CCC-QCC2019-03

The Scarlet Divide

by Scott Moore

A contingent of Red Wizards has arrived in Hillsfar and is planning something. Rumors abound of a massive ritual being prepared to affect the entire city. Is their intent to help the city or harm it? And how is the First Lord involved? A Two to Four-Hour Adventure for Tier 3 Characters. Optimized for APL 13.

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Adventure Primer

The enemy of my enemy is my friend.

—Chanakya, The Source of Sovereign States

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

Background

A group of faction representatives presenting themselves as **CONCERNED CITIZENS OF HILLSFAR** inform the party that the presence of **RED WIZARDS OF THAY** has dramatically increased in the city of **HILLSFAR** as of late and they are afraid it may be a precursor to an attempted takeover, as they have seen happen in Mulmaster. The characters are asked to follow up and investigate the wizards' actions, but are warned not to trust any contacts they have within the government, as they may have already been compromised by the Thayan's influence.

The heroes are directed to **THE EMPORIUM** in their search for information and may also end up visiting **THE DIAMOND IN THE DUNG** and the **JOYDANCERS** at the **TEMPLE OF LLIIRA**, if time permits.

Episodes

The adventure's story is spread over three **story episodes** that take approximately two hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

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

- ***Episode 1: Concerned Citizens.*** The factions task a group of members and mercenaries they can trust to investigate the increasing number of Red Wizards that have been spotted around Hillsfar. This is the **Call to Action**.
- ***Episode 2: Inquiring Minds.*** The characters gather information on the Red Wizards presence and eventually confront the Thayans themselves.
- ***Episode 3: The Definition of Haggard.*** The characters confront the coven of hags that have been orchestrating the gradual subjugation of the city from within the First Lord's manner. This is the **Story Objective**.

Bonus Objectives

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

- ***Bonus Objective A: Mirror, Mirror.*** The characters explore the temple of Lliira and attempt to locate and disable the portal they learned about at The Emporium. This bonus objective is found in **Appendix 6**.
- ***Bonus Objective B: Top of the Dung Heap.*** The characters seek out one of the guards who work for the Red Wizards in hopes of learning more about their plans for Hillsfar. This bonus objective is found in **Appendix 6**.

Episode Sequence

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

How Will You Play?

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

Story Objective Only. To complete the adventure's story objective, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off **Episode 2**, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

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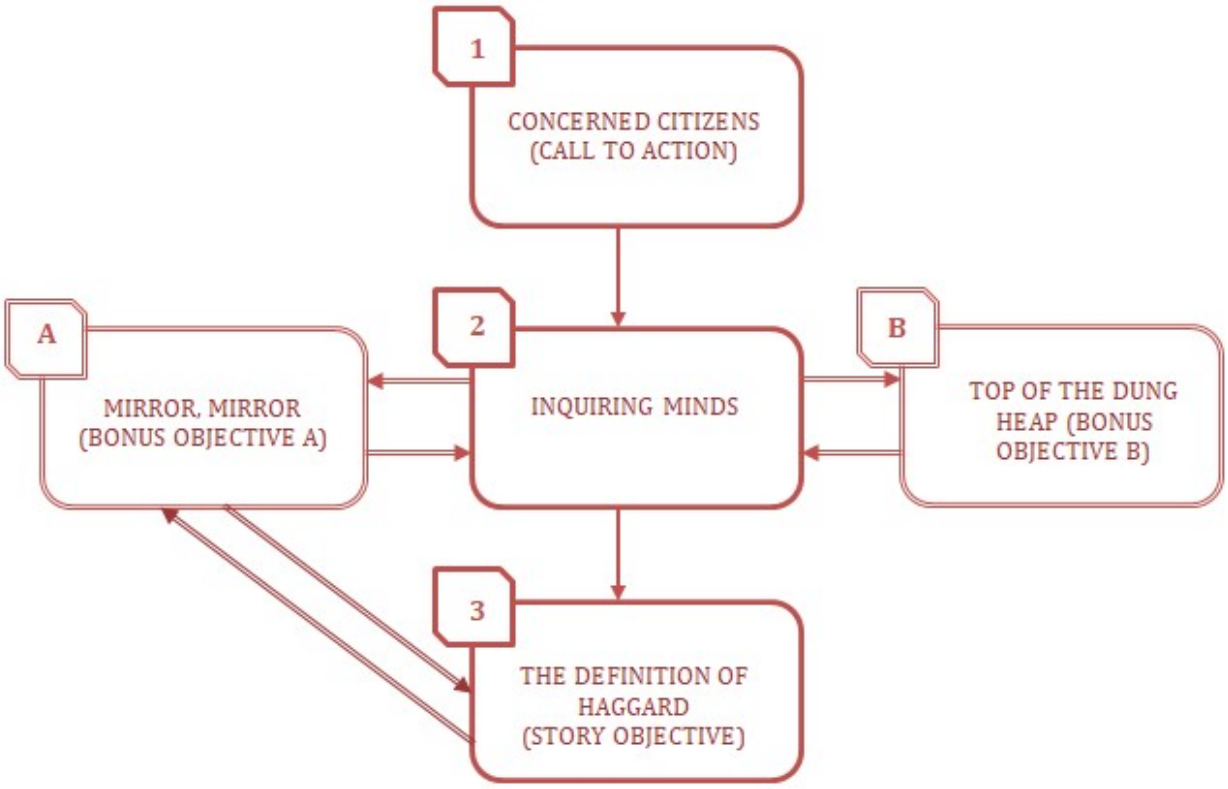
Episode Flowchart

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



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Episode 1: Concerned Citizens (Call to Action)

Estimated Duration: 15 minutes

Scene A. The Plea

The adventure begins in Hillsfar, where a group of "concerned citizens" have gathered the heroes together in **The Rusty Nail**, an inn in **The Docks** regions, to ask them to investigate some potential trouble within the city. There are several reasons these specific characters may have been summoned:

- **Faction Members.** Characters that belong to factions will notice some of their contacts among the "concerned citizens" and can safely assume that others they do not recognize may be other faction agents as well.
- **Played CCC-QCC2019-01, Hillsfar's Rancid Webs, or CCC-QCC2019-02, Hag of Tricks.** The characters have already met Lord Henry Uskworth of this group of "concerned citizens" and he calls on the heroes once again with news of another potential threat to Hillsfar.
- **Played CCC-QCC2018-01 or any of the Season 3 (Rage of Demons) or any CCC-BMG-HILL Adventures.** The characters' reputation as adventurers who have assisted or travelled around Hillsfar before result in them being sought out by the "concerned citizens" for this mission.
- **Have the "We Got the Beet" or "Secret identity" Story Award from CCC-QCC2018-02.** Constance Goodroot gets word to the heroes that a group of "concerned citizens" has need of their talents.
- **None of the Above.** Mercenaries with no organizational ties are frequently the best recruits for potentially dangerous missions.

