



ADVENTURERS LEAGUE™

DEATH ON THE WALL

First Lord Torin Nomerthal and several his advisors will be leaving Hillsfar to inspect the Wall with only a small contingent of Red Plumes. The chance to strike is now! Part Two of Six Knives for Torin Nomerthal. A two-hour adventure for 1st-4th level characters.

Adventure Code: DDEX3-14

CREDITS

Adventure Design: Greg Marks

Development and Editing: Claire Hoffman, Chris Tulach, Travis Woodall

Organized Play: Chris Lindsay, Chris Tulach

D&D Adventurers League Wizards Team: Mike Mearls, Chris Lindsay, Chris Tulach

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick




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INTRODUCTION

Welcome to *Death on the Wall*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Rage of Demons™ storyline season.

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 3rd-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, near the city of Hillsfar.

THE D&D ADVENTURERS LEAGUE

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

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

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

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

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook*™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

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

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will 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 XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange

arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, 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 THE ADVENTURE

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

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

This adventure is **optimized for a party of five 1st-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

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

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

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

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

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

DOWNTIME AND LIFESTYLE

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

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

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

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of

expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

Faiths that can call upon spellcasting services in and around Hillsfar include the following: Chauntea, Lliira, Mielikki, and Tempus.

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

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

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

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

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is not available.

ADVENTURE BACKGROUND

The brutal regime of Hillsfar's First Lord Torin Nomerthal has led to the rise of a rebellion, largely supported by the factions and the nonhumans of Elventree. While not great in number, the influx of adventurers and hardened refugees from Phlan has strengthened the cause. Nudged by the spreading madness that infects the region, Hillsfar has only become even more wicked and the rebels more daring with both sides tainted minds driving them to more daring and extreme measures than they might otherwise consider.

In the Part One of Six Knives for Torin Nomerthal (DDEX3-12 *Hillsfar Reclaimed*) adventurers working on behalf of Elanil Elassidil, the Moonsilver Herald of Elventree, infiltrated the city of Hillsfar. With the help of sympathetic members of the Rogue's Guild, the adventurers determined that one of the First Lord's advisors was an agent of the fire giants of Maerimydra. Even more valuable to the cause, the adventurers were able to secretly acquire a copy of the First Lord's schedule for the near future. The First Lord and all of his senior advisors will soon be traveling to inspect the newly built fortress at The Waydown. While still under heavy guard, he and his cabinet will be out from the walls of Hillsfar. Knowing where and when the First Lord will be, the rebellion has implemented an audacious plan of assassination. With a full company of Red Plumes and their support troops, it is almost certainly a suicide mission for most, but among the rebels there is a crazed excitement to meet their end in service to the cause.

OVERVIEW

As the adventure begins in the *Introduction*, the characters have been assigned to The Stop to watch the movements of the Red Plumes in the area and prepare a place that some of the rebel strike force might run to if things go poorly. The characters have a chance to make friends and catch up on current events by meeting with the locals.

As of *Part One*, the characters are not expected to be the ones making the attempt on the First Lord, but all that changes when Elanil Elassidil rushes through the back door of the inn and throws a backpack to the characters before fleeing out the front and riding off on a stolen horse; a horde of Red Plumes in pursuit. In the backpack, the characters learn that the First Lord and his ministers have broken off from the main column and will be visiting the ruins of Yûlash to sign a trade agreement with the Damara. In comparison to any eventual encounter at the garrison at The Waydown, this offers a much better chance to end the threat of Hillsfar's regime. Unfortunately, Elanil was spotted before she could meet up with the rebel strike force and redirect them, so the characters are her only hope.

Part Two describes the encampment at the ruins of Yûlash with its layout, staff, and a timeline until the First Lord and his party leaves and the opportunity is lost. In order to get close to the First Lord, the characters can investigate, infiltrate, socialize or attack; as suits their style. This encounter should fill the majority of the play time as the characters formulate their plan and prepare it.

Once the characters are ready make their attempt on the First Lord, *Part Three* begins. If successful, the death of Torin Nomerthal, the agent of Maerimydra, and all off the other ministers may offer the first real chance to freeing Hillsfar from the cruel intolerance that has characterized its history.

ADVENTURE HOOK

The characters begin in The Plodding Plow in The Stop. During a daring mission inside Hillsfar, adventurers recovered a copy of the First Lord's schedule (*DDEX3-12 Hillsfar Reclaimed*) and learned that he was to travel to inspect the newly constructed fortress at the Waydown. The rebels devised a plan in which its most powerful members plan to attack the garrison when the First Lord and his ministers arrive with the intent of ending his tyranny. As part of that operation they have been detailed to The Stop to be on the lookout for troop movements or anything else that might disrupt the plan.

Faction Assignments: Each of the factions has been given a specific assignment ahead of time. Hand each player the appropriate portion of Player Handout One.

INTRODUCTION: THE STOP

The Stop is a caravan way station halfway between Hillsfar and Yûlash that has grown into a hamlet devoted to servicing caravans and the many surrounding farms. Due to the frequent passing caravans, The Stop is quite cosmopolitan for lands so near to Hillsfar. Many of the Phlan refugees have relocated here following the elemental devastation that has led to food shortages in Mulmaster, in hopes of finding supplies to aid their families still in the City of Danger. Still near to Hillsfar, but with only a few Red Plumes to police it, The Stop is frequented by spies, brigands, and ne'er-do-wells plying their trades.

The characters are currently sitting down to a midday meal at the Plodding Plow. Give the characters a chance to make introductions and if time permits allow them to interact with the non-player characters in the inn. In environments where there are time constraints, limit these interactions to less than five minutes.

THE PLODDING PLOW

The Plodding Plow is both an inn and tavern that supports primarily locals with a small crowd in the common room at just about all hours. The business is run by a dwarven woman named Glenna Moonsmith who lives in constant fear of losing her business to the officials of Hillsfar and so is unwilling to speak out against the excesses of that regime. If pressed for information, she nervously chuckles and recommend some of the Dragonfire brandy.

The Plodding Plow is a pleasant inn and tavern with a mix of races where many a trade deal is cemented over tankard of ale. It has the following general features:

Ceilings. Fifteen feet to a high, open ceiling with exposed joists and struts.

Light. Its midday, and sunny with ample light coming through the windows.

Fireplace. The fire is currently lit, and roaring. Those entering or ending their turn in the fireplace take 4 (1d8) fire damage.

The Plodding Plow is not as crowded as it usually is as you sit down for your midday meal. Glenna, the innkeeper, offers a tray of drinks to compliment your hearty meal before hurrying off to take additional orders.

A three group of halflings laugh with a human merchant by the front door while a hooded elven man sits at the bar drinking from a large tankard. The room is warm, and sun glares through the window, reflecting off a new fallen snow.

THE PATRONS

There are two groups of patrons. A human man and three halflings sit by the door, enjoying drinks and sharing laughs, while a wood elf sits at the end of the bar eating a stew.

Reyill Werned (male human): Reyill is a greengrocer from Hillsfar who earns coin selling the produce from the farms outside the city. He buys the product of non-human farmers and repackages it for those in the city who would rather not think about who grows their food. Reyill harbors no racist views and enjoys the company of his halfling friends, but he is also pragmatic enough to realize that in front of the Red Plumes or within Hillsfar's walls, it is to his benefit to not to speak out too loudly against the Law of Humanity. So far he has not been brave enough to take a stand, but the more he witnesses the brutality caused by the Great Law the closer that day comes.

Roge Applewink, Narder Ulthub, & Guylian Stundter (male halflings): Roge, Narder and Guylian are farmers that regularly sell to Reyill. They are meeting with the greengrocer to take orders for the next season so that they might determine what best to plant. Friends for years, the halflings have enjoyed a modicum of success through their partnership with Reyill. Roge is the largest, almost burly. Narder is a bit of a troublemaker who likes provoking reactions, which are often must be smoothed over by Guylian who is the most charismatic with his smile below a mop of bright red curly hair.

