

38 SOULS

BY JASON PANELLA
& BONNIE BOGUSZEWSKI

A TWO- TO FOUR-HOUR ADVENTURE
FOR TIER 2 CHARACTERS





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38 Souls



Hammer of the Gods Part One

The death of a mysterious philanthropist has left a few simple tasks unfinished. This may either be the easiest adventure of your life, or your last.

A Two- to Four-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

Credits

Lead Designer: Jason Panella
Assistant Designer: Bonnie Boguszewski
Additional Design Input: Jim Parkin

Editing: Bonnie Boguszewski, M.B. Downey, Greg Wise
Layout & Cover Design: Jason Panella
Cover Design Oversight: Dana DePasquale
Cover Photo: Andy Grizzell

Map Illustrations: Jason Panella
Three Pillars Icons: Delapouite and Lorc
NPC Artwork: Emily Shilts
NPC Handout Design: Andrew Bishkinskyi
Infernal Script Typeface: Wizards of the Coast
Parchment Art: Patrick E. Pullan
D&D Adventurers League Guildmaster: Chris Lindsay
D&D Adventurers League Wizards Team: Adam Lee,
Ari Levitch, Chris Lindsay, Mike Mearls

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D&D Adventurers League Administrators: Alan
Patrick, Amy Lynn Dzura, Travis Woodall, Ma'at
Crook, LaTia Bryant, Claire Hoffman, Greg Marks

Playtesters: Peter Bess, Matthew G. Carlisle, Connor
Reid Carlisle-Henson, Dave Chua, Robert
Goldhammer, Stephen Harkleroad, Cole Tuan Henson,
Darrell Henson, Dolly Henson, Rick Lim, Dave Schnur,
Tia Selden, Ian Summers, Vincent Tan, Shawn Teo,
Gary L. Weston, Jr.

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Adventure Primer

*"But just you wait 'til the pendulum swings
Toward the inevitable decline"*

—Silkworm, "(I Hope U) Don't Survive"

This adventure is designed for **three to seven characters of level 5 through 10** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in and around the city of Hillsfar on the Moonsea.

Background

For years, a mysterious and wealthy philanthropist named **LAMBERTUS HASSELDONK** has used his fortune to influence **HILLSFAR**, a major trade hub on the Moonsea that's bouncing back from a number of troubles (a demon invasion and a xenophobic administration, namely). Hasseldonk's recent (and unexpected) death has left his estate in turmoil.

What the citizens of Hillsfar do not know is that Lambertus Hasseldonk was a secret follower of **KRESZIMENTER**, a devil in the service of the archdevil **MAMMON**. In exchange for a fortune (and the ability to retain his own soul), Hasseldonk used his apparently charitable activity as a way to further Kreszimenter's (and, by extension, Mammon's) schemes in Hillsfar.

Shortly after Hasseldonk's death, a cleric of Kelemvor named **AVIRY GOODPASTER** was assigned to review Hasseldonk's outstanding contracts. To the cleric's surprise, these contractual agreements contain a clause that freezes the donated money if it remains unspent 24 hours after Hasseldonk's death.

The clock is ticking.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking **an additional hour** to play.

- **Call to Action—Dead Man's Blues.** The adventurers meet Doomguide Aviry Goodpaster, who explains the urgency of the situation and how important these tasks are to Hillsfar.
- **Part 1: Get Like Pitch.** With not many hours to spare, the party tracks down the intended recipients of Hasseldonk's estate gifts to help them fulfill their terms. This is **Story Objective A**.
- **Part 2: Sacred Trench.** Doomguide Goodpaster must have the contracts notarized. Hopefully there are no complications! This is **Story Objective B**.
- **Bonus Objective A: Leave the Light On.** The party is able to complete some more errands! This is found in **Appendix 1**.
- **Bonus Objective B: Couldn't You Wait?** The party's activities have attracted the attention of some fiendish company. This is found in **Appendix 2**.

Adventure Hooks

The adventurers are summoned to Hillsfar to help with a timely matter with the promise of a reward. It may not be a life-and-death situation, but it's one that could have a positive impact on the city for years to come.

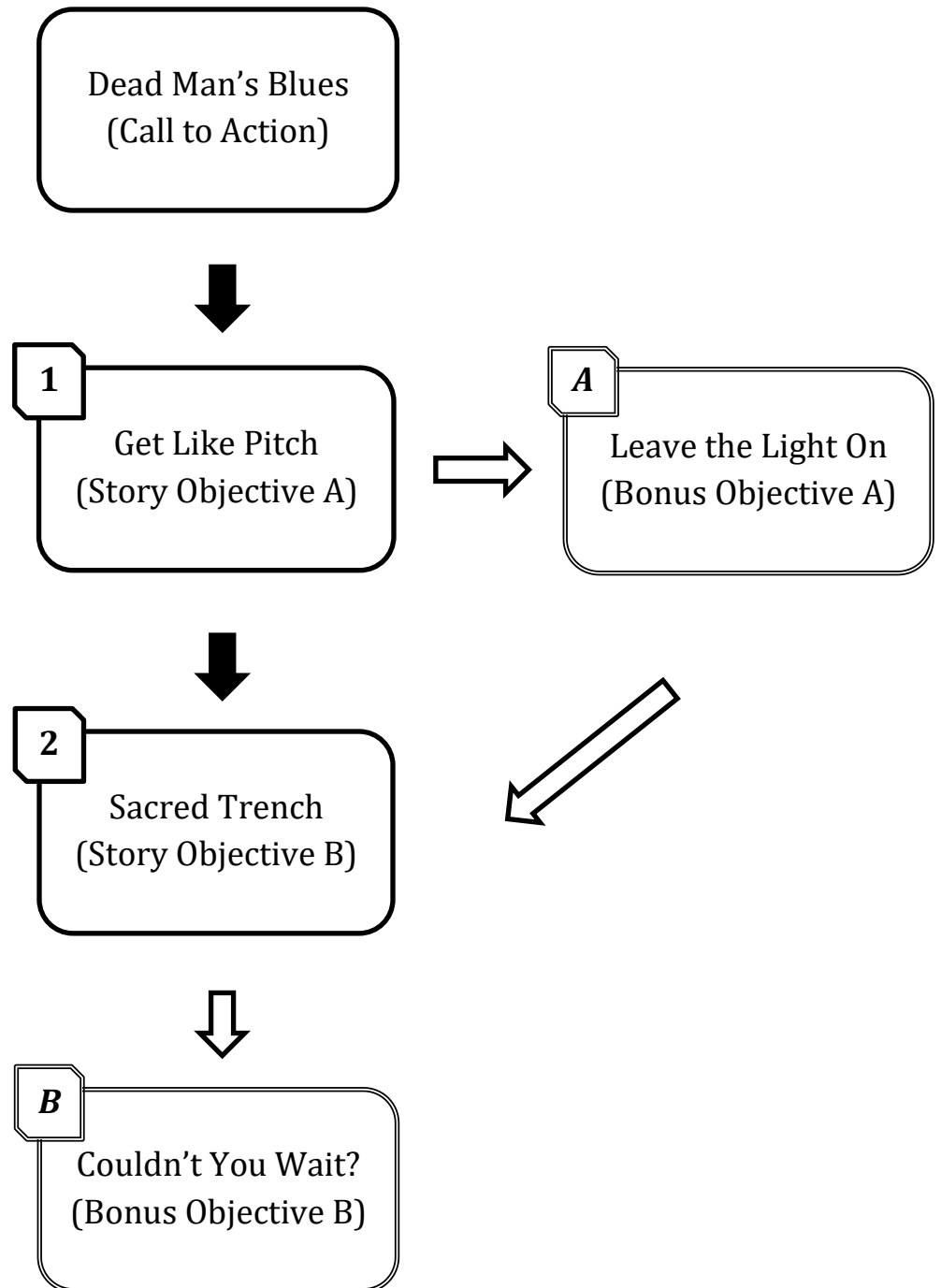
Heroes of Hillsfar. If any of the party members have participated in past adventures set in Hillsfar—the Baldman Games series set in Hillsfar, the Season 3 DDEX modules, and so on—First Lord Vuhm Yestral personally requests the help of the characters. He makes sure to stress that this is a personal favor that could help the city.