The Rusty Nail

This area features:

Dimensions & Terrain. This large, rectangular inn is the size of a large warehouse and is the closest inn to the waterfront in the area of Hillsfar known as **The Docks**. The interior consists of simple wood floors (where errant namesakes of the inn frequently seek out unprotected feet) and paneling, a decent bar, several meeting rooms, numerous rooms for lodgers, and well as a common room for those not concerned about privacy.

Lighting. The interior rooms are brightly lit by numerous torches imbued with *continual flame* spells or *light* cantrips.

Meeting Rooms. These private rooms are typically outfitted with numerous chairs, as well as a pair of magical torches (see ***Lighting***, above), and one or two long wooden tables.

Creatures/NPCs

The "concerned citizens" are a group of faction leaders that work together but publicly hide their faction association due to their fear of gaining the attention of the Red Wizards of Thay.

Objectives/Goals. The "concerned citizens" wish to find out why there is an increased presence of Red Wizards in Hillsfar and to put an end to the infiltration of the city by drow, hags, and other fey creatures that have come into the city for nefarious purposes. They are concerned that the Red Wizards may be connected to this infiltration but seem to be operating with the blessing of the First Lord. They fear the city's leader may have already been compromised in some way. They suggest the party begin their investigation by talking with the proprietors of **The Emporium**, the place adventurers go in Hillsfar for rumors and equipment.

What Do They Know? The "concerned citizens" know that shortly after **Vuhm Yestral** became First Lord, evil fey creatures from the Cormanthor Forest began to find their way into the city, apparently as part of a plot to destabilize the new government. Although adventurers have gained some ground in repelling these creatures, the recent arrival of a group of Red Wizards and the First Lord's accommodation of them has raised some concern. At this point, they don't wish the First Lord to know of their concerns or their investigation.

Treasure & Rewards

If the party mix contains characters that have not adventured in Hillsfar before, the "concerned citizens" will provide each character a simple map (see **Appendix 3: Map of Hillsfar**) detailing several locations of importance (**The Docks**, **The Rusty Nail**, **The Diamond in the Dung**, The Arena, **The Emporium**, the Merchant Quarter, and **Castle Maalthiir**).

Call to Action

The objective of this adventure is to find out what the Red Wizards are doing in Hillsfar and to confront the creatures behind the secret infiltration of the city.

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Episode 2: Inquiring Minds

Estimated Duration: 60 minutes

Exploring Hillsfar

In this episode, the characters attempt to gather information on the Red Wizards and eventually confront the Thayans themselves. Provide ties to any bonus objectives that become available.

Prerequisites

Characters must agree to investigate the Red Wizards's presence, completing the **Call to Action** before beginning this episode.

Scene A. The Emporium

The Emporium is located in the southeast section of Hillsfar proper.

Area Information

This area features:

Dimensions & Terrain. This expansive store has wide and easily-navigable walkways between aisles of shelves stocked with various goods. End caps display various well-crafted suits of armor with signs indicating they are available in different sizes. Magic potions, spell components, and scrolls can be purchased at a separate counter along the back wall, next to a kiosk where arrangements can be made to hire retainers, transportation, or messenger services.

Lighting. The area is well lit due to numerous windows around the perimeter of the store as well as several torches of *continual flame*,

Creatures/NPCs

Numerous **commoners** and adventurers of various sorts (four **guards**, two **mages**, one **priest**, and two **veterans**) wander through the store looking over its wares and making inquiries or purchases. The proprietor, Fortuna Brelliar (an **archmage**), will engage any characters who have questions or otherwise require assistance. Fortuna is an older, human female clad in dark green velvet robes with a warm, grandmotherly smile.

Objectives/Goals. The vast majority of those in the shop are minding their own business. In the unlikely event of combat, the commoners will flee while the more adventurous types would move to defend the Brelliar(s). Fortuna goes about answering questions or helping patrons check-out. She is also the main hub for information in the emporium and loves sharing stories and rumors with interested patrons, as well as hearing of their adventures.

The Other Proprietor

If any of the characters have played **CCC-BMG-11 HILL 1-2, Exodus**, and assisted in rescuing Fortuna's cousin, Gloria Brelliar (same stats as Fortuna), she will also be present in the store. Upon noticing her rescuer(s), Gloria will shriek loudly, throw her hands in the air, and embrace them. She knows the same information as her cousin (see below) and will willingly share it with her rescuer(s) and their party.

What Does She Know? Fortuna knows that **Al-Nashar**, a Red Wizard of divination, lives somewhere in the area and regularly does some investigative work for the First Lord, **Vuhm Yestral**. She believes this is typically involving arcane matters for which the Red Plumes may not be well-suited. She also knows that **Al-Nashar** has recently brought several other Red Wizards into Hillsfar and, although she does not know why, they have all visited The Emporium recently to purchase a large amount of spell components. Fortuna also knows that the Red Wizards regularly spend quite a bit of time on the grounds of the First Lord's estate, **Maalthiir Castle**. A successful DC 20 Intelligence (Arcana) check reveals that the specific components purchased could be used in abjuration, divination, and/or transmutation magic.

BONUS OBJECTIVE A. If using this additional content, Fortuna also knows that a previous group of adventurers who investigated the evil fey in Hillsfar discovered a portal for scrying into the city within an abandoned tower in the Cormanthor Forest. Although they didn't know exactly where the portal was scrying into, Fortuna believes, based on the description, that it may have been into the temple of Lliira (also known as the House of Happiness) and urges the party to find and disable the portal so it cannot be used.

BONUS OBJECTIVE B. If using this additional content, Fortuna also reveals that Sabasjan, one of **Al-Nashir**'s guards, frequents **The Diamond in the Dung** inn and might have further insight into the Red Wizards's doings.

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Scene B. Maalthiir Castle

Maalthiir Castle and its grounds are located in the center of Hillsfar proper. Anyone who lives or works the city can easily provide directions on how to find the way there.

Area Information

This area features:

Dimensions & Terrain. The streets of Hillsfar and the halls and rooms of **Maalthiir Castle** count as normal terrain. Hallways in **Maalthir Castle** are generally 10 feet wide and the rooms are elegantly spacious.

