weak:** Her shield and javelin are 60 feet from her, so her AC is 14
- **Weak:** Adjust her HP to 40
- **Strong:** Xanak Zilora arrives after two rounds of combat looking for the Warrior

Treasure and Rewards

Searching the Thayan Warrior, adventurers will find a map to the farmhouse where Elian's father is hiding. It is about a two hour walk from the ambush location.

Episode 4: A Difficult Reunion

Estimated Duration: 30 minutes

Scene A. Battling Through

Following the map from the Thayan Warrior, the adventurers approach the farmhouse. A bright blue light will flash as if magic is being performed just over the horizon. Elian will run out of hiding screaming “Daddy” and run to the light faster than the adventurers can catch him.

Creatures/NPCs

Camden Narradel. Elian’s father, until recently a Red Wizard (6th Level) of Thay.

Objectives/Goals. His only goal is to get his child to safety.

Veteran. A Thayan veteran sent to capture or kill Camden.

Objectives/Goals. The original plan was for the Thayan warrior to obtain Elian and use him to lure his father in. Now that that plan has failed, the veteran’s goal is to kill Camden, capture Elian and leave no witnesses

Veteran’s Men. Two Thayan soldiers sent to assist the Veteran.

Objectives/Goals. Do what the Gladiator tells them.

Development

Seeing the flash of blue light, as if someone is casting just over the rise, Elian comes out of hiding and bolts toward the light. By the time the adventurers see him running, it is too late to catch him.

They arrive at the scene after the battle has begun.

They come upon a farmhouse. Just outside the front door is Camden Narradel. There are two Veterans and a Gladiator attacking Camden.

Once Camden sees his son, his next action is to dimension door to him. After that, he dimension doors them out of the field of battle.

Wanting to leave no witnesses, the Gladiator and Veterans turn their attention to the party.

Adjusting the Scene

Here are some recommendations for adjusting the encounter.

- **Very Weak:** Remove one of the Veteran’s Men and adjust the Veteran’s hit points to 40.
- **Weak:** Adjust the hit points of the Veterans to 40
- **Strong:** Add a couple of Soldiers.
- **Very Strong:** Add another Veteran.

Wrap up

When the battle is over, Camden returns to thank the adventurers. Now that he is his son’s only parent, he plans on finding a place far, far away and living a quiet life doing spellcasting services...maybe in Chult.

Having successfully returned his son to them, Camden will offer them a packet of information which they can pass on to whomever they see fit. He and a few other Thayans left some hidden routes in and out of Mulmaster off the official charts just in case.

Camden also offers them a wand of secrets he has in his bag.

If the adventurers earned Elian’s trust **Episode 2: A Two-fold Ambush Scene B. Safety Has Its Rewards** and received the note from his father, Elian grabs one of them by the arm and ask if they want to see a trick.

Elian holds one of his notes up to a fire to reveal that his notes are actually scrolls of invisibility written in invisible ink (lemon juice and water).

He gives them two of them. (Two *Scrolls of Invisibility*)

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement Checkpoints

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each completed main objective, as follows:

- **Story Objective A:** Safely get Elian to Elmwood.
- **Story Objective B:** Safely get Elian to the farmhouse where his father is and help defeat the Thayans trying to kill Camden.

Player Rewards

Characters completing the adventure unlock:

Wand of Secrets (uncommon)

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn. This item can be found on Magic Item Table B.

Dungeon Master Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the adventure's player rewards. However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (Adventurers League Dungeon Master's Guide) for more information about DM Quests.

Appendix 1: Creature Statistics

Scout

Medium human, chaotic neutral

Armor Class 13 (Leather Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses Passive Perception 15

Language Common

Challenge ½ (100XP)

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

Actions

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

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

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

Soldiers (Hobgoblin)

Medium human, neutral good

Armor Class 18 (Chain Mail, Shield)

Hit Points 11 (2d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	9 (-1)

Skills Athletics +3, Perception +2

Senses Darkvision 60 ft., Passive Perception 10

Language Common, Goblin

Challenge ½ (100XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Thayan Warrior

Medium Human, any non-good alignment

Armor Class 16 (Chain Shirt, Shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Perception +2

Senses Passive Perception 12

Language Common, Thayan

Challenge 2 (450XP)

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

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

Actions

Multiattack. The thug makes two melee attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Thug

Medium Human, chaotic neutral

Armor Class 11 (Leather Armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses Passive Perception 10

Language Common

Challenge ½ (100XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Veteran

Medium Human

Armor Class 17 (Splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Saving Throws Athletics +5, Perception +2

Senses Passive Perception 12

Language Common

Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Veteran's Men (Berserker)

Medium Human

Armor Class 13 (Hide Armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses Passive Perception 10

Language Common

Challenge 2 (450 XP)

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

Actions

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

Xanak Zilora (Spy)

Medium Human, chaotic neutral

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses Passive Perception 16

Language Common

Challenge 1 (200XP)

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

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

Actions

Multiattack. The spy makes two melee attacks.