Calesaer (male wood elf): Calesaer is from Cormanthor, and is en-route to the Border Forest to look for his sister, Aelstria, who has not been heard from for over a year. He is not especially interested in making friends and keeps to himself unless bothered. He is aware of the difficulty of traveling through the lands of Hillsfar and does his best not to draw attention to himself.

RUMORS, STORIES, AND TALES

If time permits, the characters may interact with the patrons and gather takes of current goings on. The DM should feel to sprinkle these into the conversation as appropriate.

- "Things are getting bad. People are changing. My sister's boy howls at the moon and thinks he's some sort of wolf? At first we feared he might changin' inna some kinda were-, but nope. He's just odd."
- "I've seen a lot of drow in the area, but they aren't alone. They were with other elves, and they were working together. I've never seen anything like it."
- "There's also been strange goblins about lately. Many of them seem to be wild, maddened raiders. I think they be coming up from the Underdark. Who knows what will be next?"
- "The Red Plumes been raising taxes on nonhuman farmers again. Soon there will be nothing left and we'll all just be slaves to feed the city."
- "I hear that the folk up Elventree are organizing some sorta resistance to Hillsfar's rule. You think there 'ill be a rebellion?"
- "I saw this little girl yesterday. She's all dirty and walkin' in the snow wit out any shoes. Odder still, she's followed by this black shaggy goat wit milky white eyes. Swear it looked right at me and I feels all squishy in my gut."
- "There's alotta folk gittin' sick lately. Seems like all kind of ills about."

When the characters have had a chance to introduce themselves or speak to Glenna or the patrons, proceed to Part 1.

PART 1: AN OPPORTUNE CONSPIRACY

As the characters settle down to enjoy their meals, continue with the read aloud text.

The thundering of hooves is preceded by the slamming of a door echoing from the kitchen. An elven woman with a pack slung over a shoulder runs out of the back and vaults the bar, landing gracefully in the center of the common room amidst the astonished patrons. She quickly scans the room before her eyes alight on you with a smile.

"They've seen me. You'll have to do." As she runs for the door, she deftly slides the pack across the floor till it bumps into a leg of your table, knocking a drink over. "Good luck, and don't get caught!" she offers over her shoulder as she runs into the yard and jumps onto a horse tied in front. With practiced motion, she cuts the tether and wheels the horse around, riding off into the snow with a column of more than fifty Red Plumes lead by a woman in robes in pursuit.

"But that was my horse..." the man seated with the halflings says, still in shock.

The stranger is Elanil Ellassidil, a famous elven bard who resides in Elventree. Those that have met her in previous Expeditions adventures recognize her immediately as one of the leaders of the local resistance to Hillsfar's Great Law of Humanity. A successful DC 10 Wisdom (Perception) allows a character to notice a pin in the shape of a harp on her shirt, partially hidden beneath the strap of her backpack.

Elanil has discovered vital information about the First Lord, but has been followed to Elventree by a group of Red Plumes patrolmen. She knows her only hope is to hand the information off to someone sympathetic and lead the Red Plumes and Chamberlin Malkyn Grenefeld away. Elanil does not stop to chat—time is of the essence.

Those characters that participated in the events of DDEX3-12 *Hillsfar Reclaimed*, recognize the woman in robes as being Malkyn Grenefeld; a former Cloak and member of First Lord Nomerthal's court.

ROLEPLAYING ELANIL ELASSIDIL

Elanil Ellassidil resides in Elventree, where she has the title of Moonsilver Herald, and is a bard of some renown in the area around Hillsfar.

Elanil is confident in her ability and strong in purpose. She is not afraid to give her opinion on a subject, even when not asked. She is quick to give historical detail to back this opinion and hard on those who do not back their opinions with similar evidence.

If things get too heated, Elanil is prepared with a song to lighten the mood and make all forget there was a disagreement. She is an accomplished diplomat and uses this skill regularly as a member of the Harpers.

Give each of the characters one action to react to the situation. Those with passive Perceptions of 14 or higher hear boots and hooves crunching in the snow behind the Plodding Plow. The rest of the scene assumes the characters encounter the Red Plumes in the common room of the Plodding Plow. If that is not the case, the adjust accordingly.

Glenna Moonsmith attempts to hide in the back during this stressful situation unless someone starts damaging her establishment at which point she meekly comes out to investigate with a pot held tightly in her hands.

ENTER THE RED PLUMES

Once the characters have each taken an action, ten **Red Plume patrol** storm into the Plodding Plow from the back door. This is NOT intended to be a combat and the DM should do his or her best to make sure it is clear that the odds are not in the characters' favor. If characters should still choose violence, it is their choice.

Red Plumes--weapons drawn--fill the common room from the door to the kitchen looking around the room. One of them grabs the elf at the bar and throws him to the ground.

"What was she doing in here, flower eater? Speak!" The elf glares back with a bleeding lip, but remains silent. Another of the Red Plumes moves towards the halflings, fist raised, ignoring the human sitting with them.

The halfling with the red hair raises his open hands, "She went that way! She just ran out and didn't say a word. I think she stole a horse!"

The guardsman turns toward you. "How about it? Did you see her do anything?" He eyes the spilt drink on your table suspiciously.

The characters are the currently the focus of attention and their reaction determines whether or not the Red Plumes move on or continue to investigate. If at least one of the characters tells a believable lie, they may attempt a Charisma (Deception) skill check with advantage due to the aid from the patrons. If the lie is not very believable, or a character attempts Intimidation, the check is made without advantage. The patrolmen have a passive Insight of 10, so they should be easily duped. All of the patrons side with the party and have no interest in helping the Red Plumes apprehend anyone.

If the check fails, the Red Plumes begin looking around the room. They start by roughly dumping Calesaer's backpack on the bar and digging through his belongings before moving on to others' belongings. The characters can intervene again, but this time any social checks are made without advantage. If they continue to fail or do not attempt to intervene, they can try to hide the pack, but there are many sets of eyes on them. Checks to hide anything are made with disadvantage against the Red Plumes's passive Perception of 12.

Reward creative plans and good role-playing. This is encounter is meant to be a tense situation against bad odds. Not only are there too many Red Plumes, but they are looking for a fight and should the characters manage to win, the patrol will clearly be missed and their whereabouts were well known. While the characters will likely be out of town when reinforcements arrive, Elventree will suffer for it, and this should be stressed.

DEVELOPMENT

If the characters get into a fight with the Red Plumes, they do their best to take the characters alive, but do not give chase beyond the inn yard. Other patrons might come to the characters's aid if it would turn the tide in their favor. Use **commoner** statistics if needed.

If half the Red Plumes are defeated, the rest flee to get help. If driven off through violence, the inn will not be a safe place for very long. All the patrons begin packing up knowing that an even larger group of Red Plumes will be returning soon.

The occupants of the inn are none-too-pleased as well. Once the fighting is over, the halfling whose horse Elanil absconded with says "Welp, may as well string a noose around our necks now. The Red Feathers are gonna be back, and they aren't going to play nice this time."

EXPERIENCE

The characters receive 75 XP if they avoid a combat with the Red Plumes in The Stop.

A PACK OF TROUBLE

Once the characters have a chance to inspect the backpack that Elanil left behind, they find all of the items described in Player Handout Two, which include:

- The backpack itself.
- A folded note; see Player Handout Three.
- A 50-foot-long coil of hemp rope.
- A Red Plume uniform: provides advantage on Charisma (Deception) checks to impersonate a Red Plume; the uniform fits an average sized human male.
- A crowbar, grappling hook and a set of manacles (with keys).
- A tinderbox and five flasks of oil.
- A *vial of basic poison*: injury poison; on a failed DC 10 Constitution save the target takes 2 (1d4) poison damage; those that succeed take no damage.
- A *vial of serpent venom*: injury poison; on a failed DC 11 Constitution save the target takes 10 (3d6) poison damage; those that succeed take half damage.
- A *vial of assassin's blood poison*: ingested poison; on a failed DC 10 Constitution save the target takes 6 (1d12) poison damage and is poisoned for 24 hours; those that succeed take half damage and are not poisoned.