Lighting. Depending on the time of day, the lighting outside and in open courtyards of the castle will vary from dark at night to brightly lit during the day. Inside the castle, areas vary from dim (candlelight) to brightly lit (corridors with *continual flame* torches).

Castle Guards. There are six guards (**veterans**) stationed at the entrance to the First Lord's estate. Inside the castle and around the grounds and courtyards of the estate, numerous patrols consisting of six **veterans** each repeatedly travel pre-defined routes.

Creatures/NPCs

Although the characters may have seen more patrols of Red Plumes than usual wandering the streets of Hillsfar, the number of guards stationed at the castle itself seems unexpectedly light (**Vuhm Yestral** has moved most of the Red Plumes out to protect the city for when the Red Wizards's ritual completes and is relying on a few trusted guards and the Red Wizards for protection).

Objectives/Goals. The **veterans** are here to protect the First Lord and **Maalthiir Castle**. The First Lord has recently had frequent visitors, so odd groups of adventurers (particularly spellcasters) are not unusual. Still, the characters must supply a valid reason for entering the castle grounds or be able to bluff or stealth their way in. The combined potential firepower of the Red Wizards currently within the castle has enabled the remaining guards to relax a little, as they don't expect anyone to cause trouble with a contingent of Red Wizards nearby (passive Perceptions of 12).

What Do They Know? The guards in the patrols know a group of Red Wizards are "practicing" in one of the outside courtyards. They also know First Lord, **Vuhm Yestral**, is in a series of meetings with his senior staff today, but they are unsure of what specific room(s) the attendees may be using at any given time. They can provide directions to the courtyard where the Red Wizards are "practicing".

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** No change.
- **Strong:** Add one **veteran** per patrol.
- **Very Strong:** Add two **veterans** per patrol.

Playing the Pillars

COMBAT

Those characters who prefer to hack-and-slash their way through every obstacle should be reminded that murdering state guards who are simply doing their job is generally frowned upon and that there may be severe future legal repercussions if any of them are outright slain during this encounter.

EXPLORATION

The halls of **Maalthiir Castle** may be navigated by succeeding on three DC 20 skill checks using any combination of Intelligence (History or Investigation), Wisdom (Perception or Survival), or, as a last resort (by asking friendly guards for directions), Charisma (Persuasion). Characters who have previously visited the First Lord's estate have advantage on these checks. A failed check indicates being stopped and questioned by a patrol (see above) unless the characters have been stealthy. The locks on most doors have a DC of 25. After three navigation successes, proceed to Scene C.

SOCIAL

Getting past the **veterans** at the entrance or a patrol inside can be accomplished by succeeding at a DC 15 Charisma (Deception or Persuasion) skill check. If the characters try to use Intimidation on the **veterans**, the DC increases to 25. Characters may also opt to sneak past guards they have not yet engaged with a successful individual or group DC 13 Dexterity (Stealth) check(s). A failed attempt at Intimidation or a Stealth attempt failed by more than 1 will immediately trigger combat.

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Scene C. The Courtyard

The central courtyard of **Maalthiir Castle** is triangular in shape and has a mosaic depicting the city of Hillsfar located in the middle of its lawn.

Area Information

This area features:

Dimensions & Terrain. The courtyard itself (see **Appendix 4: The Courtyard**) is shaped like a giant arrowhead pointing towards the west, 90' on its longest side. The terrain is easily navigable. In the middle of the Hillsfar mosaic, right where Maalthiir Castle would be, there is a small pile of odd trinkets, including a desiccated eyeball (a *hag eye*), a leather sack (a *soul bag*), and a large gem (a *heartstone*), all hag items obtained within Hillsfar.

Lighting. The courtyard is exposed to the sky, making it brightly lit during the day but with dim light in areas of shadow caused by adjacent buildings in early morning and early evening.

Stairways. The courtyard sits below ground level outside the estate, so those inside the estate actually looking down into the courtyard from the ground floor, 20 feet up. Access is through two doors on the northeast and western edges of the courtyard, which exit onto small landings with 5-foot wide staircases leading to the ground.

Creatures/NPCs

There are five Red Wizards (two **archmages**, a **diviner**, an **evoker**, and a **transmuter**) in the courtyard performing a ritual. Two of them are actually under stairways, making only four of them visible from either landing. One of the archmages is Al-Nashar. Characters that have the **You've Got a Friend in Red** story award from CCC-QCC2018-02 will recognize their ally Al-Nashar when they get within sight range (he begins under the stairs in the northeast corner of the room).

Objectives/Goals. At the request of the First Lord, the Red Wizards are here to complete a ritual that will help expose and weaken any evil fey creatures that are currently residing in Hillsfar. This is their primary goal. Protecting each other from injury and/or interference is their secondary objective.

What Do They Know? **Al-Nashar** has brought the other Red Wizards to Hillsfar, with the permission of First Lord **Vuhm Yestral**, to perform a ritual that will reveal the presence of evil fey from the Cormanthor Forest and inhibit some of their abilities. Red Plumes have been dispatched to the streets and sewers of Hillsfar to hunt down the intruders once they have been revealed by the ritual upon its completion. **Al-Nashar** has worked as an arcane investigator for the First Lord for some time and the two have developed a mutual respect for each other. The First Lord has a *horn of silent alarm* that he can use to contact **Al-Nashar** for assistance. The trinkets in the center of the mosaic serve as foci for the ritual, having all been obtained from evil fey of the Cormanthor Forest that were hiding in Hillsfar.

The Ritual

The ritual takes 5 rounds to complete after the characters enter the courtyard. Every round, at least three of the wizards must either spend an action or take a level of exhaustion on their turn to continue casting the ritual and reduce this count. The following effects occur on initiative count 20 each round the ritual progresses:

- **Round 1:** No noticeable effect. The *heartstone* becomes non-magical.
- **Round 2:** Small red lights appear on the edge of the Hillsfar mosaic, indicating the relative position of evil fey creatures within the city. The lights eventually spread towards the center of the mosaic and **Maalthiir Castle**.
- **Round 3:** Any fey creatures or creatures with fey ancestry as a racial trait (including PCs) within the area of Hillsfar temporarily lose any illusion, conjuration, or transmutation abilities that would allow them to disguise or alter their appearance (including shape shift), teleport, or otherwise move magically. Any such effects currently in place on these creatures are instantly cancelled. In addition, those affected, along with any equipment carried or on their person, immediately turn bright red and begin to glow dimly. These effects last for an hour after the completion of the ritual. Each of the Red Wizards takes one level of exhaustion.
- **Round 4:** The effects from round 3 fade for those creatures that do not have an evil component to their alignment.
- **Round 5:** The *soul bag* becomes non-magical. Each of the Red Wizards takes another level of exhaustion.
- **Round 6:** The round after the completion of the ritual, Al-Nashar (or one of the remaining Red Wizards if Al-Nashar is out of the encounter) will receive a ping via the First Lord's *horn of silent alarm*, indicating the First Lord is in immediate danger. The wizard will relate this to everyone in the courtyard along with the First Lord's location.