Faithful Friends. If any characters are good-aligned clerics, follow a similarly aligned god, or are members of the Order of the Gauntlet, they receive a plea from the Most Solemn Order of the Silent Shroud for swift assistance.

Better Business Bureau. The Lord's Alliance knows how much of an influence Hasseldonk's money has had on Hillsfar's recent uptick in new businesses. Any characters belonging to this faction are encouraged to help in any way they can.

Adventure 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.



Call to Action—Dead Man’s Blues

Estimated Duration: 10 minutes

Doomguide Aviry Goodpaster meets the adventurers to explain the odd situation she’s in and to request their aid.

The adventurers arrive in the pouring rain at a small shrine to Kelemvor located near the center of Hillsfar. When they enter, read or summarize the following text:

The shrine of Kelemvor in central Hillsfar is a welcome respite from the exceptionally wet morning. The rows of lit candles in the rear of the room give the small space a cozy glow. Seated in the corner, behind a desk piled with neat stacks of paperwork, is a middle-aged human woman wearing a light-blue vestment. She beams a kind smile in your direction and shouts, “Hello!”

This is Aviry Goodpaster (LG female human **priest**), a Doomguide of Kelemvor, the Lord of the Dead. Aviry serves the Most Solemn Order of the Silent Shroud as an executor of wills and overseer of estates. Though based out of Phlan, she has commandeered this small shrine as a temporary workplace.

Doomguide Goodpaster has been assigned the estate of late philanthropist Lambertus Hasseldonk and has requested the help of experienced adventurers.

The Current Situation

Doomguide Goodpaster explains the following:

Lambertus Hasseldonk was a wealthy philanthropist in Hillsfar. A shy and eccentric man, he donated generously to a variety of noble causes—as well as some notably odd ones. Yesterday evening, he died unexpectedly of a heart attack. No foul play is suspected, a fact confirmed by clerics skilled in the funereal arts. Among his final wishes: no revival through magic or other means.

Hasseldonk had a number of donations lined up that, at the time of his death, had not been paid out. This was intentional. All of these contracts required that the eventual recipient first do something on their end. Once this task is

completed, the money will be donated. While this isn’t how philanthropists typically operate, Hasseldonk was anything but typical.

In his will, Hasseldonk requested that as many of these unfulfilled contracts as possible be completed within 24 hours of his death. After that time, any remaining money in his account is to be destroyed. Goodpaster is obliged to follow through with this request, as odd as it is.

As executor of the will, Goodpaster was required to enlist outside help (and not directly interfere). This is where the adventurers come in. There also *might* be some danger.

What Goodpaster Doesn’t Know. While most of the unfulfilled contracts can be taken at face value, a few involve devilish pacts that were willingly entered into by the recipients—pacts that will ultimately claim their souls upon death. Goodpaster does not know this. For a more thorough look at the big picture, see the **Things Are Heating Up** sidebar on page 7.

Call to Action

The party has until sundown to help as many people as possible—less than half a day away.

Development

Goodpaster gives the party a list of all of the intended recipients and lets them choose whom they can help. Goodpaster will accompany the party so she can witness the completions of the tasks and sign off on them. Then, she must have the contracts notarized in Hillsfar before being taken to the bank (this is **Part 2**).

For a summary list of the people the party can help, see the DM handout in **Appendix 3**. A handout for the players is in **Appendix 5**.

The party probably won’t be able to help everyone, so they will have to choose wisely.

Treasure

Hasseldonk’s will promises a magical item to anyone who helps wrap up his affairs.

Mood in 38 Souls

38 Souls starts off in a light-hearted manner, as many of the available tasks are somewhat silly or relatively simple. We've found that it works to continuously ramp up several elements as the adventure progresses: the weirdness and dread lurking behind the scenes, the oppressive weather, and the underline notion that *something isn't right*.

Of course, as Dungeon Master, you can run this adventure in any way you see fit!

Common Questions

This is a potentially complex situation, so some questions may arise. The following is a hopefully helpful reference.

Who is aware of the real situation?

Few know. Within the scope of the adventure, the handful of doomed recipients who promised their souls to Kreszimeter know. That's it, and they're contractually obliged to not speak of the matter.

Can characters use magic to figure out what's going on?

Probably not. All of the contracts Goodpaster has are mundane—there's nothing magical about them. Any soul-snatching that happens during the adventure was set in motion before the characters or Avery entered the picture.

What if the adventurers decide this isn't worth their time and walk away?

Then they walk away! Characters do not get any of the rewards. It's worth reminding hesitant adventurers that this could be an opportunity to earn rewards with little danger.

Can the party investigate Hasseldonk?

Absolutely, though this will cut into the time they could be using to complete the objectives. Your average Hillsfar citizen has not heard of the philanthropist, but people further up the social ladder know of him. The details are up to the DM. Hasseldonk's reputation is that of a private person who had a *lot* of quirks, but who was also someone who cared deeply about Hillsfar.

Which of the recipients signed their souls away?

That's a good question. We've kept it mostly vague on purpose. Who do you think they are?

Why didn't Goodpaster hire dozens of adventures to do this task?

The Most Solemn Order of the Silent Shroud doesn't have *that* much money.

Things Are Heating Up

Lambertus Hasseldonk inherited a small fortune from his parents, merchants in Hillsfar. For many years, Hasseldonk used his wealth to quietly oppose the rule of First Lord Torin Nomerthal and the horrid laws he brought back to Hillsfar.

Hasseldonk performed his charitable work in secret. But as the philanthropist found his coffers rapidly emptying, he desperately looked for ways to replenish them. So the Nine Hells came knocking.

It wasn't hard to convince Hasseldonk that the fastest route to societal good was through a hellfire-fueled blank check. He formed a pact with the devil Kreszimeter, a servant of the Lord of Greed, Mammon.

Out of this arrangement, the two sides got what they wanted. Hasseldonk arranged to keep his soul after his death. He also received an impressive amount of gold to continue donating to individuals and charities in Hillsfar.

Kreszimeter (and by extension Mammon) got much in return. Hasseldonk and his donations were a great way to covertly advance the devils' influence. Through the philanthropist, the devils could also try to gain an upper hand in the Blood War, since many demons still lurk in the Hillsfar region. Even better, Hasseldonk could sign more souls over to Kreszimeter with the lure of large "charitable donations" (wink wink).

This arrangement worked well for a number of years, even after the fall of Nomerthal's regime in Hillsfar and the rise of the more benevolent First Lord Vuhm Yestral. But it eventually became too much for Hasseldonk—the stress of balancing his two lives literally killed him. He died of a heart attack.

The philanthropist arranged for a small window of time in which any unfulfilled contracts could be wrapped up before any remaining funds were destroyed. The situation is mostly a win-win for everyone involved: some good causes would get some money, Kreszimeter would hopefully get a few more souls out of his partnership with Hasseldonk (he needs two more to meet his quota of 40), and the late philanthropist could rest in peace.

Part 1: Get Like Pitch

Estimated Duration: 1 hour

With a list of names and locations, the adventurers set out to help some Hillsfarrians.

Story Objective A

The party must complete as many tasks as possible. This is **Story Objective A**.

Help From Goodpaster

Doomguide Goodpaster will accompany the party from task to task, though she's not permitted to directly interfere. She will, however, use her healing spells on wounded characters.

Setting Information

Hillsfar has the following features:

Hillsfar. Hillsfar is a prominent trading hub on the southern rim of the Moonsea. The walled city is large, with over 30,000 inhabitants.

Lighting. The sky is quite overcast and there is a noticeable lack of direct sunlight.

Sounds & Smells. The bustle of a city trying to find cover from the rain. Torrents of rain on stone. Wet mud. Garbage.

Weather. Hillsfar has seen non-stop rain over the past week. The rain is heavy enough that it's starting to flood parts of the city.

NPCs. If you need stats for any of the encountered NPCs, use the **commoner** stat block.

Rests

Because of the time-sensitive nature of the adventure, the party cannot take long rests.

Travel in Hillsfar

Travel around the city is abstracted for this adventure; assume that the party can get to and from the various tasks without a problem.

Abandoning Tasks

The party may abandon tasks before completion, though this could have an impact on the rewards the party receives (see the Treasure subheading in the Wrap Up section in **Part 2**).

Pillars of Play

Each of the tasks the party pursues will focus on one of the three classic "Pillars of Play":



Combat. These tasks feature tense combat and deadly intrigue.