The poisons can be identified with a *detect poison and disease* spell or a successful Intelligence (Nature) check equal to the DC of the poison. The basic poison has one with a green dot painted on it, the serpent venom has two green dots painted on it, and the assassin's blood has one yellow dot painted on it.

PART 2: THE YÛLASH WALL

The characters do not know where the rest of the rebels are waiting, so there is no way for them to deliver the pack to others before the First Lord has left Yûlash. If they believe in the cause, there is no one else to take on the mission. Based on Elanil's comment "You'll have to do," it should be clear that was her intent.

If the characters leave now, they are able to travel from The Stop to Yûlash and arrive a well after nightfall. If they choose to wait, adjust the descriptions accordingly.

It is easy to see the encampment surrounding the ruins of Yûlash from a great distance. Torches ring nearly constructed wall, taller than three men. Built to keep things from escaping the Underdark through the tunnels underneath the village, dozens of campfires shine off the backside of the huge structure, illuminating tents, small buildings, and lots and lots of soldiers.

One building stands out in particular. A round pavilion is erected upon a raised platform. Over it, the flag of Hillsfar whips in the breeze.

The characters have approached unnoticed from the southeast. They are still quite a distance away, and should decide how best to proceed. The entire camp is described below. It is impossible to predict the characters' plan, but some ideas are described in the section entitled Plots, Plans and Schemes. In particular, the DM should make sure that the characters have a chance to witness the interactions of the named NPCs in the camp. Their help will likely make the difference between success and failure in any plan the characters attempt. Good ideas should be rewarded. Without interaction from the characters, the actions of the First Lord's party are described in Timelines.

GENERAL FEATURES

These features describe the general area around the camp. For specifics, see each numbered area.

Light. When the characters arrive it is night and the area is shrouded in darkness, with dim light around the campfires and torches. A storm is moving in and the next day is overcast with snow falling on the second night.

Sound. The sounds of soldiers, workers, and animals are constant, evening after nightfall.

Garrison. There are several specific individuals detailed below. In addition to these named individuals, in the camp there is a total of eighteen **guards** (the normal garrison), twenty-four **commoners** (the workers building the defenses), and twenty-five **Red Plume patrol** (that portion of the First Lord's column that did not chase Elanil Ellassidil). The guards and commoners can be found housed in the barracks and the Red Plume patrol have set up tents around the barracks.

Patrols. The majority of the camp's defense is focused toward The Waydown, however there are two patrols whose purpose is to secure the camp from anything that might make it over the wall. There is a group of three **guards** moving clockwise around the edge of the camp every hour. A second group of two **guards** and a **mastiff** move randomly through the camp. The patrols do not automatically attack, but rather call out and demand the unknown persons identify themselves.

Weather. The first night and day are overcast and the smell of snow is in the air. The second night, a storm moves through with a driving wind and heavy snow—lightly obscuring everything further than 10 feet away. A successful DC 10 Intelligence (nature) check made any time after the characters arrive but before the storm starts determines a significant snow storm is slowly approaching the area. Any character that succeeds by 5 or more (DC 15) can pinpoint the storm's arrival to the following night.

EXPANDING THE ADVENTURE

If this adventure is being played in an environment with ample time, the DM is free to give to players more time to explore the camp and ad lib additional complications. If time is short however, it may be advantageous to have the characters quickly encounter one or more of the named NPCs.

1. THE WALL

A wall of stout timbers reinforced by iron bands surrounds ruins of Yûlash and the tunnels underneath. Torches are spread equally along the top of the wall with a walkway along the outside, just below.

The wall is twenty feet high. There are ladders climbing to the walkway between each watchtower, with stairs under each tower. There are four **guards** spread out watching inside. After a few incidents, the guards are focused at the ruins and have disadvantage on Wisdom (Perception) checks to notice activity in the camp.

2. WATCHTOWERS

Four timber towers stand at the cardinal points around the crevice. The guards are focused on the other side of the wall, only occasionally glance back towards the encampment.

Each of the four towers are twenty-five feet tall, just cresting the wall. A ladder provides access through a trap door in the floor and a low wall grants cover to the two **guards** that man each tower in twelve hour shifts. The guards are focused on the crevice, and so suffer disadvantage on Wisdom (Perception) rolls to notice things in the camp behind them.

Each watchtower has a brazier that it can light if it spots a danger. While easily visible in the dark, the dirty oil emits significant smoke that can also easily be seen during the day.

3. KENNELS

The barks and growls of hounds can be heard coming from this lean-to. Several large dogs lay in dirty straw.

This low structure houses four **mastiffs**, one of which is on patrol at any time (see Patrols under General Features above). The mastiffs are tied to a rail and cannot move more than 10 feet from the kennel.

The hounds are cared for by Coralynn Winsail a brutish human woman (**commoner**). Focused on her hounds, she does not especially care for politics and or the rebellion. Those that harm her pets quickly make an enemy of her. Coralynn can be found here 75% of the time and frequently sleeps in the straw with the dogs to avoid unwelcome attention from the visiting soldiers. The behavior of the newly arrived soldiers towards both herself and her dogs has not endeared them to Coralynn.

4. SHRINE TO TEMPUS

A canopied pergola stands atop a low rise. Battle scarred shields are mounted on the wooden posts that hold up the roof, while rusted swords, spears, and axes are embedded in the snowy ground around it. A flaming silver sword painted on a blood-red wooden shield hangs from the middle of the roof, swaying in the breeze.

This small shrine serves the spiritual needs of the soldiers and workers that labor here. **Battleguard Lorhanna** can be found here at sun down when she leads prayers to The Lord of Battles. The rest of the day, she the stern elderly woman moves through the encampment ministering to her flock.

Lorhanna has been exiled to the wall due to her public opposition to the First Lord's policies of forcing non-humans to fight to the death in the arena. Like many clerics of Tempus, she believes it is dishonorable to force an untrained warrior to fight (poorly) to the death for the amusement of others. Such a death brings no honor to Tempus. While she would not condone an assassination attempt, it would not take much to convince her to aid in a rebellion against Torin Nomerthal; any character with a sufficient argument that succeeds on a DC 11 Charisma (Persuasion) check does the trick.

5. BARRACKS

Smoke swirls out of the chimney of the log house barracks. Laughter and friendly shouts can be heard from within. Dozens of tents surrounding campfires provide additional housing for the visiting soldiers.

Each of these long buildings houses up to twenty workers and guards, half of which are present at any given time trying to get warm and rest before their next shift. There are four **guards** and six **commoners** when the characters arrive. Due to all the visitors in camp due to the First Lord's arrival, they are used to seeing unfamiliar faces. Charisma (Deception) skill checks to masquerade as a worker or guard are made with advantage.

Each of the permanent buildings is surrounded by a ten or more tents with five **Red Plume patrol** huddled around the campfire with the others are on patrol, visiting the mess tent, the shrine, or otherwise spread throughout the area. If it is late at night, most of the tents are full with sleeping soldiers. The patrolmen are disdainful of those assigned the Yûlash wall and ignore everyone who are not obviously causing trouble.

One of the barracks has an additional room reserved for the camp's leader: Guard Commandant Vuhm Yestral (use **knight** statistics). Originally in charge of the construction of the garrison fortress over the Waydown, his success there has seen him reassigned to construct the defenses in Yûlash. Unknown to his subordinates, he is member of the Lords' Alliance. This has led him to be for more concerned about the Law of Trade than the Law of Humanity.

Vuhm spends half of his waking time meeting with the First Lord and updating him on the progress of the construction and detailing their encounters with creatures coming out of the tunnels. The other half of his day he is found throughout the camp overseeing the day to day operations. At nightfall he attends services at the shrine of Tempus.