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

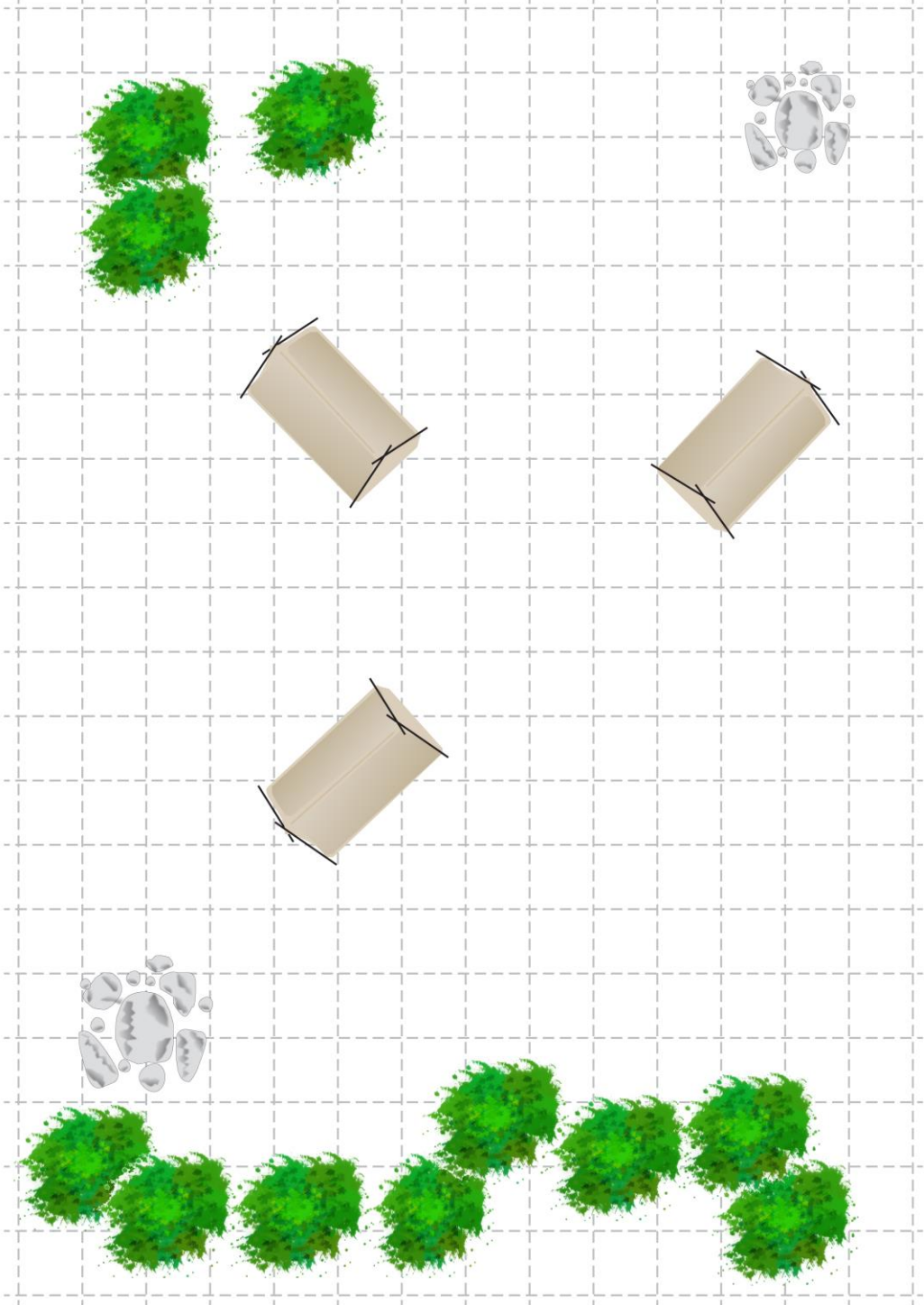
Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Appendix 2: Elian's Note

My name is Elian.

My daddy is a soldier.

Appendix 3: Eula's Ride Camp



Appendix 4: Father's Note (Players Handout) (Add signature for the father.)

If you are reading this note, it means my son trusts you. No matter how you may feel about me or my people, he is an innocent.

He is caught up in a situation beyond his or even my control. A situation which has cost his mother her life at the hands of my former colleagues.

My wife found what was being planned for Mulmaster abhorrent and for voicing these opinions, they killed her.

I don't care about politics, only my son.

If you return him to me, I can provide you with information which will make helping those left in Mulmaster much easier.

--Camden Narredel

Appendix 5: Sketch on the Back of Father's Note (Players Handout)
(Add signature for the father.)



Appendix 6: Magic Items

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

Wand of Secrets

Wondrous Item, uncommon

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn. This item can be found on **Magic Item Table B** in the *Dungeon Master's Guide*.

Appendix 7: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability

scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

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

Determining Party Strength

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



HONORABLE DISSIDENT



A 2 hour Adventure for Tier 1 Characters