Exploration. These tasks involve stealth, traps, or other tests of skill.



Social. These tasks feature social interactions and challenges.

While each task is built around one of the three pillars, it is possible for the party to approach the situations from other pillars of play.

Part 1, Time Constraints, and You

If you're playing this adventure with strict time constraints, make sure to allow enough time for Part 2 and any Bonus Objectives. The tasks in Part 1 and Bonus Objective A can vary in length—from 15 to 45 minutes—depending on how the party approaches the challenges. If you want to allow plenty of time for Part 2 and Bonus Objective B, assume the party can safely complete two tasks (or four tasks, if using the bonus content).

Bonus Objectives

Use the following guidance if using the bonus content.

Bonus Objective A. There are two additional tasks the party can pursue (in addition to the ones in Part 1). These are found in **Appendix 1**.

Bonus Objective B. This combat encounter takes place after the party completes Part 2. If using this bonus material, party members will notice strange flickers of movement out of the corners of their eyes throughout Part 1. For more information, see **Appendix 2**.

1. The Welcoming Thicket

Aloysios Blatt, a landscaper, needs help clearing a thicket just outside of Hillsfar of dangers. Once the party helps eliminate the threats, Blatt can turn the thicket into a place of rest for travelers.



Creature Information

The party meets Aloysios Blatt (CG male tiefling) not far from the Eluas Ride, the road leading from Hillsfars to points east along the Moonsea. The tiefling is sitting atop a partially finished statue of a half-orc not far from a sizeable thicket of trees. He looks defeated (and wet).

What Do They Want? Blatt and his husband, a skilled sculptor named Landis, were among many Hillsfar natives who owe their lives to adventurers—they were rescued from a demon attack by a now-deceased half-orc adventurer named Kord Rukh. The landscaper and his spouse wanted to turn this thicket into a fitting memorial as well as a respite for weary travelers. They found an unexpected supporter in Hasseldonk, who agreed to donate money needed to transform the thicket into a welcoming place.

What Do They Know? Blatt knows the philanthropist requested the thicket be “cleared of threats” before any money was donated. The Blatts tried on their own, but were scared away by fast-moving shapes. Tired of waiting for the Red Plumes to help, Landis entered on his own and hasn’t returned.

Blatt is at a loss for how Hasseldonk knew about the creatures in the thicket.



Area Information

The thicket has the following features.

Dimensions & Terrain. The trees and undergrowth in this 60-foot diameter thicket are dense; it is considered difficult terrain.

Sounds & Smells. Strange keening of wind from the sea passing through branches.

Lighting. Light barely makes it far into the thicket. The area is dimly lit and heavily obscured.

Statue. The heavy, unfinished statue is of a half-orc adventurer named Kord Rukh sits just outside of the thicket. On its base is a small engraving: “*I HAVE SEEN THE SUN!*”

Inside the Thicket

There are three **shadow demons** hiding in the thicket. Over the past three weeks, they have been accosting passersby on the Eluas Ride. When Landis (N male tiefling **commoner**) entered the thicket to confront them, the demons knocked him unconscious. Landis is stashed near the center of the thicket. He is unharmed.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **shadow demons**, but increase the remaining demons’ hit points to 75.
- **Weak:** Remove one **shadow demon**.
- **Strong:** Add one **shadow demon**.
- **Very Strong:** Add two **shadow demons**.

Completion

Hasseldonk’s requirement will be fulfilled once the shadow demons are destroyed.

Bonus Objective B. If using this bonus content, the character with the highest passive Perception notices a pair of glowing eyes near the edge of the thicket as they are about to leave.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The shadow demons will try to surprise the characters, focusing attacks on any spellcasters first.

Exploration. If the characters succeed in a group Stealth check, they can quietly drag Landis to safety without attracting the demons’ attention.

Social. The demons don’t listen to reason. .

2. Get Nibbles

Blossom Chasters is trying to expand her small animal sanctuary. If she's able to rescue one specific animal, she'll receive the donation from Hasseldonk's estate.



Creature Information

The party meets Blossom Chasters (CG female goliath) in an alley in west Hillsfar.

What Do They Want? For years, Chasters has been trying to build a home for injured, neglected, and forgotten animals. Her ability to help was only dampened by her lack of funding.

Hasseldonk reached out to Blossom to significantly improve the rescue, though he wanted to make sure specific creatures were in the goliath's care before he donated any money. Blossom worked to bring the various creatures into her shelter—except for one, a giant rodent named Nibbles. She hopes the party can help her.

What Do They Know? Chasters explains that Nibbles is a cavia, an exotic large rodent. Nibbles is currently in a safehouse of L.J. Mango, a mid-tier criminal in Hillsfar. Chasters isn't sure why the criminal has the creature, nor does she know if Mango has other creatures in the safe house.

While docile and friendly, cavia are somewhat fragile in nature. Blossom warns that they are "talkative" creatures, though feeding them hay or green vegetables can quiet them.

Nibbles looks like a "fuzzy potato" and has long brown, white, and black hair.

Area Information

Mango's nearby safehouse has the following features.

Dimensions & Terrain. The sturdy single-story house is 40-by-40-feet in size.

Lighting. The apartment is well-lit.

Noisy Hinges. The hinges on the windows make a lot of noise. A character who succeeds on a DC 17 Intelligence (Investigation) check will notice the hinges' state. A successful DC 12 Dexterity check (with a lubricant) on each hinge silences them.

Chimney. The safehouse's chimney is wide enough for a Small-sized humanoid to wiggle

down with a successful DC 15 Dexterity (Acrobatics) check. This leads to the fireplace inside the safehouse.

Doors. The two entrances to the safehouse are sturdy, locked wooden doors. The guards carry keys. A successful DC 16 Dexterity check with Thieves' Tools will also open them. None of the interior doors are locked.

Rooms. Most of the rooms are spartanly decorated—chairs, tables, some clothes, etc.

Creature Information

One room in this safehouse houses all of the cavia that Mango's children grew bored with. So Mango keeps them here and instructs their guards to take care of the creatures. There are two cages, each with three cavia (use the **giant rat** stat block). One cage houses the female cavia with different hair: long multi-colored hair (Nibbles), short brown hair, and white hair with a black patch around the nose. The other cage holds the male cavia—long white and brown hair, short gray hair, and black hair with brown trim.

The cavia are easily handled and friendly toward any character who picks them up, but will make noises if carried far from their cage—loud enough to attract the guards' attention. Making a successful DC 15 Wisdom (Animal Handling) check will placate a cavia, as will vegetables.

Three **assassins** guard the apartment.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The guards issue a warning before attacking.

Exploration. Releasing the cavia could work as a distraction, as the guards are supposed to be taking care of them.

Social. Bribing the guards with at least 50 gp (each!) will let the party pass without issue.

Completion

Hasseldonk's requirement will be fulfilled once Nibbles is safe within Blossom's sanctuary. She is also pleased if the party rescues all of the cavia.

Bonus Objective B. If using this bonus content, one character (pick randomly) gets the sensation that *something* is observing the party from a nearby alley.

3. Rolling On Up

Regis Matterhook may be a talented baker, but his stall in the southwest portion of Hillsfar isn't thriving. If he can relocate, business will boom. Maybe the party can help?



Area Information

Regis's place has the following features.

Dimensions & Terrain. Regis's **house** and **market stall** are tiny, 20-by-20 feet in size.

House. The house is a single room, with a bed, a smaller bed for Regis's two cats, and a little kitchen area. Curtains cover the few windows to prevent onlookers from peeking in. Loose shutters from one window have been repurposed as a ramp for the cats.

Market Stall. Attached to the rear of the house, the stall is tiny and has all of Regis's baking equipment stashed in a neat pile.

Sounds & Smells. The purr of cats. Smell of sweet baked rolls and honey. Rain drumming on the roof.

Creature Information

Regis Matterhook (N male human) lives with his two calico cats, Bee and Butterfly.

What Do They Want? Regis dreams of expanding his bakery and, possibly, creating a second location. Unfortunately, the rapid gentrification of Regis's neighborhood has resulted in an influx of people to the area—none of whom are interested in the tiny, unhip bakery.

Hasseldonk liked Regis's devil-shaped honeyed rolls, so agreed to donate the baker money to expand his operation. A required pre-condition on the gift, though, would be to first re-locate the business to the northern part of the city, a much-more welcoming location for the business.