ROLEPLAYING VUHM YESTRAL

Guard Commandant Vuhm Yestral is a leader of the Red Plumes, the military group charged with the security of Hillsfar. He is loud and opinionated, however, is kind and very devoted to the citizens of Hillsfar. He is a member of the Lords' Alliance, who is looking to restore proper trade balance by allowing nonhumans into the city for business only, and not to lodge there regardless. Vuhm, as a human in his early 60s, still is a commanding presence among his subordinates.

6. MESS TENT

This large tent is filled with a several long tables, benches, and a cooking area. A padlocked windowless storage building made of fresh timbers is a few steps from the fire pit, next to a well. The well stones are old and cracked, suggesting that it may remain from the original village construction.

Three cooks (human males; use **Commoner** statistics): Belmourn, Jamrry, and Otiben, work here most of the day to cook enough food to feed the workers. With the temporary increase of hungry stomachs, they are here well into the evening as well both cooking and melting snow for water. The cooks have a good eye for faces, but avoid confrontation unless they see someone nosing around the storage shed. Rumors that there is a barrel of wine for cooking has led to more than one soldier attempting a break in.

Belmourn, the youngest of the cooks, has a distant cousin who is half-elven (Constance Goodroot from DDEX3-1 *Harried in Hillsfar*) and so he is sympathetic to non-humans. Should he happen to see one, he quietly tries to shoo them away warning them how dangerous it is for them to be here. If pressed, he might be willing to hide a character in the storage shed.

7. FIRST LORD'S PAVILION

This large tent is erected on a raised wooden platform. Two soldiers stand guard at its entrance on either side of a short flight of wooden steps. An empty wagon is parked next to the tent.

The tent is on a wooden platform that is raised one foot above the ground. There is a short flight of two steps in front of the entrance to the tent. There are two **Red Plume patrol** stationed at the entrance at all times in addition to any guards inside (adjust for party strength, see Part 3). If the characters visit the First Lord's pavilion and try to enter, go to Part 3.

8. SUPPLIES

Several piles of supplies are piled under tarps near the wall. A dozen shed-like structures are built against the wall. The faint smell of waste wafts on the otherwise crisp breeze.

There are piles of timbers, rope, nails and other building materials underneath tarps to protect them from the snow. During the day, many of the commoners come here and collect materials to be used in further reinforcing the walls and defenses.

The small buildings are outhouses that drain directly into the tunnels beneath the village; making it surprisingly clean compared to similar versions.

9. STABLES

Several horses are tied to posts outside the overfilled stable. Several others are staked nearby. Horses stamp and snort in the cold.

The barn normally houses ten horses with space for six more, but with all the horses from the First Lord's column, the excess residents are crowded around it.

Two human boys (use **commoner** statistics), named Odie and Trill, sleep and work in the stable. Both are timid and try to avoid eye contact when spoken to. If the camp should be attacked, they hide under the nearest pile of straw. They are not willing to participate in any plan the characters might devise, but they can be intimidated into keeping quiet about what they might witness.

10. OVERLOOK HILL

A small, wooded hill, maybe a good spear thrown in height, is a short walk southwest from the encampment.

About one hundred feet southwest from the camp that surrounds the ruins is a low hill. Sixty feet high and covered in trees and bushes, the hill is a favorite among those soldiers that are looking to shirk their duty with an afternoon nap, a tryst, or a bottle of mead. It also offers a clear view of the camp from under concealment. If the characters are here for more than a few hours, they see **Guard** Roi Uxio approach. Roi is a silkroot addict and has plans of visiting the secluded spot to enjoy his vice. Because of this, he displays suspicious behavior; fidgeting, furtive glances over his shoulder, etc. Silkroot is an addictive stimulant that also causes euphoria which is made from the root of a plant originally native to Akanul. It's also illegal. Roi is terrified that his superiors will find out and he severely punish him, so attempts to intimidate him or bribe him with promises of more silkroot are made with advantage. A coward at heart, Roi is not willing to kill anyone, but he otherwise helps with the characters' plan.

Roi only has one dose of silkroot left, and he is not cooperative if the characters take it from him. However, if successfully intimidated or bribed (alcohol, other drugs, 25 gp), he can tell the characters that he buys the Silkroot from a man named Ventria Greenglass in the Hillsfar Rogues Guild.

DEVELOPMENT

Zhentarim Faction Assignments. If a member of the Zhentarim can convince Roi to identify Ventria Greenglass as his silkroot supplier, they gain an additional point of renown.

PLOTS, PLANS, AND SCHEMES

There is a myriad of possible schemes the characters might attempt to get into the camp, gather information, get close to the First Lord, or even make an attempt on his life. Dungeon Mastering is always more of an art than a science, but it is even more so for this adventure. There are clearly enough enemies in the encampment to overwhelm the characters. That is not the intent of this adventure. Let the players plan and execute their plot. Reward their good ideas and preparation with lucky breaks. If your players are less experienced, feel free to have some of the sympathetic NPCs offer suggestions. In the end, what the characters are about to attempt is the epic conclusion to the *Rage of Demons*™ storyline for Tier 1 characters. It should be exciting. It should be memorable. It should be fun.

WHAT'S THE PLAN?

Here are a few possibilities of what the characters might attempt and how they might play out.

Lighting Strike! This is probably the worst choice the players might make. It is possible the characters could try to rush the camp and attack the First Lord's pavilion. It is possible that might succeed, but their escape will be in doubt. Should the characters go this route, it is important to note that the entire camp cannot respond all at once. Reprisals should come in waves, giving the characters to make a fighting retreat or escape.

Reporting for Duty. The encampment is large, and with a lot of new faces, it's easy for humans or human-looking races blend into the background. This is made easier with a Red Plume uniform, but those dressed as commoners and not heavily armed can easily pass as laborers. These disguises should allow to access to the entire camp with the exception of the First Lord's pavilion where access is heavily regulated.

Of Course We're the Damaran Delegation. Creative players might claim to be the delegation from Damara in order to get in the room with the First Lord. This is a huge gamble, as they don't know if the First Lord knows who he's meeting with. In this case they are lucky, because he doesn't know anything beyond the fact that Hillsfar is negotiating to sell gems from the Damaran mines. As long as the characters seem appropriately richly dressed (or soldiers or guards for the diplomats), they could potentially bluff their way into the meeting.

Sabotage. This goes well with many of the other plans. Most of the camp is made of wood or canvas and is highly

susceptible to fire. Any fires draw significant attention as the camp moves to fight the fire and stop it from spreading. Another possibility is poisoning the food. The cooks try to keep everyone away from the food but it's possible and might lead to disruptions in the camp's schedule or even make a good prelude to an attack. Distractions from either within or from without the ruins might also work well to draw patrols away. The guards are on edge given the constant attacks from the garrison surrounding the Waydown and they assume that it might be similar around Yûlash. Thus the camp tries to respond quickly, and in force, when attacks come, particularly from within the wall.

Shhhhhhh. The focus on defense is pointed inward towards the ruins, making it possible to stealth around the camp. However, there are two patrols and if they spot someone trying to hide, they confront them, which puts the character in a precarious position.

Winning Friends and Influencing People. It is possible that the characters could seek allies among the camp. So likely candidates are listed here, but the DM should feel free to ad lib additional potential allies as suits the player's plan. In general, each of these NPCs can be won over with a successful DC 11 Charisma (Persuasion) skill check. The DM should award advantage if the character appeals specifically to concerns of the NPC. Other skills might be substituted at the DMs discretion.

- **Battleguard Lorhanna.** The cleric of Tempus is a well-known foe of the current regime and her current posting far from the city is representative of her current standing. Appeals to her honor or the deplorable state of the arena are likely to win her help. She is willing to aid in any sort of honorable attempt to depose the First Lord, but she does not condone secretive assassinations. Secrecy to get close is acceptable to her, but in the end, there must be an honorable duel, champion to champion. While she does view herself as that champion, she offers the blessings of Tempus to whomever is. She might also be willing to speak out publically to the soldiers of the garrison, potentially removing them from any confrontation with the First Lord's soldiers. If the characters have no champion, she would support Guard Commandant Vuhm Yestral.
- **Belmourn the Cook.** The racial tyranny of Torin Nomerthal's government has impacted Belmourn's family and appeals that focus on the unfairness of the Law of Humanity might win him over. Belmourn is not an especially useful combatant, but he can hide

characters in the storage shed, give them access to the food, or bring them along to deliver food to the First Lord's pavilion getting them past the guards.