The events listed above take place at the start of the round unless otherwise specified and last for one hour after the completion of the ritual. They can only be dispelled individually, on a single individual at a time, as if they were 9^{th}-level magical effects.

If the player characters interrupt the casting of the ritual and then have a change of heart, arcane caster PCs may assist in continuing the ritual from where it left off but, due to their unfamiliarity with the ritual, must spend their action and take a level of exhaustion each round they end up assisting. Individuals casting a spell with a duration of concentration

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may not participate in the ritual unless they willingly drop concentration.

Once the *horn of silent alarm* goes off and the true threat to the First Lord is revealed, the party may continue on to **Episode 3** when they decide to try and find the First Lord.

The Hag Eye

The *hag eye* in the pile of trinkets has AC 10 and 1 hit point. If destroyed, the annis hags in Episode 3 take 3d10 psychic damage. They do not become blinded, as they have not had the eye in their possession for some time and its connection to them has weakened. Upon its destruction, the hags are immediately aware of what has happened. If the *hag eye* is destroyed before the completion of the ritual, each ritual effect from that point on occurs one round later than designated in **The Ritual** sidebar, above.

Playing the Pillars

COMBAT

This encounter could be hard to deadly if the characters decide to shoot first and ask questions later. If they do, the casters will begin using non-damaging spells such as *mass suggestion, maze, wall of force*, and *polymorph* to neutralize the most potentially dangerous characters before switching over to damaging evocation spells in desperation. If the ritual is not allowed to complete, **Al-Nashar** (or another one of the wizards) will get the ping from the *horn of silent alarm* and ask the characters to find and protect him. Make a note of which effects from the ritual are in place at this time.

EXPLORATION

There are two doors on the lower level of the courtyard, one on the northwestern wall and one to the southeast, that allow access to and from levels below ground. These are usually locked (DC 20 to pick the locks). Characters examining the pile of trinkets on the floor in the middle of the Hillsfar mosaic may recognize what the items are on a successful DC 25 Intelligence (Arcana) check. The trinkets all radiate as magical as well.

SOCIAL

Al-Nashar will cautiously engage with the party and attempt to answer any questions they have, keeping in mind that the party might very well contain evil fey creatures in disguise. He does this to occupy the party while the other wizards attempt to complete the ritual. Unless he recognizes an ally among the party, he may attempt to mislead or charm the characters if he thinks that will be the quickest and safest way to keep them from interrupting the ritual any further.

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Episode 3: The Definition of Haggard (Story Objective)

Estimated Duration: 45 minutes

Scene A. The Ballroom

In this episode, the characters move to complete the adventure's story objective. Provide ties to **Bonus Objective A** if time permits and it has not yet been completed.

Prerequisites

Characters must have completed **Episode 2: Inquiring Minds** before beginning this episode.

Story Objective

Confronting and defeating the coven of hags is the **Story Objective**.

Area Information

This area features:

Dimensions & Terrain. The halls and rooms of **Maalthiir Castle** count as normal terrain. Hallways are generally 10 feet wide and the ballroom is elegantly spacious, easily 100 feet on a side. There are several 5' diameter round tables in the room with seats arranged around them. These areas count as difficult terrain. A table or a pair of chairs may be moved aside as an action.

Lighting. The inside of the ballroom is brightly lit by several torches positioned around the perimeter of the room that have *continual flame* cast upon them. The light is further amplified by the several large mirrors positioned around the room.

BONUS OBJECTIVE A. If there is still allotted time left for this game after completing this episode, the characters can still attempt to complete this Bonus Objective if they have not already done so. Perhaps they return to **The Emporium** after the adventure and get a tip from Fortuna or perhaps the assignment is given to them by one of the "concerned citizens". Either way, the party is informed that a previous group of adventurers who investigated the evil fey in Hillsfar discovered a portal for scrying into the city within an abandoned tower in the Cormanthor Forest. Although they couldn't identify exactly where the portal was scrying into, based on the description, it may have been **the temple of Lliira** (also known as the House of Happiness). The party is urged to go there and find and disable the portal so it cannot continue to be used.

Creatures/NPCs

There are three **annis hags** and one **drow mage** in the room. At the time the party arrives, the hags have knocked the First Lord unconscious and they are looking to flee, knowing they have been detected. The effects of the ritual from Scene C of Episode 2 are still in place.

Objectives/Goals. The hags and the drow mage are now just looking to escape.

What Do They Know? The hags, as well as the drow, have been masquerading as officials within the Hillsfar government since former chamberlain Malkyn Grenefeld began plotting to oust the current First Lord. With Malkyn's demise, the hags decided to continue on with her plan.

Playing the Pillars

COMBAT

The hags will target fighter-types with *bestow curse*, *eyebite*, *phantasmal killer*, and *polymorph* as well as *lightning bolt* if able to catch multiple targets. Hags engaged in melee will use their crushing hugs. The drow mage will open with *lightning bolt* or *fireball*, attempting to catch as many party members as possible.

EXPLORATION

The tables in the room can be tipped over as an action and used for cover. The chairs can be utilized as improvised weapons and will break after a successful attack.

SOCIAL

The hags's main objective is to escape. If the ritual in Scene C of Episode 2 did not complete and their true nature has not yet been revealed, the hags and the drow mage will try to talk their way out and avoid combat by feigning concern for the First Lord. Failing this, they will engage the PCs in combat.

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Wrap-Up: Concluding the Adventure

The First Lord is stable, though unconscious, and can easily be woken up. At the end of the final combat, a **priest** who works within the castle enters the ballroom. He was either drawn by the sounds of combat or sent her after encountering the Red Wizards in the courtyard. After tending to the First Lord, he offers the characters healing from his ***staff of healing***. Once awakened, the First Lord informs the party that the hags attacked him and that **Al-Nashar** is indeed a trusted ally. He also relates that he granted **Al-Nashar** permission to bring in additional Red Wizards to assist in performing a ritual to detect the evil fey interlopers from the Cormanthor Forest within Hillsfar. All of this was done in secret, as the First Lord did not want to give any of the invaders insight into his plan (as he knew many of them had the ability to disguise their appearance), nor did he want the honest folk of Hillsfar to view this as one of the "purges of non-humans" that have occurred in Hillsfar's distant past.