Regis took out a predatory loan of 1,000 gp from criminal L.J. Mango to relocate, but it ended up not being enough. Since then, Regis has used the loan to survive, fearing what's next.

What Do They Know? Regis knows that if he can sell his home and market stall, he should be able to get enough money to pay off his loan. Regis also knows that Mango will be visiting him shortly to ask about his first payment. Since he's

a bit tongue-tied around Mango, he knows that the party might be able to help fix the situation.

A Visit from the Mango

The criminal L.J. Mango (CN non-binary half-elf **master thief**) approaches the market stall after the party has time to talk to Regis. They are accompanied by three professional leg-breakers (CN **thugs**).

Mango is more than willing to discuss the situation. Below are some possible solutions:

Pay Off the Loan. The party can pay off Regis's loan. With interest, he owes 1,200 gp. It's possible to haggle this down to 1,000 gp with a successful DC 18 Charisma (Persuasion) check.

Sell Regis's Place. The party can try to convince Mango to buy Regis's home and stall with some good roleplaying and, if needed, a successful DC 15 Charisma (Persuasion) check. The party must come up with some compelling reasons. The most attractive to Mango is that the bakery could be leveled to build a new business.

Threats. Mango is a tough sort. Threatening them with violence only works if a party member makes a successful DC 25 Charisma (Intimidation) check.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Mango and their goons flee as soon as combat breaks out. This doesn't take care of the loan problem, though.

Exploration. Spending a few minutes examining Regis's place shows its potential value to Mango. Each party member gets advantage on their first Charisma-based skill check with Mango.

Social. Letting Regis do the talking result in the party making any Charisma-based skill checks at disadvantage.

Completion

Hasseldonk's requirement will be fulfilled once Regis's debts are eliminated.

Bonus Objective B. If using this bonus content, the party notices a splash in a puddle outside the stall, as if someone had just stepped in it. If the party investigations, they discover nothing.

4. The Clop Museum

Damithia Clop, an ailing noblewoman, hopes to use Hasseldonk's forthcoming donation to turn her home into a museum. But first, it needs a lot of work to get it into shape.



Creature Information

Damithia Clop (LE female human) has spent much of her life collecting a variety of interesting things. She lives in the affluent central core of the city.

What Do They Want? Damithia dreams of her home being posthumously turned into a museum. Her collections are impressive, but she plans on using Hasseldonk's promised donation to absolutely ensure that her home gets listed on the Hillsfar Museum Registry.

Hasseldonk required that Damithia make her home "presentable" to pass inspection by the Museum Registry before she received any funds. While she doesn't like anyone touching her collections, she knows that this is a necessary step to ensure her legacy.

What Do They Know? Damithia knows that her collections are a bit "overwhelming," so she warns the party that care should be taken when arranging each room. As the party helps tidying, she'll stand at the door to the room and happily gush about the details of the various items she's collected.

Area Information

Damithia's house has the following features.

Dimensions & Terrain. Damithia's small house's single floor is comprised of a central **sitting room**, a tiny affixed kitchen, a modest bedroom, and a large, overfull room that she dubs **The Museum**.

Lightning. With a number of clean, clear windows, the house is well-lit.

Sitting Room. This room is impeccably arranged. There are dried flowers above the mantelpiece and well-chosen art on the walls.

The Museum. The large room that connects to the sitting room is packed with Damithia's collections.

The Museum

This room is stuffed with books, maps, folios of nature drawings, mechanical birds, top hats, and many other niche collections. The room isn't in disarray; it just happens to be so packed with items that it's quite difficult to move around!

Tidying the Room. In order to tidy the room, the party needs to make a cumulative total of six successful DC 16 checks. Go around the table and have each player describe what they are going to do and which skill or proficiency they will use. If they assist another character (the Help action or the *guidance* cantrip, for instance), this counts as their action for the round.

Each time the party makes three cumulative failures on their checks, they cause one of the giant stacks in the room to collapse. See the **Stack Traps** entry below.

Stack Traps. Every three failures result in a disastrous tumble of stuff that falls onto the party. Each character in the room must make a DC 15 Dexterity saving throw. On a failure, they take 11 (2d10) bludgeoning damage, or half as much on a success.

Fiendish Folios. A character who makes a successful DC 18 Intelligence check (with either Arcana or Religion) spots an extensive collection of books on Minauros, the third level of the Nine Hells. This is Mammon's domain. If asked about these books, Clop simply smiles and acts aloof (a fiendish contract she made in the past prohibits her from speaking of the books).

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The various collections don't fight back.

Exploration. Feel free to let the players go wild with their creativity and how they approach the challenge

Social. Damithia loves to chat about her collections. If asked about specific collections, she will eventually give the characters enough information that they can gain advantage on one ability check while tidying.

Completion

Hasseldonk's requirement will be fulfilled once the party tidies the museum room.

5. Fateful Choices

Miqwen the mage has failed to meet her professional goals, but there may be something she can still do to influence the world.



Creature Information

The party meets Miqwen Goldhearted (NG female dragonborn) outside of Madame Delilah's Home for Orphaned Children in the eastern part of Hillsfar. She is an older mage who is determined to adopt a child.

What Do They Want? Miqwen has spent much of her life in pursuit of magic that affects probability. She has been studying for many years and tests her theories at a local gambling tavern. Recently, she has begun to give up on her dreams and gambles out of habit now.

Hasseldonk approached her with a donation to adopt an orphan, with the caveat that she could not be the one to select the child, nor give instructions on who to pick. She jumped at the chance—this could be a wild change in the child's fate.

Miqwen is hoping that the party chooses an unusual child who shows magical promise so that they can pursue probability magic together, though she is careful not to ask for this directly.

The mage asks that the party bring back a child who is school age. She suggests having any children in consideration roll a pair of dice to see if they can produce high numbers.

What Do They Know? Miqwen knows that Hasseldonk's donation will cover all adoption fees and also provide a nest egg for the child's future. She believes that this as an opportunity to regain some of the credibility she previously lost from her failed experiments.

Area Information

Madame Delilah's Home for Orphaned Children is operated by Rose Hiy (LG female human **commoner**). It has the following features.

Dimensions & Terrain. Madame Delilah's is a compact, three-floor stone building. The upper floors are filled with rooms for the children, and the ground floor is the **common area**.

Common Area. This large room has long tables placed at intervals. Doors lead to the kitchen and lavatories, and stairs to the upper floors.

Lightning. Madame Delilah's is brightly lit.

Sounds & Smells. Faint smell of oatmeal. The sound of a few children running, others happily talking. A young girl singing lullabies.

Selecting a Child

Rose explains that there are two children in the orphanage who are at the age Miqwen asked for:

Rasp is a blue dragonborn orphan who was originally from Neverwinter. When his parents died, he was sent to Hillsfar to live with a family friend. Unfortunately, his guardian also died, so he was sent to Madame Delilah's. Rasp tends the plants in front of the orphanage and has a pet snake named Mist that he can communicate with. He keeps Mist's existence a secret. If he rolls dice, as suggested by Miqwen, he adds +2 due to his innate magical abilities.

Milwill is a halfling who was left at the orphanage when she was born; her parents couldn't support another child. Milwill is an active child who often taps into her anger at her circumstances during playtime for extra speed or ferocity. If she rolls a set of dice, as suggested by Miqwen, she rolls with advantage thanks to her innate Halfling Luck.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. It's children. We don't fight children.

Exploration. Spending at least 10 minutes observing the children or looking at their play areas, bunks, or handiwork, the party will know for certain that both children have magical talent.

Social. If the party asks the children about magic, Rasp will disclose that he believes a person's fate is set, and that they can only use their skills to live as best as they can. This is evidenced by Rasp's tending of the plants. Milwill believes that with enough determination, you can change anything, and she is determined to grow strong enough to overcome her lonely beginnings.

Completion

Hasseldonk's requirement will be fulfilled once the party chooses a child and introduces them to Miqwen.

6. Author Unknown

A Hillsfarian author is hoping Hasseldonk's donation will pay for a book tour around the Moonsea, but he has to rid his attic of some demons first.