- **Coralynn Winsail.** Coralynn is not comfortable in her position in camp and generally dislikes the new soldiers. Pleas to get her to leave camp with her hounds are likely to find a receptive ear while any plan that puts her dogs in danger is not, though she might be willing help create a diversion using her pets.
- **Guard Commandant Vuhm Yestral.** Vuhm is dedicated to the people of the Hillsfar and the idea of the city as a beacon of free trade. His membership in the Lords' Alliance also makes him an enthusiastic supporter of bringing safety and civilization to all. He believes the Law of Humanity conflicts with those other ideas and so he might be won over appealing to the ideals of trade over bigotry. Anyone delivering an appeal as a fellow member of the Lords' Alliance is also likely to succeed. He can order the garrison guards, but not the soldiers in the First Lord's detail, away from their posts getting the characters safely through the camp. He might also be willing to stand up to the First Lord directly.
- **Guard Roi Uxio.** Roi is worried that his secrets will get out. Any promise to keep his secret (persuasion) or threat to reveal it (intimidation) are likely to work. As one of the guards, Roi can get the characters uniforms, supplies or information.

DEVELOPMENT

Order of the Gauntlet and Lords' Alliance Faction

Assignments. If a member of the Order of the Gauntlet or Lords' Alliance faction successfully convinces

Battleguard Lorhanna or Guard Commandant Vuhm Yestral to take control of the government of Hillsfar, they earn an additional point of renown.

FAILURE!

What happens if the characters are captured? It is possible that the characters might get themselves into trouble that they can't get out of, but that doesn't mean that the adventure is over. The First Lord will want the characters taken alive so they can be taken back to Hillsfar and interrogated for what they might know about the rebellion against his government. They will be chained in a tent until the trade deal is complete. This gives any of the sympathetic NPCs listed above to arrange a jailbreak and give them a second chance!

TIMELINES

Assuming the garrison is unaware of the characters and their plans, life goes on as normal. Below is the general timeline for the First Lord's party and the encampment if not disrupted.

Evening, 4th of Alturiak. The First Lord's column arrives without fifty of their horsemen who are chasing Elanil Elassidil. They assemble the First Lord's pavilion and then make camp. When the party arrives, night has fallen and the garrison has settled in for the evening.

Dawn, 5th of Alturiak. The guards swap shifts. The cooks begin a day long effort to cook for all the garrison.

Midmorning, 5th of Alturiak. The First Lord emerges from his pavilion in the company of his guards and attended by Guard Commandant Vuhm Yestral and Battleguard Lorhanna. The group meets with some of the guards at the mess tent, tours the camp, climbs onto one of the watchtowers, and finishes at the shrine to Tempus before the First Lord returns to his pavilion by midday.

Early Afternoon, 5th of Alturiak. A dwarven merchant driving a wagon full of salted meats arrives with intent to sell to the garrison. He is caught by surprise as the Red Plumes ride out to meet him and drag him and his young human servant before the First Lord. Torin orders the meat confiscated for the good of the garrison, the dwarf held under guard to determine if he knows anything about the rebellion, and the dwarf's horse is given to his servant as recompense.

Late Afternoon, 5th of Alturiak. A group of three crazed drow who have succumbed to the madness currently spreading throughout the Underdark, try to climb out of the tunnels beneath the ruins and make their way to the wall. Initially Guard Commandant Vuhm Yestral orders them captured for information, but after restraining them, First Lord Torin Nomerthal orders them executed and hung on poles over the ruins as a warning.

Nightfall, 5th of Alturiak. The guards swap shifts. Stew with extra meat is served. Snow begins falling becoming heavier as the night wears on and a strong wind picks up (granting disadvantage on Wisdom (Perception) checks). Battleguard Lorhanna leads prayers to Tempus at the shrine. Her sermon addresses acquitting oneself honorably and avoiding such craven tricks such as destroying homes, murdering families, attacking innocent merchants, or slaughtering livestock. It is clear she is talking about the incident with the dwarven merchant.

Dawn, 6th of Alturiak. The guards swap shifts. The rest of the First Lord's column arrives without having captured Elanil. Shortly after the delegation arrives from Damara in the company of three dozen more soldiers. The trade deal is signed an hour later.

Midday, 6th of Alturiak. The First Lord's pavilion is broken down and the entire column rides for The Waydown. The Damarans head north for home.

PART 3: SIX KNIVES FOR TORIN NOMERTHAL

At some point the characters make their play to depose the First Lord. This encounter assumes they do so in the First Lord's pavilion. If that is not the case, the DM should adjust accordingly, having the combatants arrive in waves as appropriate.

There are two **Red Plume patrol** stationed at the entrance at all times in addition to any guards inside. They prevent all unexpected guests from entering with the exception of the cooks delivering food, Battleguard Lorhanna, and Guard Commandant Vuhm Yestral who may enter after being announced. If there is any disturbance from inside, they immediately move inside to be of aid, arriving the second round after combat begins.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter

- **Very weak party:** Remove 1 Red Plume patrol.
- **Weak party:** Replace 1 Red Plume patrol with 1 guard.
- **Strong party:** Add 2 guards.
- **Very strong party:** Add 1 Red Plume patrol.

GENERAL FEATURES

The large tent is divided into three "rooms" by sheets of hanging canvas. The features here apply to all of these areas.

Ceilings. The ceiling is slightly peaked in the center where the main support pole is located but averages roughly fifteen feet.

Light. A fire in the sitting area warms the tent at all times, creating light. As night falls, lamps are lit filling the pavilion with bright light. In the late hours, the lamps are doused and lowering the light level in all areas to dim.

Sound. At most hours, conversation can be heard through the canvas walls. Topics include summaries of the camp's status, encounters with creatures coming up from below the ruins, interesting travelers that have passed by the encampment, and stories from life in Hillsfar.

Heat. The pavilion is heated at all times. A large metal brazier raised on metal legs above the floor in the sitting area has a large open fire. The two sleeping areas have small stoves that provide additional warmth. The fires can be knocked over by succeeding in a DC 12 (stoves) or 15 (brazier) Strength ability check. This does 6 (2d6 for the stoves) or 9 (3d6 for the brazier) fire damage to those who are adjacent to the fire when it is tipped in their direction. Those who succeed in a DC 10 Dexterity saving throw take no damage.

Tent. The pavilion is made of canvas (AC 11, 5 hit points per 5-foot section) raised on poles (AC 15, 18 hit points) that are set through the wooden floor. The larger center poll (27 hit points) is a permanent feature that is set several feet into the dirt, which is currently frozen. The edges of the tent are tied every two feet to the wooden platform with hemp rope (AC 11, 8 hit points).

FIRST LORD TORIN NOMERTHAL'S COURT

Chancellor Garos Daunger (Garos the Just): Chancellor and Government Liaison. Daunger did not receive his moniker for being fair and caring. He is a shrewd politician and does anything to further the Lord's position at top of the noble houses of Hillsfar. He speaks with a condescending tone and is well spoken, using his huge vocabulary to show his superiority over commoners and nobles alike. He is fond of hunting.

Torgrave Needlebaum: Seneschal and Head of Household. A very friendly and outgoing sort, Torgrave is living his dream. He keeps the cleanest house of all Hillsfar and takes great pride in it. He never disparages a guest about their untidiness. He simply takes care of the mess. He loves rumors and gossip. Because of this he is a fountain of information for the court and is called upon this knowledge quite often. Unbeknownst to most, he is also the Spy Master of the Red Plumes.