Roughly an hour after the completion of the ritual (or whatever point it was stopped at), the ritual effects fade. In that time, the Red Plumes have managed to clear the evil fey out of the sewers under Hillsfar, as well as identify and apprehend numerous evil fey who had been disguising themselves and operating within positions of influence throughout the city. It appears that the menace from the Cormanthor Forest has finally been stopped.

BONUS OBJECTIVE A. If using this additional content, The First Lord can provide the same information that Fortuna was aware of in Scene A of Episode 2. He knows that a previous group of adventurers who investigated the evil fey in Hillsfar discovered a portal for scrying into the city within an abandoned tower in the Cormanthor Forest. Although they didn't know exactly where the portal was scrying into, the First Lord now believes, based on the description, that it may have been into the **temple of Lliira** (also known as the House of Happiness) and urges the party to find and disable the portal so it cannot be used further.

Treasure & Rewards

The characters have the opportunity to earn the following magic item unlocks, consumable magic items, and story awards upon completing this adventure.

- ***Magic Items.*** At the conclusion of the adventure, the party members unlock the priest's ***staff of healing*** as well as the First Lord's ***horn of silent alarm***. Upon reporting back to the "concerned citizens", the party is rewarded with twenty ***+2 crossbow bolts***, a ***potion of invulnerability***, and a vial of ***oil of sharpness***.
- ***Special Rewards.*** If the characters engaged the Red Wizards in combat or otherwise prevented them from completing the ritual, they each earn the **Seeing Red** story award. If they managed to defeat the coven of annis hags, they each earn the **Hero of Hillsfar** story award.

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Adventure Rewards

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

Advancement and Treasure Checkpoints

The characters receive **2** advancement checkpoint(s) and 4 treasure checkpoint(s) for the **story** objective **that** they complete, as follows:

- ***Story Objective:*** Confront and defeat the hags.

The characters receive 1 advancement checkpoint(s) and 2 treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- ***Bonus Objective A:*** Disable the portal at the temple of Lliira.
- ***Bonus Objective B:*** Question the guard at the Diamond in the Dung.

Player Rewards

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

Magic Item Unlock

Characters completing the adventure unlock:

Staff of Healing. This ivory staff has a red painted carving of a coiled snake around its length and has 10 charges. If you expend the last charge, there is a chance that the staff vanishes in an explosion of butterflies, lost forever. This item can be found in **Appendix 7**.

Horn of Silent Alarm. This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn. This item can be found in **Appendix 8**.

Crossbow bolts (ammunition), +2. You have a +2 bonus to attack and damage rolls made using a piece of this ammunition. Once a piece if ammunition hits a target, it is no longer magical. This is a set of 20 crossbow bolts. This item can be found in **Appendix 9**.

Oil of Sharpness. This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls. This item can be found in **Appendix 10**.

Potion of Invulnerability. For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron. The potion tastes like hot sauce with a dash of butter and a hint of chicken. This item can be found in **Appendix 11**.

Story Awards

Characters playing the adventure may earn:

Hero of Hillsfar. For assisting in ending the menace of the evil fey in Hillsfar once and for all, you receive a medal declaring you a "Hero of Hillsfar". Tales of your exploits spread through the city from the commoners up through the nobles. Unless disguised, you are greeted by smiles and knowing nods anytime you wander the streets of Hillsfar. This Story Award may have additional repercussions in future CCC-QCC adventures. More information can be found in **Appendix 12**.

Seeing Red. You have intervened in the plans of Red Wizards one time too many. If your party becomes engaged in conflict with any Red Wizards in a future CCC-QCC adventure, the Red Wizards will always target you with their first attack. This Story Award may have additional repercussions in future CCC-QCC adventures. If you have the "**A Friend in Red**" Story Award from CCC-QCC2018-02, you may permanently remove this Story Award from you character sheet by removing that one as well. More information can be found in **Appendix 12**.

Dungeon Master Rewards

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

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

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Appendix 1: Locations & NPCs

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

- ***Al-Nashar (Al Nuh-SHAR).*** Al-Nashar is a middle-aged human archmage and a member of the Red Wizards of Thay. Al-Nashar has a base of operations outside of Hillsfar where he conducts magical research. He dabbles in alchemy and divination and occasionally does some work for the government of the Hillsfar when the Red Plumes or the First Lord request his assistance. He is currently leading the secret effort to reveal the presence of evil fey from Cormanthor in Hillsfar.

  Personality: *I'm used to helping out those who aren't as smart as I am, and patiently explain anything and everything to others.*
  Ideal: *Greater Good.*
  Bond: *I suffer awful visions of a coming disaster and will do anything to prevent it.*
  Flaw: *Unlocking an ancient mystery is worth the price of a civilization.*

- ***Castle Maalthiir (KAHS-el Mal-THEER).*** Formerly known as Vultureroost, the First Lord's palace sits like a central heart in the middle of Hillsfar. The First Lord resides and conducts business here and there is always a large contingent of Red Plumes stationed here as guards.
- ***Diamond in the Dung (DIE-mund in the dung).*** This large inn caters to adventurers and boasts comfortable and clean rooms, friendly staff, stable services for mounts, and good quality food. Food, drink, and lodging here are at double the rates listed in the PHB, but the inn carries on a long-standing tradition of accepting equipment in trade from adventurers. The Diamond in the Dung has long been known as a good place in Hillsfar for adventurers to pick up leads and rumors.
- ***The Docks (DAHX).*** Outside of the city walls just east of Hillsfar and on the edge of the Moonsea, this area consists primarily of docks and warehouses and serves as the primary shipping and receiving point for goods arriving and departing Hillsfar via the Moonsea. Two inns service the area: the Mermaid's Bosom and the Rusty Nail.
- ***The Rusty Nail (RUSS-tee Nale).*** This large, rectangular inn is the size of a large warehouse and is the closest inn to the waterfront area of Hillsfar known as the Docks. The Rusty Nail is known to cater to adventurers.
- ***Temple of Lliira (TEM-pul ov LEER-ah).*** The temple in Hillsfar dedicated to Lliira, the Chaotic Good goddess of joy, happiness, freedom, and dance, is also known as 'The House of Happiness'. This temple is a bizarre cross between a bar, feast hall, and place of worship. There is always laughter, dancing, fine food, and the smell of fragrant perfumes and colognes found within the temple's walls. The worshippers who run the temple are known as Joydancers.
- ***The Emporium (em-POR-e-um).*** This store is one of the largest and longest operating shops in Hillsfar. Anything from the Armor, Weapons, Adventuring Gear, and Tools tables in the PHB, as well as the potions and spell scrolls from the ALPG, can be purchased here. Items listed in the Mounts and Vehicles section of the PHB can be obtained given enough time and any services listed in the PHB can be easily arranged through The Emporium as well. Although open to everyone, the store is known to cater to adventurers. The proprietors, cousins Fortuna and Gloria Brelliar, trade in information and rumors as well as physical goods and services. Fortuna and Gloria are descendants of the original proprietor as well as of Hillsfarian noble Mordak Brelliar.
- ***Vuhm Yestral (VOOM YES-truhl).*** Former leader of the Red Plumes in Hillsfar, now the city's current First Lord, Vuhm is an older, male, human. He has recently become aware of an infiltration of evil fey creatures from the Cormanther Forest to the south that are secretly integrating themselves into Hillsfar society with the intent of eventually taking over the city. Vuhm has recently reached out to an ally among the Red Wizards, Al-Nashar, for his assistance in locating these creatures.