An Impostor

Jubs Bahnjoh is a halfling author, an expert in planar travel; he wrote an easy-to-read volume on the topic and wanted to tour the cities on the Moonseas to promote it. Hasseldonk read the book and was a fan (one of a dozen or so) and wanted to pay for this promotional tour.

The catch: Jubs had accidentally released a few demons during the research for his book. Hasseldonk learned of this and, as a condition of his financial backing, asked that the demons be taken care of (and not kept for study, as Jubs had planned). The demons are kept in the attic, which Aviry will share with the adventurers.

The sad twist is that the "Jubs" the party meets here is actually an impostor—the author was murdered a tenday ago by a halfling criminal named Erhny Dang, who then posed as the author to get what money he could from Hasseldonk. He hid the corpse in the attic.

Creature Information

Erhny, or "Jubs," (NE male halfling **master thief**) lives in a two-story house in south Hillsfar, close to the city gate.

What Do They Want? Erhny is expecting someone from Hasseldonk's estate (Aviry) to show up and hand over some money. He isn't expecting adventurers who want to poke around the house and kill demons. He wants to collect the money as fast as possible, not raise suspicion, and then flee Hillsfar for Phlan.

If the party asks about the attic, he will play along, hopefully killing them once they focus on the demons up there.

What Do They Know? Erhny did his research and knows enough about planar travel to hold a simple conversation about it, but he isn't an expert like the real Jubs was. The impostor also knows nothing about the demons in attic, but he does know that he'll be caught if anyone spots

the corpse of Jubs (which he stashed in a trunk near the rear of the attic).

An Impostor

The attic has the following features.

Dimensions & Terrain. The attic is 30-by-40 feet in size and locked behind a heavily bolted door. The attic is full of old furniture and stacked crates.

Lighting. A partially shuttered lantern on the far end of the attic provides dim light throughout.

Sounds & Smells. Faint creaking from the far end of the attic. Sweet smell of decaying flesh.

Furniture & Crates. The furniture and storage containers in the attic provide half cover to any creature hiding behind them.

Will the Real Jubs Please Rise?

"Jubs" will unlock the door to the attic with the goal of killing the party once they turn their attention to the demons.

Unbeknownst to Erhny, a **dybbuk** possessed Jubs's corpse and has been waiting patiently for him to return. The demon will try to surprise the party and use its Violate Corpse ability to creep everyone out. A **shadow demon** lurks in a vanity and will attack once the dybbuk does its thing.

While using Jubs's corpse, the dybbuk uses the **commoner** stat block for game statistics where relevant; see the Possess Corpse ability for more information.

Erhny screams and spends the first round of combat with the frightened condition. Once he snaps out of it, he will attack the party. The dybbuk will focus on attacking Erhny but turn to the party once they damage it.

The demons will utilize the furniture in the attic for cover and use hit and run tactics on the party.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **shadow demon**, and reduce the **master thief**'s hit point total to 45.
- **Weak:** Remove the **shadow demon**.
- **Strong:** Add one **shadow demon**.
- **Very Strong:** As with Strong, but replace the **master thief** with an **assassin**.

Completion

While Hasseldonk's original terms can't be fulfilled, this task is considered a success if they defeat or capture the impostor "Jubs" and also destroy the demons.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. The dybbuk will use its *dimension door* spell as needed to avoid capture. If Erhny dies, the demon will try to possess his corpse (if able) and flee.

Exploration. The real Jubs wasn't an easily recognizable celebrity, but if a character makes a successful DC 18 Intelligence (Investigation) check, they find a small, hidden painting of the real Jubs, which only bares a passing resemblance to the impostor.

Social. A character proficient in Arcana who makes a successful DC 14 Intelligence (Arcana) check realizes that "Jubs" is making it up as he goes along.

Proceeding to Part 2

Night is nearly here. With signed contracts in hand, Goodpaster explains that the documents must be notarized before taken to the bank.

The weather is especially bad at this point—Hillsfar is filling with water, and overflowing storm sewers and flooded streets could pose a problem for the city in the near future.

When the party is ready, they can advance to **Part 2**.



Part 2: Sacred Trench

Estimated Duration: 50 minutes

*"It was the year that the water came
And it took all the neighbors away
We were watching them paddle
But they were just shadows."
—Bottomless Pit, "Sacred Trench"*

After wrapping up their tasks, the party is led by Doomguide Goodpaster to have the contracts notarized before taken to the bank. The situation gets out of hand pretty quickly.

Story Objective B

The adventurers must rescue the captive notary from the sewers. This is **Story Objective B**.

Pickup and Deliver

Aviry leads to the party to the northeast section of the city. Read or summarize the following:

The rain continues to fall even as the sun dips below the horizon, water now flowing freely through the streets in small rivers. The gloom is palpable.

Doomguide Goodpaster says, "Hasseldonk was very picky about these contracts being notarized. We can have that taken care of and then head to the bank!" She stops abruptly as she sees the notary's office ahead. Or, where the office should've been—the wood and stone that were once the foundation sag into a gaping hole in the ground.

Somewhere deep below the earth, a male voice shouts "Help!" in Common.

This building was once the office of the Hillsfar Notary Service. A destruction-loving demon, ordered to work against Kreszimeter's long-term Blood War-related goals, caused the office to collapse into the sewers before the party arrived.

The notary and two citizens were in the office when it collapsed. All are being held by the demon and its cultists in the sewers.

Development

Goodpaster checks the ruined building above ground for any bodies (there aren't any) and encourages the party to help her rescue survivors who must be in the sewers.

Into the Sewers

Hillsfar's previous ruler, the vile First Lord Toril Nomerthal, was so focused on furthering racist agendas and faulty trade laws that he neglected important things. Like Hillsfar's infrastructure! Despite some improvements initiated by the current (and not evil) administration, the sewer system hasn't been upgraded enough to handle the amount of water Hillsfar received recently.

A demon and its followers took advantage of the situation and collapsed the sewers under the notary's office to hopefully thwart Hasseldonk's and Kreszimeter's plans.

Area Information

The sewers have the following features:

Dimensions & Terrain. The stone sewer tunnel is 10 feet wide and 10 feet tall. When the party first enters the sewers, there is a foot-deep slurry of water, muck, and debris at the bottom which is considered difficult terrain. See the **Rising Water** section below for more information.

Lighting. Unless otherwise noted, the sections of the sewer are considered to be dim light.

Sounds & Smells. Periodic shouts for help. Water flowing rapidly. Debris clunking around.

Stealth. Creatures can make Dexterity (Stealth) checks with advantage due to the noise.

Cries for Help. Characters don't need to make a check to figure out where the shouts are coming from the **Runoff Room**.

Rising Waters

The building collapse and deteriorating sewers have caused water to rapidly build up in the tunnel and rooms in this encounter. As the party enters the sinkhole, have them roll for initiative. At the end of each round, roll a d6 and consult the chart below:

D6 Rising Waters

- | | |
|---|--|
| 1 | Nothing happens this round. |
| 2 | The water rises 1 foot. |
| 3 | The water rises 2 feet. |
| 4 | The sewer continues to collapse. Each character must make a successful DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage from falling stones. |
| 5 | A surge of water floods through the sewers! Each character must make a successful DC 12 Constitution saving throw or suffer one level of exhaustion. |
| 6 | Same as 5, but the water also rises one foot. |

As this encounter progresses, keep track of the water level. Once it reaches 10 total feet, the entire sewer is flooded (see the relevant sections in the PHB and DMG for adventuring underwater, if needed). Use your best judgement for when to switch from walking speed to swimming (our rough guideline: 4 feet of water).

2a. Sinkhole

The Notary Service collapsed into a gaping 60-foot diameter hole that's full wood, stone, smashed furniture, and other bits of debris. The drop from above is 20 feet; the sides of the hole are sloped enough that no check is required to climb up or down. A sewer tunnel, broken open by the sinkhole, runs west and east. To the west, water pours from the tunnel into the sinkhole. The western tunnel leads to other parts of the city that are boring and don't have any demons in them (and are outside of this adventure's scope)

Demon Damage. A character who makes a successful DC 14 Intelligence (Investigation) check notices the stones from the sewer tunnel—both in the sinkhole and around the tunnel entrance—have been weakened deliberately through repeated blows from something sharp. Demon claws, in this case.

2b. Sewer Tunnel

This 80-foot-long tunnel is rapidly filling with water, as well as debris from the collapsed office. At the far end are small tunnels that lead north and south.