Davon Malaeda: The First Lord's closest advisor and confidant. Davon is the brother of Thessaly Malaeda, the deceased Lady that the First Lord had been courting (DDEX3-12 *Hillsfar Reclaimed*). However, he has been replaced by an incubus named Ruexohn, who was sent by Maerimydra sent to infiltrate the Lord's court and influence the First Lord's decisions. If the characters slew the incubus masquerading as Davon in DDEX3-12, another incubus has been sent to maintain the deception.

Malkyn Grenefeld: Chamberlain who controls access to the Lord and Mage of the court. Malkyn is a member of the Cloaks of Mulmaster who was invited to join the First Lord's court before Mulmaster's elemental disaster. She is a talented and powerful mage who uses her power to protect the Lord at all costs. She would throw a fireball and destroy the room and all in it if the Lord was able to escape because of it. She sticks to protocol and the law when it comes to visitors and makes it difficult for even foreign dignitaries to receive audience with the First Lord. She is not present in this adventure having ridden with the Red Plumes in search of Elanil.

A. SITTING AREA

A poll as thick as a man rises out of the floor to hold up the canvas ceiling. A large sheet of canvas runs across the back of the front sitting area with two exit flaps; one to your right and one to your left. In this area a large table covered in papers and surrounded by chairs runs the length of one side, while a large brazier stacked with burning logs dominates the other.

On the table there are several piles of papers, each held in place by a rock—one of which is uncut purple gemstone. Characters that succeed on a DC 15 Intelligence (Arcana) check identify the stone as being saturated with *faerzress*. Some are reports of the progress of the construction while others are deal with the proposed deal to sell Damaran gemstones through Hillsfar's vast trade network.

Chancellor Garos Daunger (**scout**) and Torgrave Needlebaum (**spy**) spend many hours of the day and night here, discussing the details of the upcoming trade deal. When alone, they also discuss matters of intelligence and security. If attacked, they do their best to defend themselves while waking or summoning help from nearby rooms.

If attacked while sleeping, the pair take one round to gather their weapons before moving to assist. In this case Garos is not wearing his leather armor and his AC should be decreased by 1.

TREASURE

Garos Daunger wears a set of *bracers of archery*. The uncut purple gemstone on the table is worth 50 gp.

DEVELOPMENT

Emerald Enclave Faction Assignment. If a member of the Emerald Enclave faction successfully recovers the purple gemstone **they earn an additional point of renown. In addition, the Emerald Enclave rewards them with 50 gp.**

Harpers Faction Assignment. If a member of the Harpers faction successfully captures Torgrave Needlebaum alive and bring them to the Harpers, **they earn an additional point of renown.**

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter

- **Very weak party:** Replace 1 spy with 1 guard.
- **Weak party:** Replace 1 spy with 1 scout (two total).
- **Strong party:** Add 1 guard.
- **Very strong party:** Add 1 Red Plume patrol.

B. SLEEPING AREA

Several fur covered cots are lined up across the length of this sectioned off area to create a sleeping area for some of the First Lord's traveling companions. Large rugs cover the wooden floor and a small iron stove sits in the center, radiating warmth.

This room is used by the rest of the Court and high ranking officers. Under each cot is a pack or bag filled with clothes and personal effects. There is nothing of value here.

Unless their plan calls for otherwise, when the PCs arrive Davon Malaeda (the **incubus** Ruexohn) is in this room sleeping (night) or having tea (day). If there is a combat in one of the other rooms, Davon uses telepathy to ask what is going on and then attempts to flee in search of nearby guards. If attacked, he attempts to use *charm* on a large, melee type and sends them to defend him. If further pressed or cornered, he reveals his fiend form to fight; fleeing if he discovers that the First Lord has been slain.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter

- **Very Weak party:** Decrease the incubus's Hit points by 30, AC by 2, and do not use draining kiss. Do not successfully use charm more than once.
- **Weak party:** Decrease the incubus's Hit points by 20, AC by 1, and do not use draining kiss.
- **Strong party:** Increase the incubus's Hit points by 15 and damage by 1.
- **Very strong party:** Increase the incubus's Hit points by 20, DCs by 1 and damage by 2.

C. TORIN NOMERTHAL'S BEDROOM

A large cushion is covered with furs sits atop the rug covered floor. A large chest with a stout lock is next to the luxurious bed next to a small iron stove that radiates warmth.

The room is dominated by a large cushion covered in blankets and furs. The chest is locked (Dexterity DC 15) and trapped with a poison needle which can be found with a successful DC 20 Intelligence (Perception) check. Opening the chest without the key causes the needle to jab the victim unless he or she succeeds on a DC 13 Dexterity saving throw. Those who fail take 1 point of piercing damage and are exposed to poison. On a failed DC 10 Constitution save the target takes 2 (1d4) poison damage; those that succeed take no damage.

First Lord Torin Nomerthal (**knight**) is in this room when the characters enter the pavilion unless their plan would dictate otherwise. He does not immediately move to engage in the fight, instead gathering his equipment and listening, trying to form a plan. If it is clear there is a melee in the main room, on the second round, he cuts through the cloth wall into room B to link up with Davon so they might make a united front.

If Torin is attacked while asleep, he does not have time to don his armor and his AC should be decreased by 8.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter

- **Very Weak party:** Decrease Torin's AC, damage and to hit bonuses by 1. Decrease his hit points by 20.
- **Weak party:** Decrease Torin's AC and to hit bonuses by 1. Decrease his hit points by 15.
- **Strong party:** Increase Torin's damage and to hit bonuses by 1. Increase his hit points by 15.
- **Very strong party:** Increase Torin's AC, damage, and to hit bonuses by 1. Increase his hit points by 20.

DEVELOPMENT

If your party needs additional challenge or are particularly noising in their attack and not quick about their escape, consider having the First Lord shout for reinforcements. If he does so, three **guards** join the fight the three rounds after the First Lord is engaged.

ADJUSTING THE ENCOUNTER

Here are some suggestions for adjusting this encounter

- **Very Weak party:** Remove 2 guards.
- **Weak party:** Remove 1 guard.
- **Strong party:** Remove 2 guards, add 1 Red Plume patrol.
- **Very strong party:** Add 1 Red Plume patrol.

TREASURE

Inside the chest is a variety of clothing, grooming supplies and a pouch with 100 gp. The First Lord wears jewelry worth 150 gp.

XP AWARD

The characters receive an additional 100 XP if all four members of the Court (First Lord Torin Nomerthal, Chancellor Garos Daunger, Seneschal Torgrave Needlebaum, and Davon Malaeda/ Ruexohn) are slain or captured. The characters receive an additional 50 XP if they are able to complete the coup attempt without alerting the camp at large (alerting a few guards or co-conspirators is okay).

CONCLUSION

THE CHARACTERS SLAY OR CAPTURE THE COURT

You have done the impossible. In one fell swoop of valor and glory, you have ended the threat of the Torin Nomerthal's brutal regime and have changed the Moonsea forever. No one knows exactly what form a new Hillfarian government will take, but it will no doubt be for the better. Rebels and non-humans across the region will sing your praises for years!

For their total success, each character receives a bonus of 50 XP. If the characters helped install someone as the new leader of Hillsfar, they gain the favor **Friends in High Places**.

THE CHARACTERS SLAY OR CAPTURE SOME OF THE COURT BUT SOME ESCAPE

You were so close and have dealt the Court of Torin Nomerthal a serious blow. Many of the worst offenders will never oppress a non-human again. It remains to be seen if the damaged regime will be able to maintain its grip on power. For your efforts, many across the region shout your name as rallying cry for rebellion!

If the characters helped install someone as the new leader of Hillsfar, they gain the favor **Friends in High Places**.

THE CHARACTERS FAIL

It was a long shot at best, but no one can say that you didn't step up and try against all odds. You may not have dealt the blow you hoped for, but the strength and audacity of your actions serves as a rallying cry for rebellion! Soon your ranks will swell and Hillsfar's oppressive grip will falter!