  Personality: *Loud and opinionated, but kind and devoted to the citizens of Hillsfar.*
  Ideal: *I wish to see all that make Hillsfar their home live and work together in peace.*
  Bond: *The city of Hillsfar and its citizens.*
  Flaw: *I have a mean temper, which I work hard to hide.*

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Appendix 2: Creature Statistics

Annis Hag

Large fey, chaotic evil
Armor Class 17 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +5
Skills Deception +7, Perception +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60ft., passive Perception 15
Languages Common, Giant, Sylvan
Challenge 6 (2,300 XP)
Coven Challenge 8 (3,900 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

3/day each: *disguise self* (including the form of a Medium humanoid), *fog cloud*

Actions

Mulltiattack. The annis makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Crushing Hug. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.

Hag Covens

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

1st level (4 slots): *identify, ray of sickness*
2nd level (3 slots): *hold person, locate object*
3rd level (3 slots): *bestow curse, counterspell, lightning bolt*
4th level (3 slots): *phantasmal killer, polymorph*
5th level (2 slots): *contact other plane, scrying*
6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

Hag Eye. A hag coven can craft a magic Item called a *hag eye*, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The *hag eye* is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the *hag eye* sees if the *hag eye* is on the same plane of existence. A *hag eye* has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one *hag eye* at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

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Abjurer

Medium humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5
Skills Arcana +8, History +8
Senses passive Perception 11
Languages any four languages
Challenge 9 (5,000 XP)

Spellcasting. The abjurer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The abjurer has the following wizard spells prepared:

Cantrips (at will): *blade ward, dancing lights, mending, message, ray of frost*
1st level (4 slots): *alarm,* mage armor*, magic missile, shield**
2nd level (3 slots): *arcane lock,* invisibility*
3rd level (3 slots): *counterspell,* dispel magic,* fireball*
4th level (3 slots): *banishment,* stoneskin**
5th level (2 slots): *cone of cold, wall of force*
6th level (1 slot): *flesh to stone, globe of invulnerability**
7th level (1 slot): *symbol,* teleport*
** Abjuration spell of 1st level or higher.*

Arcane Ward. The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Archmage

Medium humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

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

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Senses passive Perception 12
Languages Any six languages
Challenge 12 (8,400 XP)

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

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

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, mage armor*, magic missile, shield*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *counterspell, fly, lightning bolt*
4th level (3 slots): *banishment, fire shield, stoneskin**
5th level (3 slots): *cone of cold, scrying, wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank**
9th level (1 slot): *timestop*

** The archmage casts these spells on itself before combat.*

Actions

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

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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.

Diviner

Medium humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 67 (15d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4
Skills Arcana +7, History +7
Senses passive Perception 11
Languages any four languages
Challenge 8 (3,900 XP)

Spellcasting. The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, message, true strike*
1st level (4 slots): *detect magic,* feather fall, mage armor*
2nd level (3 slots): *detect thoughts,* locate object,* scorching ray*
3rd level (3 slots): *clairvoyance,* fly, fireball*
4th level (3 slots): *arcane eye,* ice storm, stoneskin**
5th level (2 slots): *Rary's telepathic bond,* scrying*
6th level (1 slot): *mass suggestion, true seeing**
7th level (1 slot): *delayed blast fireball, teleport*
8th level (1 slot): *maze*
** Divination spell of 1st level or higher.*

Portent (Recharges after the Diviner Cats a Divination Spell of 1st Level or Higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

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Drow Mage

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)
Hit Points 45 (10d8)
Speed 30 ft.

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

Skills Arcana +6, Deception +5, Perception +4, Stealth +5
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 7 (2,900 XP)

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

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

At will: *dancing lights*

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

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

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

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

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

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

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

5th level (2 slots): *cloudkill*

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

Actions

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

Note on the drow mage in Episode 3

The drow mage will have already cast *alter self* before the encounter. The spell's effect may already have been nullified by **The Ritual** (from Episode 2 Scene C) before they meet.

At the discretion of the DM, the drow mage may choose to have prepared *fireball* instead of one of the other 3rd level spells listed.

Evoker

Medium humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages any four languages
Challenge 9 (5,000 XP)

Spellcasting. The evoker is an 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt,* light,* prestidigitation, ray of frost**
1st level (4 slots): *burning hands,* mage armor, magic missile**
2nd level (3 slots): *mirror image, misty step, shatter**
3rd level (3 slots): *counterspell*, *fireball,* lightning bolt**
4th level (3 slots): *ice storm,* stoneskin*
5th level (2 slots): *Bigby's hand,* cone of cold**
6th level (1 slot): *chain lightning,* wall of ice**
** Evocation spell*

Sculpt Spells. When the evoker casts that forces other creatures it can see to make a saving throw, it can chose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saves against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

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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.

Mage

Medium humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*
2nd level (3 slots): *misty step*, *suggestion*
3rd level (3 slots): *counterspell*, *fireball*, *fly*
4th level (3 slots): *greater invisibility, ice storm*
5th level (1 slot): *cone of cold*

Actions

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

Priest

Medium humanoid (any race), any alignment
Armor Class 13 (chain shirt)
Hit Points 27 (5d8 + 5)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*

Actions

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

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Transmuter

Medium humanoid (any race), any alignment
Armor Class 12 (15 with *mage armor*)
Hit Points 40 (9d8)
Speed 30 ft.