A small, gated tunnel (3 feet in diameter) at the eastern end continues to the sea, but it's completely blocked by a pile of stone and wood. Clearing the debris requires an action with a successful DC 15 Strength check. On a success, a foot's worth of water drains from the sewers. Unfortunately, the fast-flowing water from the west shoves more debris to block the small tunnel not long after this. This action can be attempted multiple times, but only 1 foot of water can drain each round.

2c. Runoff Room

This room to the north serves to funnel water from a nearby culvert into the sewer system. Water from a large pipe in the wall is pouring into the room.

Prisoners. A farmer named Bea Farbough (NG female human), the merchant Ragin Olwynson (N male human), and the notary Prussia Bactista (LN male tiefling) are manacled to the western wall. All three use the **commoner** stat block. The three are conscious and unarmed. Bea and Ragin were in the notary's office and happened to be waiting for Prussia to notarize some documents. They just happened to be in the wrong place at the wrong time.

Each set of manacles can be removed with a key (on the demon worshipers), with a successful DC 20 Strength check, or with a successful DC 15 Dexterity check from a character using Thieves' Tools to pick the locks. Each set of manacle has 15 hit points.

Cultists. Two demon worshiping cultists—Annveel (**thug**) and Gob (**illusionist**)—are keeping guard in the room. They don't attack immediately, but will fight back if provoked. They shout for the demon in the **Repair Room** as soon as a fight begins. The cultists will also attack if the party tries to free the prisoners.

2c. Repair Room

This small workspace south of the sewer tunnel is where city employees can make repairs to the pipes and tunnels in the sewer. It hasn't been used in quite some time.

A **hezrou** demon stands here, carefully reading a scroll and definitely not paying attention to who is coming down the tunnel. It's trying to figure out what its next step is. It will attack immediately if it spots the party or hears combat in the Runoff Room.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Replace the **hezrou** with a **bulezau**.
- **Weak:** Reduce the **hezrou**'s hit points to 90.
- **Strong:** Add one **bulezau**.
- **Very Strong:** Add one **hezrou**. Replace the **thug** with a **master thief**.

Development

The prisoners are beyond grateful to be rescued. Bactista has a quill on him and is happy to notarize the contracts right away. None of the three citizens have any idea why the demon would want to attack, though they feel like they've noticed an uptick in demon activity of late (which isn't surprising, considering Hillsfar's recent history).

The scroll the demon was reading in the Repair Room can be found in **Appendix 9**.

Treasure

The illusionist's sloppily written spellbook may be claimed by the players. It contains the spells from the illusionist's stat block.

Success

Once the prisoners are rescued from the sewers and sign the contract, this task is considered a success.

Bonus Objective B. If using this additional content, the ambush on the characters and Aviry takes place just before the **Wrap-Up** section, as the party is making their way to the bank.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. If combat starts, the enemies fight to the death.

Exploration. With either a successful DC 14 Wisdom (Survival) check or a DC 16 Intelligence (Investigation) check, a character figures out that the volume of water coming from the pipe in the Runoff Room can be increased by the small lever on the wall by the door. Pulling this sends a jet of water that will hit the cultists in the back, giving them the incapacitated condition for three rounds. Unfortunately, this also increasing the flow of water, which makes the water rise one foot each round *in addition to* what is rolled on the Rising Waters table.

Social. The cultists have no desire to drown and are willing hand the manacle keys over with two successful DC 18 Charisma (Persuasion) check. On a failure, they attack.

Wrap-Up

Once Doomguide Goodpaster climbs out of the sewers, she's able to scurry into the bank, which (amazingly) is still open. After spending a few minutes finalizing details with the bank manager, she enters Hasseldonk's vault. A few more minutes later, she emerges with a frown on her face. She hands a small, wooden box to the party—their reward from the late Hasseldonk.

Treasure

The small, sandalwood box from Hasseldonk lets out a puff of brimstone when opened. Inside, on velvet lining, is a handsome elm *wand of secrets*. Underneath it is a small note that reads:

I am grateful for your efforts.
-Kreszimenter

Goodpaster also hands the party a bag of coins as a personal thank you. If the party was successful with more than half of the tasks they attempted, she also rewards them with a bottle that holds *oil of slipperiness*.

If the party were successful in rescuing the merchants in Part 2, Goodpaster will reward the party with two *potions of healing*.

What's Next?

Aviry Goodpaster explains that she has a gut feeling that she, her religious order, and the adventurers have all been duped by a powerful devil. Goodpaster promises more work to investigate this devil named "Kreszimenter," possibly even taking the fight to him.



Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 10**:

- *Wand of secrets*
- *Potion of slipperiness*
- *Potion of healing*

Dungeon Master Rewards

For running this adventure, one of your characters gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Kreszimeter (KREZ-i-ment-er). While he does not appear in the adventure, his machinations do. A devil in service to Mammon. He's a jerk.

- **What They Want:** Two more souls—he has 38 and needs 40 to meet his quota.
- **The String-Puller:** Evil and excessively clever. He's particularly proud of the arrangement he drew up with Hasseldonk.

Aviry Goodpaster (AYEV-ree). A Doomguide for the temple of Kelemvor in Phlan. Aviry handles the estates of the recently deceased.

- **What They Want:** She wants to ensure the conditions in Hasseldonk's contracts are followed carefully.
- **IN ALL CAPS:** Exceptionally joyful. A close-talker. She is confident and capable.

Aloysios Blatt (al-oh-WISH-us). Just a grateful citizen, trying to pay it forward.

- **What They Want:** Rescue his husband from whatever is in that thicket.
- **Self-Aware:** Knows himself well enough not to dive into danger, especially with adventurers around.

Blossom Chasters (CHAH-sters). She's big, strong, and likes cute fuzzy animal pals.

- **What They Want:** To improve her animal rescue. Also, to rescue Nibbles.
- **Well-Spoken:** A warm personality, but she's deliberate about her word choice.

L. J. Mango (MANG-goe). An up-and-comer in Hillsfar's underworld. Not totally horrible.

- **What They Want:** Revamp Hillsfar's criminal underworld into something more sustainable long-term.
- **The Soft Approach:** Mango thinks three steps ahead. Also, is willing to listen to reason.

Damithia Clop (damm-ITH-ee-ah). She can't take it with her, but she's opting for the next best thing.

- **What They Want:** For her vast collections to be enshrined. It all belongs in a museum!
- **One-Sided Conversation:** Clop is a chatter.

Miqwen Goldhearted (MI-kwen). Talented mage who is interested in chance and probability.

- **What They Want:** Adopt a child who is gifted in magic and help guide and train them.
- **In Her Own World:** Miqwen sometimes ponders options with such intensity that she spaces out.

"Jubs Bahnjoh" (BANN-joe). AKA Erhny Dang, murderer and halfling impostor.

- **What They Want:** Get some money from Hasseldonk's estate and get outta town.
- **Keep It Together, Guy:** Erhny is cool under pressure, but might lose it once he sees his most recent victim turn its head 360 degrees.

Roth Luurig (RAWTH LER-ig). An exceptionally talented young painter. Quick-witted and foul-mouthed.

- **What They Want:** For her first major exhibition to be a success.
- **Defeatist:** Despite Hasseldonk's desire for her to get her stolen paintings back from Thurnbald, she is scared she's lost already.

Tchad Bactista (CHAD bak-TEE-sta). The party is up front AND in the back.

- **What They Want:** Get the band back together.
- **Adrenaline Junkie:** Tchad wants everyone to live life to the extreme. Likes to push boundaries. He'll double-dog dare ya.

Creature Statistic

Assassin

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

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +6, Stealth +9

Damage Resistances Poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

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

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

Sneak Attack (1/Turn). The assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Bulezau

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8+21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	8 (-1)	9 (-1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft.

Challenge 3 (700 XP)

Rotting Presence. When any creature that isn't a demon starts its turn within 30 feet of one or more bulezaus, that creature must succeed on a DC 13 Constitution saving throw or take 1d6 necrotic damage plus 1 necrotic damage for each bulezau within 30 feet of it.

Standing Leap. The bulezau's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Sure-Footed. The bulezau has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Barbed Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12+2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned until the disease ends. While poisoned in this way, the target sports festering boils, coughs up flies, and sheds rotting skin, and the target must repeat the saving throw after every 24 hours that elapse. On a successful save, the disease ends. On a failed save, the target's hit point maximum is reduced by 4 (1d8). The target dies if its hit point maximum is reduced to 0.