REWARDS

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

EXPERIENCE

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. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Acolyte	50
Commoner	10
Guard	25
Knight	700
Mastiff	25
Red Plume patrol	200
Scout	100
Spy	200
Succubus	1,100

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Combat with the Red Plumes at The Stop is avoided	75
Every member of the Court is slain or captured	100
The coup is completed without alerting the camp at large	50

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

TREASURE

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

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

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

TREASURE AWARDS

Item Name	GP Value
Emerald Enclave reward for gemstone	50
First Lord's jewelry	150
Pouch from the First Lord's chest	100
Uncut purple gemstone	50

ASSASSIN'S BLOOD

Poison

A description of this item can be found in the *Dungeon Master's Guide*.

SERPENT VENOM

Poison

A description of this item can be found in the *Dungeon Master's Guide*.

The characters are welcome to keep or split up all of the mundane equipment from Elanil's pack.

BRACERS OF ARCHERY

Wondrous Item, uncommon (requires attunement)

Etched around these bracers are words in Elvish that read "*Strike True*." A description of this item can be found in the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

DOWNTIME

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

RENOWN

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

Order of the Gauntlet characters earn **one additional renown point** if they convince ***Battleguard Lorhanna or Guard Commandant Vuhm Yestral to take control of the government of Hillsfar.***

Harper characters earn **one additional renown point** if they successfully capture Torgrave Needlebaum alive and bring them to the Harpers.

Emerald Enclave characters earn **one additional renown point** if they recover the purple gemstone ***from the First Lord's pavilion.***

Lords' Alliance characters earn **one additional renown point** if they convince ***Battleguard Lorhanna or Guard Commandant Vuhm Yestral to take control of the government of Hillsfar.***

Zhentarim characters earn **one additional renown point** if a member of the Zhentarim convinces Roi to identify Ventría Greenglass in Hillsfar as his silkroot supplier.

FAVORS AND ENMITY

The following favor is available during the course of this adventure.

Friends in High Places: You have assisted in the removal of First Lord Torin Nomerthal from office. In his place, you supported _____ in his place. It is possible that they will be able to aid you in the future.

DM REWARDS

You receive **100 XP, 50 gp,** and **five downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

BATTLERGUARD LORHANNA (ACOLYTE)

Medium humanoid (human), chaotic neutral

Armor Class 16 (scale mail, shield)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (3 slots): *bles, cure wounds, guiding bolt*

ACTIONS

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

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

RED PLUME PATROL

Medium humanoid (human), lawful neutral

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Str +3, Con +3

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The Red Plume patrol makes two melee attacks.

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

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

Net. *Ranged weapon attack:* +3 to hit, range 5/15 ft., one creature. *Hit:* A large or smaller creature hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net also frees the creature.

REACTIONS

Parry. The Red Plume patrol adds 2 to its AC against one melee attack that would hit it. To do so, the Red Plume patrol must see the attacker and be wielding a melee weapon.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

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

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

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

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

DM APPENDIX: NPC

SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Belmourn (BEL-Morn). Male human. Young cook and relative of half-elven Constance Goodroot. Strongly against the Law of Humanity but afraid to act on his own.

Calesaer (CAL-ace-air). Calesaer is a male wood elf from Cormanthor, on his way to the Border Forest to look for his sister Aelstria who has not been heard from for over a year. He is not especially interested in making friends and keeps to himself unless bothered. He is aware of the difficulty of traveling through the lands of Hillsfar and does his best not to draw attention to himself.

Coralynn Winsail (COR-a WIN-Sail). Female human master of hounds; uncomfortable around humans and devoted to her dogs. Dislikes soldiers.

Elanil Elassidil (EL-uh-kneel uh-LASS-ih-deel). Female elf. Bard extraordinaire and member of the Harpers.

Davon Malaeda (Da-von Mal-A-da). The First Lord's closest advisor and confidant. Davon is the brother of Thessaly Malaeda, the deceased Lady that the First Lord had been courting (DDEX3-12 *Hillsfar Reclaimed*). However, he has been replaced by an incubus named Ruexohn, who was sent by Maerimydra sent to infiltrate the Lord's court and influence the First Lord's decisions.

Garos Daunger (GAR-os Dawn-GER). Chancellor and Government Liaison. Daunger did not receive his moniker "Garos the Just" for being fair and caring. He is a shrewd politician and does anything to further the Lord's position at top of the noble houses of Hillsfar. He speaks with a condescending tone and is well spoken, using his huge vocabulary to show his superiority over commoners and nobles alike. He is fond of hunting.

Glenna Moonsmith (GLEN-uh). Female dwarf owner of the Plodding Plow in The Stop who is afraid of the Red Plumes.

Battleguard Lorhanna (lor-HAN-ah). Female human cleric of Tempus. Vocally opposes the policy of forcing of non-humans to fight to death in the arena, and would support the deposition of the First Lord.

Narder Ulthub (Nar-DER UL-thub). Male halfling. Narder is a farmer that regularly sell produce to Reyill Werned. Nardar is a bit of a troublemaker who likes provoking reactions.

Reyill Werned (RAY-ill WER-nid). Male human. Reyill is a greengrocer from Hillsfar who deals produce from the farms outside the city. Reyill harbors no racist views and enjoys the company of halfling friends.

Roge Applewink (ROJ). Male halfling. Roge is a farmer that regularly sell produce to Reyill Werned. Roge is the largest, almost burly.

Guard Roi Uxio (ROY oox-E-o). Male human guard who is addicted to silkroot.

Torgrave Needlebaum (TOR-grave). Seneschal and Head of Household. A very friendly and outgoing sort, Torgrave is living his dream. He keeps the cleanest house of all Hillsfar and takes great pride in it. He never will disparage a guest about their untidiness. He simply takes care of the mess. He loves rumors and gossip. Because of this he is a fountain of information for the court and is called upon this knowledge quite often. Unbeknownst to most, he is also the Spy Master of the Red Plumes.

First Lord Torin Nomerthal (TOR-in NOM-er-thal). Lord of Hillsfar.

Vuhm Yestral (VOOM YES-strill). Male human officer within the Red Plumes, the military group charged with the security of Hillsfar. Kind and devoted to the citizens of Hillsfar (provided they are human). Member of the Lords Alliance. Formerly in charge of the construction of the fortress defending the Waydown and now Guard Commandant of the Wall surrounding Yûlash.

PLAYER HANDOUT ONE: FACTION ASSIGNMENTS

ORDER OF THE GAUNTLET

The brutal regime of Hillsfar's First Lord Torin Nomerthal has spawned a rebellion, supported by the Order of the Gauntlet. During a daring mission inside Hillsfar, adventurers recovered a copy of the First Lord's schedule and learned that he was to travel to inspect the newly constructed fortress at the Waydown. The rebels have devised a plan in which its most powerful members will attack the garrison when the First Lord and his ministers arrive with the intent of ending his tyranny. As part of that operation you have been detailed to The Stop to be on the lookout for troop movements or anything else that might disrupt the plan while preparing for any rebels that flee towards The Stop. That said, your faction has also given you additional orders.

Faction Assignment: If the rebellion succeeds, Hillsfar will be leaderless and it has proven in the past that it is incapable of governing itself without a strong hand. You must be on the lookout for a suitable replacement (preferably one that supports a strong faith and is sympathetic to the Order of the Gauntlet) and convince them to take on the mantle.

HARPERS

The brutal regime of Hillsfar's First Lord Torin Nomerthal has spawned a rebellion, supported by the Harpers. During a daring mission inside Hillsfar, adventurers recovered a copy of the First Lord's schedule and learned that he was to travel to inspect the newly constructed fortress at the Waydown. The rebels have devised a plan in which its most powerful members will attack the garrison when the First Lord and his ministers arrive with the intent of ending his tyranny. As part of that operation you have been detailed to The Stop to be on the lookout for troop movements or anything else that might disrupt the plan while preparing for any rebels that flee towards The Stop. That said, your faction has also given you additional orders.

Faction Assignment: We have managed to determine that Torgrave Needlebaum, the First Lord's fastidious Seneschal, is secretly the spy master of the Red Plumes intelligence services. If anyone is likely to escape an attack on the First Lord's court it is him. If he is encountered, he must be captured alive. He will have a wealth of information that we can use in putting Hillsfar back together.