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

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 5 (1,800 XP)

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

Cantrips (at will): *light, mending, prestidigitation, ray of frost*
1st level (4 slots): *chromatic orb, expeditious retreat,* mage armor*
2nd level (3 slots): *alter self,* hold person, knock**
3rd level (3 slots): *blink,* fireball, slow**
4th level (3 slots): *polymorph,* stoneskin*
5th level (1 slot): *telekinesis**
** Transmutation spell of 1st level or higher.*

Transmuter's Stone. The transmuter carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, thunder, or lightning damage (transmuter's choice whenever the transmuter chooses this benefit)

If the transmuter has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Veteran

Medium humanoid (any race), any alignment
Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

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

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

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Appendix 3: Map of Hillsfar

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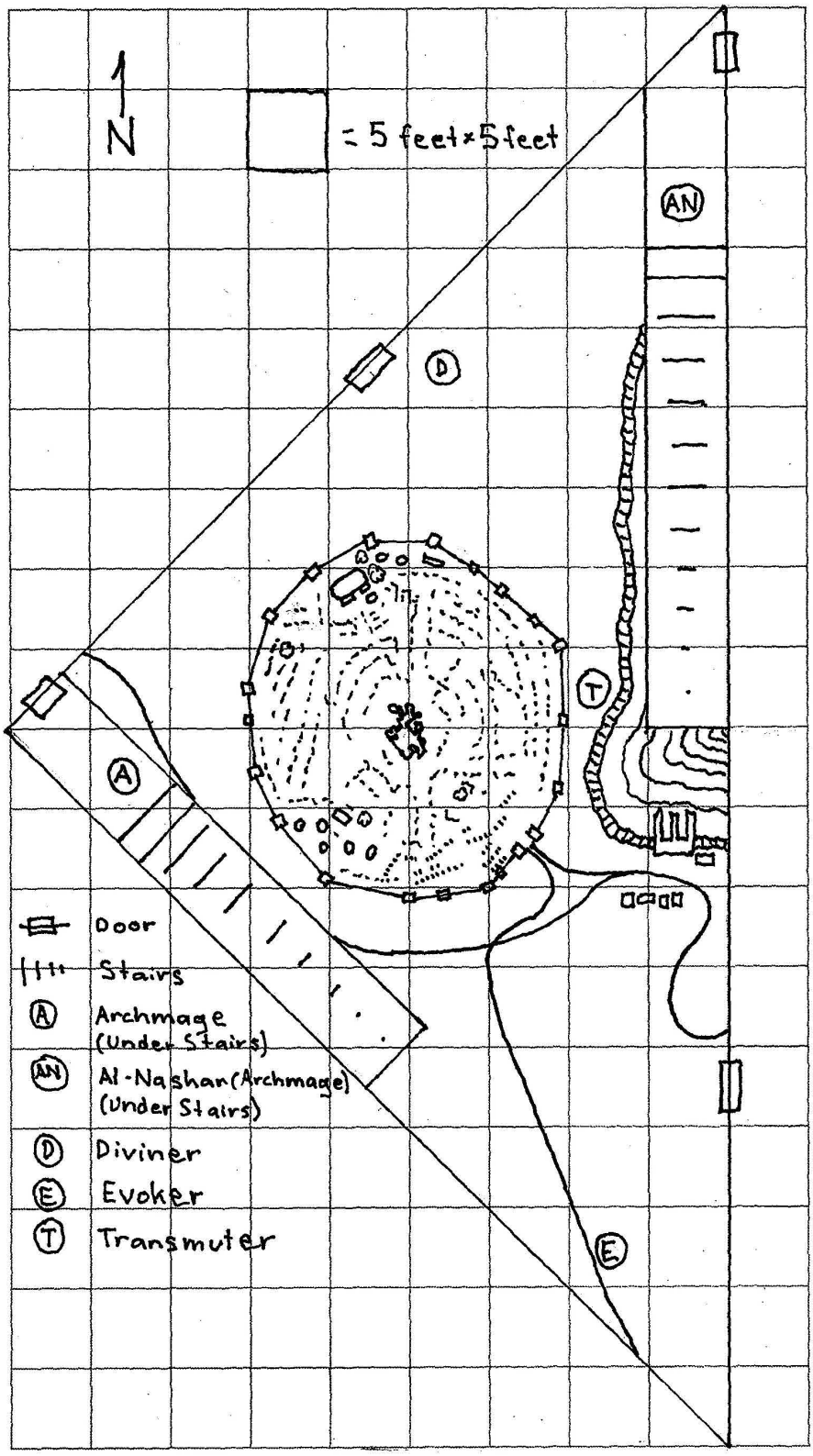
Appendix 4: The Courtyard



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Appendix 5: Mirror, Mirror (Bonus Objective A)

Estimated Duration: 60 minutes

The House of Happiness

In this bonus objective, the characters visit the **temple of Lliira** and attempt to find and disable a portal that would allow others to easily scry remotely on the interior of the temple.

Prerequisites

Characters must complete **Scene A** of **Episode 2** before beginning this episode.

Bonus Objective A

Finding and disabling the scrying portal within the **temple of Lliira** is Bonus Objective A.

Area Information

This area has the following features:

Dimensions & Terrain. The main hall is quite large and spacious, although a central area appropriated as an impromptu dance floor counts as difficult terrain due to the dense mass of sweaty bodies gyrating thereon. Tables and chairs are scattered along the perimeter of the room and a bar is against the wall in the far back. Colorful ribbons and streamers are draped throughout the room.

Lighting. The room is brightly lit by a series of *continual flame* spells placed within lanterns around the perimeter of the room. Colorful bursts of sparks, like tiny fireworks, regularly flare at random intervals and locations as well, likely the result of numerous *prestidigitation* cantrips. The lights on the walls are amplified by the fact that mirrors of various sizes are attached to the walls all along the perimeter of the main room.

Smells and Sounds. An ever-changing array of scents – some pleasant, some acrid – waft through the temple comprised of a chaotic mix of perfumes, colognes, the smells of cooked food, and the sweat of countless dancers. Music continuously plays in the background, serving as the soundtrack for the seemingly unending cacophony of conversations and laughter.

The Portal

The scrying portal is actually disguised as a full-length mirror mounted on one of the walls. It does not allow creatures or items to pass through it; only images of the inside of the temple. If it is shattered, the scrying effect is broken. If it is covered, the scrying effect is still in place, but nothing can be seen through the covering.

Creatures/NPCs

Twenty **commoners**, two bouncers (**veterans**), and three Joydancers (**priests**) are present when the characters arrive. The guards are watching for any sign of someone having "two much fun" and potentially ruining the experience for others. Everyone else seems to be enjoying themselves.