Commoner

Medium humanoid, 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 Common

Challenge 0 (10 XP)

Actions

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

Dybbuk

Medium fiend (devil), chaotic evil

Armor Class 14

Hit Points 37 (5d8+15)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	16 (+3)	16 (+3)	15 (+2)	14 (+2)

Skills Deception +6, Intimidation +4, Perception +4

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, Common, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The dybbuk can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Violate Corpse. The dybbuk can use a bonus action while it is possessing a corpse to make it do something unnatural, such as vomit blood, twist its head all the way around, or cause a quadruped to move as a biped. Any beast or humanoid that sees this behavior must succeed on a DC 12 Wisdom saving throw or become

frightened for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on a saving throw against this ability is immune to Violate Corpse for 24 hours.

Actions

Tendril. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) necrotic damage. If the target is a creature, its hit point maximum is also reduced by 3 (1d6). This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its hit point maximum to 0.

Possess Corpse (Recharge 6). The dybbuk disappears into an intact corpse it can see within 5 feet of it. The corpse must be Large or smaller and be that of a beast or a humanoid. The dybbuk is now effectively the possessed creature. Its type becomes undead, though it now looks alive, and it gains a number of temporary hit points equal to the corpse's hit point maximum in life.

While possessing the corpse, the dybbuk retains its hit points, alignment, Intelligence, Wisdom, Charisma, telepathy, and immunity to poison damage, exhaustion, and being charmed and frightened. It otherwise uses the possessed target's game statistics, gaining access to its knowledge and proficiencies but not its class features, if any.

The possession lasts until the temporary hit points are lost (at which point the body becomes a corpse once more) or the dybbuk ends its possession using a bonus action. When the possession ends, the dybbuk reappears in an unoccupied space within 5 feet of the corpse.

Giant Rat

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft. passive Perception 10

Languages -

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Hezrou

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10+65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

Multiattack. The hezrou makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Illusionist

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray**, *disguise self**, *mage armor*, *magic missile*

2nd level (3 slots): *invisibility**, *mirror image**, *phantasmal force*

3rd level (3 slots): *major image**, *phantom steed**

4th level (1 slots): *phantasmal killer**

*Illusion spells of 1st level or higher

Actions

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

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.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather armor)

Hit Points 83 (13d8+26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus Thieves' cant

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Merregon

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

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

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands Infernal but can't speak, telepathy 120 ft.

Challenge 4 (1,100 XP)

Devil's Sight. Magical darkness doesn't impede the merregon's darkvision.

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

Actions

Multiattack. The merregon makes two halberd attacks, or if an allied fiend of challenge rating 6 or higher is within 60 feet of it, the merregon makes three halberd attacks.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Reactions

Loyal Bodyguard. When another fiend within 5 feet of the merregon is hit by an attack, the merregon causes itself to be hit instead.

Orthon

Large fiend (devil), lawful evil

Armor Class 17 (half plate armor)

Hit Points 105 (10d10+50)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +7, Con +9, Wis +6

Skills Perception +10, Stealth +11, Survival +10

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

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 120 ft., truesight 30 ft., passive Perception 20

Languages Common, Infernal, telepathy 120 ft.

Challenge 10 (5,900 XP)

Invisibility Field. The orthon can use a bonus action to become invisible. Any equipment the orthon wears or carries is also invisible as long as the equipment is on its person. This invisibility ends immediately after the orthon makes an attack roll or is hit by an attack.

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

Actions

Infernal Dagger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) slashing damage, and the target must make a DC 17 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one. On a failure, the target is poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Brass Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage, plus one of the following effects:

1. **Acid.** The target must make a DC 17 Constitution saving throw, taking an additional 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.
2. **Blindness (1/Day).** The target takes 5 (1d10) radiant damage. In addition, the target and all other creatures within 20 feet of it must each make a successful DC 17 Dexterity saving throw or be blinded until the end of the orthon's next turn.

3. **Concussion.** The target and each creature within 20 feet of it must make a DC 17 Constitution saving throw, taking 13 (2d12) thunder damage on a failed save, or half as much damage on a successful one.

4. **Entanglement.** The target must make a successful DC 17 Dexterity saving throw or be restrained for 1 hour by strands of sticky webbing. A restrained creature can escape by using an action to make a successful DC 17 Dexterity or Strength check. Any creature other than an orthon that touches the restrained creature must make a successful DC 17 Dexterity saving throw or become similarly restrained.

5. **Paralysis (1/Day).** The target takes 22 (4d10) lightning damage and must make a successful DC 17 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. **Tracking.** For the next 24 hours, the orthon knows the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, the orthon knows which one, but not the exact location there.

Reactions

Explosive Retribution. When it is reduced to 15 hit points or fewer, the orthon causes itself to explode. All other creatures within 30 feet of it must each make a DC 17 Dexterity saving throw, taking 9 (2d8) fire damage plus 9 (2d8) thunder damage on a failed save, or half as much damage on a successful one. This explosion destroys the orthon, its infernal dagger, and its brass crossbow.

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8+5)

Speed 30 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 +5

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.

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8+12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14(+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6+3) psychic damage.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8+10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

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

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

Appendix 1: Leave the Light On (Bonus Objective A)

Estimated Duration: 60 minutes

*"Fret your money to death,
And you find you can't sleep,
So leave a light on."*

—Bottomless Pit, "Leave the Light On"

Wow, the party is making good time! Maybe they can do a couple more tasks before time runs out?

Bonus Objective A

The party continues to help people wrap up the terms of their contracts. To complete **Bonus Objective A**, the party must attempt to complete tasks for at least another hour of play time.

Additional Tasks

This Bonus Objective contains two more tasks that can be use in play.

1. That's Entertainment!

Tchad Bactista was a popular musician who performed at taverns all over Faerûn. It's time for him to come out of retirement.



The party meets Tchad at the Rusty Nail, one of the few taverns at Hillsfar's harbor.

Area Information

The Rusty Nail has the following features.

Dimensions & Terrain. The Rusty Nail's moderately sized common area is packed, with most of the tables and counter space occupied. The barkeep slings drinks with skill.

Lighting. The tavern is well lit throughout.

Sounds & Smells. The roar of rain outside. Loud laughter from patrons. Booze and freshly baked bread.

Creature Information

Tchad Bactista (CN male half-elf) lounges at a table in the corner of the tavern. It's easy for the party to find him.

What Do They Want? Even though retirement has been good to him, Tchad misses the thrill of performing music in front of an audience. He

wants to write new songs and tour again, but he knows he needs his bandmates Fortunato and Leigh for this to work. Tchad wants the party to help him convince his former colleagues to give touring another shot.

What Do They Know? Hasseldonk has had past dealings with Tchad, so he arranged to donate money to cover the costs of a tour from the Sword Coast back to the Moonsea. Hasseldonk's required condition was that Tchad had to get his former bandmates to tour with him.

The three haven't spoken to each other for over 15 years, though, and their parting wasn't amicable.

Should We Play This Backwards? Characters who have the Entertainer background or who make a successful DC 15 Intelligence check recall that Tchad sang about lots of things, but his lyrics turned to devils (and the Nine Hells) more frequently before the band broke up. If asked about this, he brushes it off as "dumb posturing."

If asked about Hasseldonk's patronage, Tchad smiles in a creepy way and avoids the question (a fiendish contract he made in the past prevents him from talking about this).

The Band's Arrival

Tchad asks for the party's help in winning over Leigh and Fortunato. Convincing his bandmates might require some play-acting on the part of the party.

Leigh (CG female halfling **commoner**) and Fortunato (CN male tiefling **commoner**) arrive at the Rusty Nail in short order. After some terse greetings, Tchad explains that he'd like Leigh and Fortunato to write some new songs with him and debut them in a tour across the continent. The bandmates aren't convinced, even when he mentions getting paid.

The Pitch

Abandoning his initial plan, Tchad then introduces the characters. How he does this is up to the DM, but a few possibilities include: concert promoters, tavern owners, or simply music lovers.

The bandmates express doubt that the party has ever heard of them.