EMERALD ENCLAVE

The brutal regime of Hillsfar's First Lord Torin Nomerthal has spawned a rebellion, supported by the Emerald Enclave. During a daring mission inside Hillsfar, adventurers recovered a copy of the First Lord's schedule and learned that he was to travel to inspect the newly constructed fortress at the Waydown. The rebels have devised a plan in which its most powerful members will attack the garrison when the First Lord and his ministers arrive with the intent of ending his tyranny. As part of that operation you have been detailed to The Stop to be on the lookout for troop movements or anything else that might disrupt the plan while preparing for any rebels that flee towards The Stop. That said, your faction has also given you additional orders.

Faction Assignment: There has been an explosion of strange purple gems that are not native to the surface world. Those that wear them seem prone to madness. Emerald Enclave is on the lookout for a sample of these gemstones so that they might be studied.

LORDS' ALLIANCE

The brutal regime of Hillsfar's First Lord Torin Nomerthal has spawned a rebellion, supported by the Lords' Alliance. During a daring mission inside Hillsfar, adventurers recovered a copy of the First Lord's schedule and learned that he was to travel to inspect the newly constructed fortress at the Waydown. The rebels have devised a plan in which its most powerful members will attack the garrison when the First Lord and his ministers arrive with the intent of ending his tyranny. As part of that operation you have been detailed to The Stop to be on the lookout for troop movements or anything else that might disrupt the plan while preparing for any rebels that flee towards The Stop. That said, your faction has also given you additional orders.

Faction Assignment: If the rebellion succeeds, Hillsfar will be leaderless and it has proven in the past that it is incapable of governing itself without a strong hand. You must be on the lookout for a suitable replacement (preferably one that supports the Law of Trade and is sympathetic to the Lords' Alliance) and convince them to take on the mantle.

ZHENTARIM

The brutal regime of Hillsfar's First Lord Torin Nomerthal has spawned a rebellion, supported by the Zhentarim. During a daring mission inside Hillsfar, adventurers recovered a copy of the First Lord's schedule and learned that he was to travel to inspect the newly constructed fortress at the Waydown. The rebels have devised a plan in which its most powerful members will attack the garrison when the First Lord and his ministers arrive with the intent of ending his tyranny. As part of that operation you have been detailed to The Stop to be on the lookout for troop movements or anything else that might disrupt the plan while preparing for any rebels that flee towards The Stop. That said, your faction has also given you additional orders.

Faction Assignment: As you may know, the Zhentarim isn't a charity and we need coin to pay the bills and take care of our family. One of the best sellers we have is a restorative known as Silkroot, though some folk call it Knight's Veil. We used to craft this medicine from the root of plant originally native to Akanul but since Akanul and the rest of Returned Abeir are no longer on Toril, the plant is now very rare. If you could get any samples, or find out where to find it, it would go a long to help all those folks who are desperate for this important medicine.

PLAYER HANDOUT TWO: A PACK FULL OF TROUBLE

In addition to the backpack itself, you find the following items inside:

A folded note.

A 50' coil of hemp rope.

A Red Plume uniform that looks like it would fit an average-sized human male.

A crowbar, grappling hook and a set of manacles (with keys).

A tinderbox and 5 flasks of oil.

Three vials: one with a green dot painted on it, one with two green dots painted on it, and one with a yellow dot painted on it.

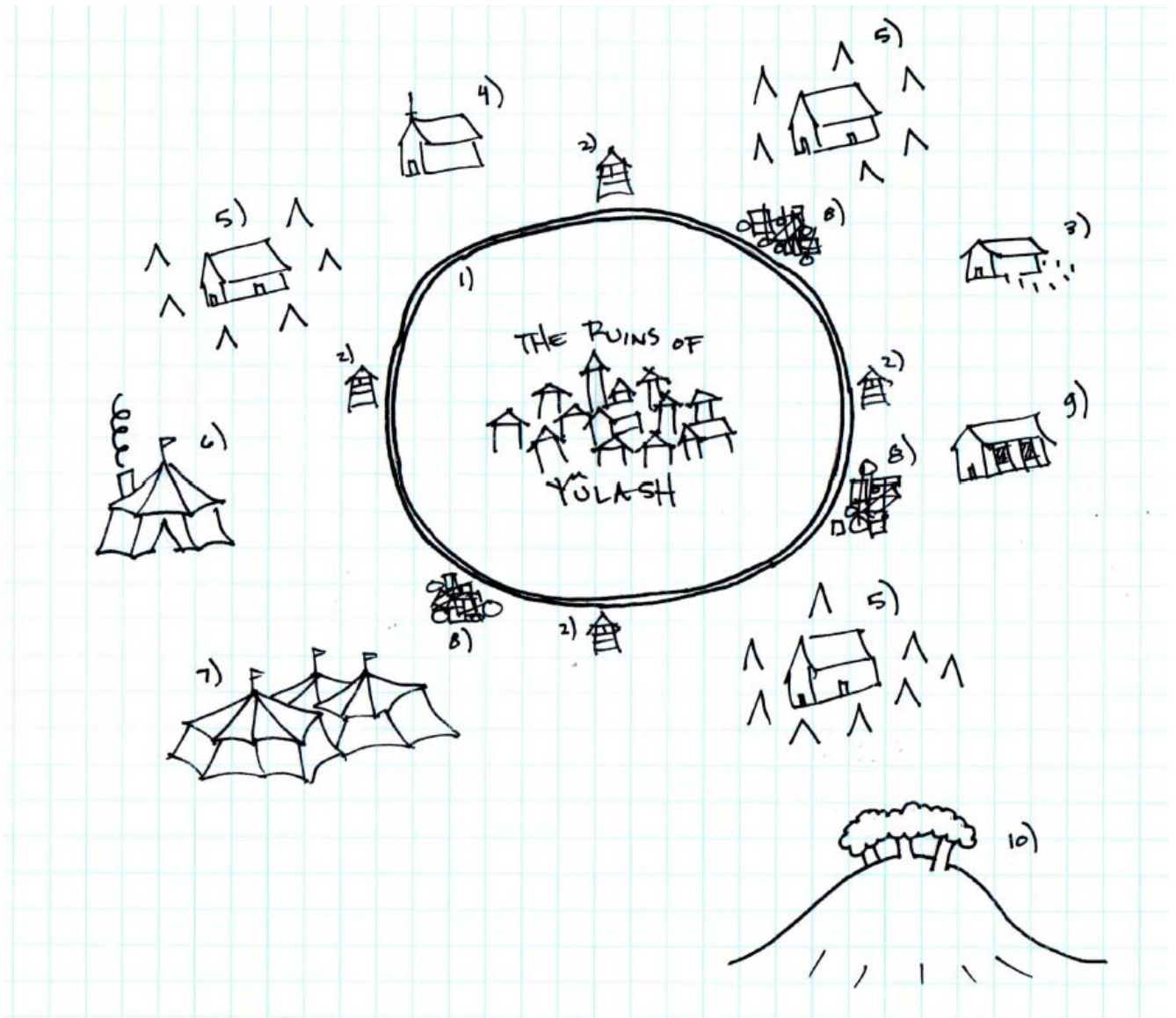
PLAYER HANDOUT THREE: FOLDED NOTE

Battle-Chaplain Rend,

I don't know if you'll get this or how I'll even get it to you wherever you are. If you should somehow get this in time, plans have changed. Nomerthal and his ministers are breaking off from the main column and heading to Yûlash to meet with trade representatives from Damara. The attack on the fortress at the Waydown was always going to be a suicide mission but it doesn't have to be. He will be at Yûlash, in the open, and with only a fraction of his strength. You have to divert to Yûlash. It may be our only chance to get close to him and his court and finally end this once and for all.

Elanil

MAP: YÛLASH GARRISON



RESULTS CODE: FEBRUARY-MARCH 2016

If you are DMing this adventure during the months of February or March 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