Objectives/Goals. To have fun. The guards will politely escort anyone becoming obnoxiously intoxicated either to a table to sit for a while or, in extreme cases, to the exit.

What Do They Know? No one here knows anything about the portal or when that particular mirror was installed, but they do not mind the characters snooping around. Many of the patrons have seen increased numbers of Red Wizards recently, particularly around **The Emporium** and **Castle Maalthiir**.

Playing the Pillars

COMBAT

There really should be no reason for the heroes to begin combat in this location; the patrons are all quite happy and just enjoying living in the moment. Even the guards are unexpectedly courteous when they need to step in.

EXPLORATION

The portal can be discovered via successful DC 18 Intelligence (Arcana or Investigation) or Wisdom (Perception) skill checks and/or *detect magic* (it detects as divination) or similar magic. Breaking the glass makes it unusable.

SOCIAL

People are friendly and polite, but with short attention spans. No one in the temple knows anything about the portal. If the mirror is broken in the main hall, people will pause, "booo!", and then go back to what they were doing.

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Appendix 6: Top of the Dung Heap (Bonus Objective B)

Estimated Duration: 60 minutes

The Diamond in the Dung

In this bonus objective, the characters visit the **Diamond in the Dung** in an attempt to gain some information about the Red Wizards' motives, following up on the lead that some of the Thayan's guards frequent the establishment.

Prerequisites

Characters must complete **Scene A** of **Episode 2** before beginning this episode.

Bonus Objective B

Finding one of the Red Wizard's guards and learning more about their presence in Hillsfar from them is Bonus Objective B.

Area Information

This area features:

Dimensions & Terrain. The main tavern hall is quite large and spacious. Numerous paintings of landscapes, primarily of areas around the Moonsea, hang from the walls. The dining area is filled with numerous tables of different sizes, all surrounded by benches, stools, or high-backed wooden chairs. A bar, flanked by high-stools is in the middle of the room. Due to the furniture and large number of patrons, the inside counts as difficult terrain.

Lighting. The room is brightly lit by a series of *continual flame* spells placed on sconces around the perimeter of the room.

Creatures/NPCs

A mix of staff and patrons consisting of six **commoners**, four **mages**, eight **veterans**, and seven **guards** currently occupy the tavern. Sabasjan (one of the **guards**) is seated alone at the bar and wears a tunic with obvious Thayan symbolism on it.

Objectives/Goals. Everyone is here to simply enjoy some food, drink, and downtime. Sabasjan is not privy to **Al-Nashir's** machinations, but he also has no reason to believe they are supposed to be secret, so he will willingly share what he does know if asked politely. If they perceive that the heroes are harassing Sabasjan, six of the **veterans**, one **mage**, and two additional **guards** (all associates of Sabasjan and employees of the Red Wizards) will surround the party and ask Sabasjan if there is a problem. The situation should be easy enough to diffuse if the party has been dealing courteously with Sabasjan. If not, these Thayan mercenaries will step in to defend their own if warranted.

What Do They Know? Sabasjan (as well as the rest of the Thayan mercenaries) do not know much of their boss' plans, but do know that **Al-Nashar** has summoned additional Thayan wizards to Hillsfar to assist in some ritual. They also **Al-Nashar** has been meeting somewhat frequently with First Lord **Vuhm Yestral** and that the additional Red Wizard reinforcements are arriving with the First Lord's knowledge. They also know that the Red Wizards will spend most of the day today meeting at **Maalthiir Castle** (the First Lord's estate), but they do not know what about.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Drop three **veterans** from the Thayan mercenaries.
- **Weak:** Drop two **veterans** from the Thayan mercenaries.
- **Strong, Very Strong:** No changes.

Playing the Pillars

COMBAT

If a fight breaks out between the mercenaries and the heroes, the mercenaries fight to wound rather than to kill. Chairs, stools, and bottles make great improvised weapons.

EXPLORATION

Many of the patrons here are adventurers, as this inn is known to cater to their type. Although not all of them are Thayans, attentive PCs may have the opportunity to overhear odd rumors from other patrons.

SOCIAL

If approached politely, Sabasjan will gladly offer to share what he knows. If the other Thayan mercenaries engage the party, Sabasjan will quickly diffuse the situation if the heroes have not been threatening.

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Appendix 7: Magic Item

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

Staff of Healing (Table G)

Staff, rare (requires attunement by a bard, cleric, or druid)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th), *lesser restoration* (2 charges), or *mass cure wounds* (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in an explosion of butterflies, lost forever. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

This ivory staff has a red painted carving of a coiled snake around its length.

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Appendix 8: Magic Item

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

Horn of Silent Alarm (2 TCP)

Wondrous item, common

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn. This item costs 2 Treasure Checkpoints to acquire and can be found in *Xanathar's Guide to Everything.*

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Appendix 9: Magic Item

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

Crossbow Bolts (ammunition), +2 (Table C)

Weapon (ammunition), rare

You have a +2 bonus to attack and damage rolls made using a piece of this ammunition. Once a piece if ammunition hits a target, it is no longer magical. This item is found on **Magic Item Table C** in the *Dungeon Master's Guide*.

This is a set of 20 crossbow bolts.

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Appendix 10: Magic Item

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

Oil of Sharpness (Table D)

Potion, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls. This item is found on **Magic Item Table D** in the *Dungeon Master's Guide*.

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Appendix 11: Magic Item

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

Potion of Invulnerability (Table C)

Potion, rare

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron. This item is found on **Magic Item Table C** in the *Dungeon Master's Guide*.

The potion tastes like hot sauce with a dash of butter and a hint of chicken.

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Appendix 12: Story Awards

Characters completing this adventure may earn the following story awards.

Hero of Hillsfar

For assisting in ending the menace of the evil fey in Hillsfar once and for all, you receive a medal declaring you a "Hero of Hillsfar". Tales of your exploits spread through the city from the commoners up through the nobles. Unless disguised, you are greeted by smiles and knowing nods anytime you wander the streets of Hillsfar. This Story Award may have additional repercussions in future CCC-QCC adventures.

Seeing Red

You have intervened in the plans of Red Wizards one time too many. If your party becomes engaged in conflict with any Red Wizards in a future CCC-QCC adventure, the Red Wizards will always target you with their first attack. This Story Award may have additional repercussions in future CCC-QCC adventures. If you have the "**A Friend in Red**" Story Award from CCC-QCC2018-02, you may permanently remove this Story Award from you character sheet by removing that one as well.

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Appendix 13: Dungeon Master Tips

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

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

Determining Party Strength

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

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