Give the players a few minutes to come up with a plan. Once they've decided how to proceed, the party must make a successful DC 18 Charisma (Deception or Persuasion) group check. If any player wants to sing, either individually or as a group, doing so will give their character(s) advantage on their check.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Combat here? Not a great idea.

Exploration. A character who makes a successful DC 18 Wisdom (Perception) check in the tavern overhears several patrons discussing how much they miss the music of Tchad, Leigh, and Fortunato. This information can give characters advantage on their skill checks to convince the bandmates, should they choose not to sing.

Social. This is a good opportunity to let players sing (if they want to, of course).

If they characters are successful on their check, Leigh and Fortunato agree to work with Tchad again.

Completion

Hasseldonk's requirement will be fulfilled once Leigh and Fortunato agree to Tchad's terms.

2. Her Good Name

A brilliant painter had her best work stolen by a competitor. She has to get it back before it's too late.

The painter, Roth Luurig, meets the party in an amazingly clean alleyway in Hillsfar's northern district.



Creature Information

Roth (CG female half-orc) is a gifted visual artist who is planning her first public exhibition, thanks to a donation from Hasseldonk.

What Do They Want? Roth had several of her paintings stolen by another artist and she wants them back. She wants you to recover these works of art from the thief's house.

What Do They Know? Thurnbald (he only goes by the one name), an established figure in the Moonsea art scene, had one of his associates break into Roth's studio several weeks ago and take three paintings. These paintings were going to be the focus of her first exhibition. Thurnbald sent a message to warn her off—he would ruin Roth's reputation if she accused him. Roth is pretty sure that Thurnbald is planning on claiming the paintings as his own.

Regardless of what evidence she had, Roth knew that the art community—and Hillsfar in general—would believe Thurnbald.

Hasseldonk promised to fund Roth's exhibit, but the donation was contingent on her featuring the three paintings that Thurnbald took (Roth isn't sure how the philanthropist knew about them). If the party can retrieve the paintings, the exhibit will be a success.

Area Information

Thurnbald's expensive townhouse isn't far from where Roth meets the party. It's on a quiet street—it looks like none of the neighbors are home. The townhouse has the following features:

Dimensions & Terrain. The single-floor dwelling is small, 50-by-50 feet, and tastefully decorated throughout.

Lighting. Scant sunlight makes its way through the heavy curtains. Dim light.

Sounds & Smells. Fresh cut flowers in vases. The heavy silence of an empty dwelling.

Front Door. The party can enter the townhouse by successfully picking the lock on the front door with a DC 15 Dexterity check (using thieves' tools). Alternately, there's a key hidden in a small tresym statue that can be found with a successful DC 15 Intelligence (Investigation) check.

Windows. Thurnbald's townhouse is windowless. Weird.

Searching the Townhouse

Roth is certain all three of the paintings are in Thurnbald's home. Under each room description,

there are several places the paintings could be hidden. Where the paintings are hidden is up to the DM. Feel free to choose a total of three locations from any of the suggestions indicated in each room's description.

Roth's three oil paintings are all untitled; one is a still life of a broken wand, one is a moving picture of the liberation of the Arena in Hillsfar, and the final is an abstract depiction of daily life at the Stop.

Thurnbald has the paintings either gently rolled up in waxed paper or in frames, depending on where they are hidden.

Development

If you want to make this section more challenging, have Thurnbald's aging housekeeper Geddy (NG male shield dwarf **commoner**) arrives to tidy up. He enters, sets his bag down, and proceeds to clean the rooms in a clockwise fashion. Geddy's passive Perception is 10; if alerted, he'll assume Thurnbald is in the house and proceed to ask questions about the painter's day, and so on.

If caught, the party can convince Geddy to keep his mouth shut with a successful DC 12 Charisma (Persuasion) or DC 12 Charisma (Deception) check. A failure on this check means he'll try to summon the Red Cloaks; if he escapes, Geddy can bring guards to the apartment in two minutes. Killing Geddy results in an immediate failure for this task.

3a. Main Room

The townhouse entrance opens into this room. A lovely rug from Chult covers and obscures most of the beautiful, hardwood floor, and a couch and two high-back chairs are placed to face the unlit fireplace on the wall. A small end table sits against the wall, a vase on top.

Fireplace. A successful DC 16 Intelligence (Investigation) check reveals that the fireplace hasn't been lit in some time. A painting could be rolled in waxed paper and hidden on a ledge within.

End Table. A painting could be in a frame that resembles the surface of the table. If present, the frame can be found successful DC 12 Intelligence (Investigation) check. If a character is proficient

in woodcarver's tools, they spot the inconsistency immediately.

3b. Kitchen

An adorable little kitchen. It has a corner pantry, an oven, a fireplace, and a wine rack. A character proficient with cooking utensils can make a DC 12 Wisdom check. On a success, they notice that the kitchen hasn't been used to cook in, ever.

Pantry. The pantry is locked. A character can attempt a DC 16 Strength (Athletics) check or a DC 16 Dexterity check with thieves' tools. Either will open the door. A painting could be in a frame within, jammed behind a bag of flour.

Wine Rack. Thurnbald likes wine. A lot. The rack is full of bottles, half of them empty. A successful DC 18 Wisdom (Perception) check spots a painting (if present) rolled in waxed paper and placed in an empty bottle.

3c. Bedroom

Thurnbald's elegant bedroom has a large bed covered in pillows, a large standing dresser, and small alcove for a lavatory.

Pillows. A painting could be rolled in waxed paper and placed within a pillow. It can be located with a successful DC 16 Intelligence (Investigation) check.

3d. Studio

Thurnbald's tidy studio is full of embarrassingly boring paintings. A number of framed paintings are on each wall, and two works in progress are on easels. Paint supplies are arranged nicely on a table.

Framed Paintings. A painting could be hidden beneath one of Thurnbald's framed works. A character can notice this with a successful DC 18 Wisdom (Perception) check. A character proficient in painter's supplies will notice it without a check.

Completion

Hasseldonk's requirement will be fulfilled once all three paintings are located and returned to Roth without attracting unwanted attention.

Appendix 2: Couldn't You Wait? (Bonus Objective B)

Estimated Duration: 60 minutes

*"If you run into the night
If you've ever been alone in your life
Motorhead, coming for you
You've gotta, you've gotta treat the new guy right"
—Silkworm, "Treat the New Guy Right"*

As the adventurers hurry about to wrap up various tasks throughout the city, they are being carefully stalked by Motorhead, a devil contracted by Kreszimeter. Motorhead's goal: eliminate loose ends (as in, the party and Aviry).

Bonus Objective B

Survive the encounter with the devil bounty hunter Motorhead. This is **Bonus Objective B**.

If using this bonus content, Motorhead's attack can be foreshadowed through Part 1—brief flickers of movement, eerie eyes peering through windows, and so on. Some examples are suggested for some of the tasks, but feel free to create your own creepy clues.

The Ambush

Motorhead will ambush the party after **Part 2** as they and Doomguide Goodpaster are heading to the bank to turn the contracts in.

Motorhead springs its ambush when the party passes through a deserted crossroad.

Area Information

The area has the following features.

Dimensions & Terrain. Each of the crossroads are 30 feet wide and stone. Businesses—all dark and empty on account of the weather—line the streets.

Barrels. A sizeable stack of barrels is piled near a brewer's storefront. Hiding behind them provides half cover.

Lighting. Dim light from lanterns.

Sounds & Smells. Rain against stone and wood.

Creature Information

Motorhead is an **orthon**. The devil begins combat behind the barrels mentioned above, which provide half cover. It has its Invisibility Field activated, though it rolls its Stealth skill check at disadvantage because the heavy rain has caused the Field to malfunction.

The fiend fights to the death.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Reduce the **orthon's** hit point total to 65.
- **Weak:** Reduce the **orthon's** hit point total to 90.
- **Strong:** Add a **merregon**. It enters from behind the party on the second round of combat.
- **Very Strong:** Add a **merregon**. It enters from behind the party on the first round of combat.
- **Deadly:** Add two **merregons**. They enter from behind the party on the first round of combat.

Treasure

After Motorhead dies (possibly through detonating), a scrap of paper remains with Aviry and the characters' names written on it. At the top of the paper is written "Kill List."

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Motorhead tries to avoid getting pinned down during combat. If its Explosive Retribution ability is activated, it tries to catch as many characters in the blast as possible.

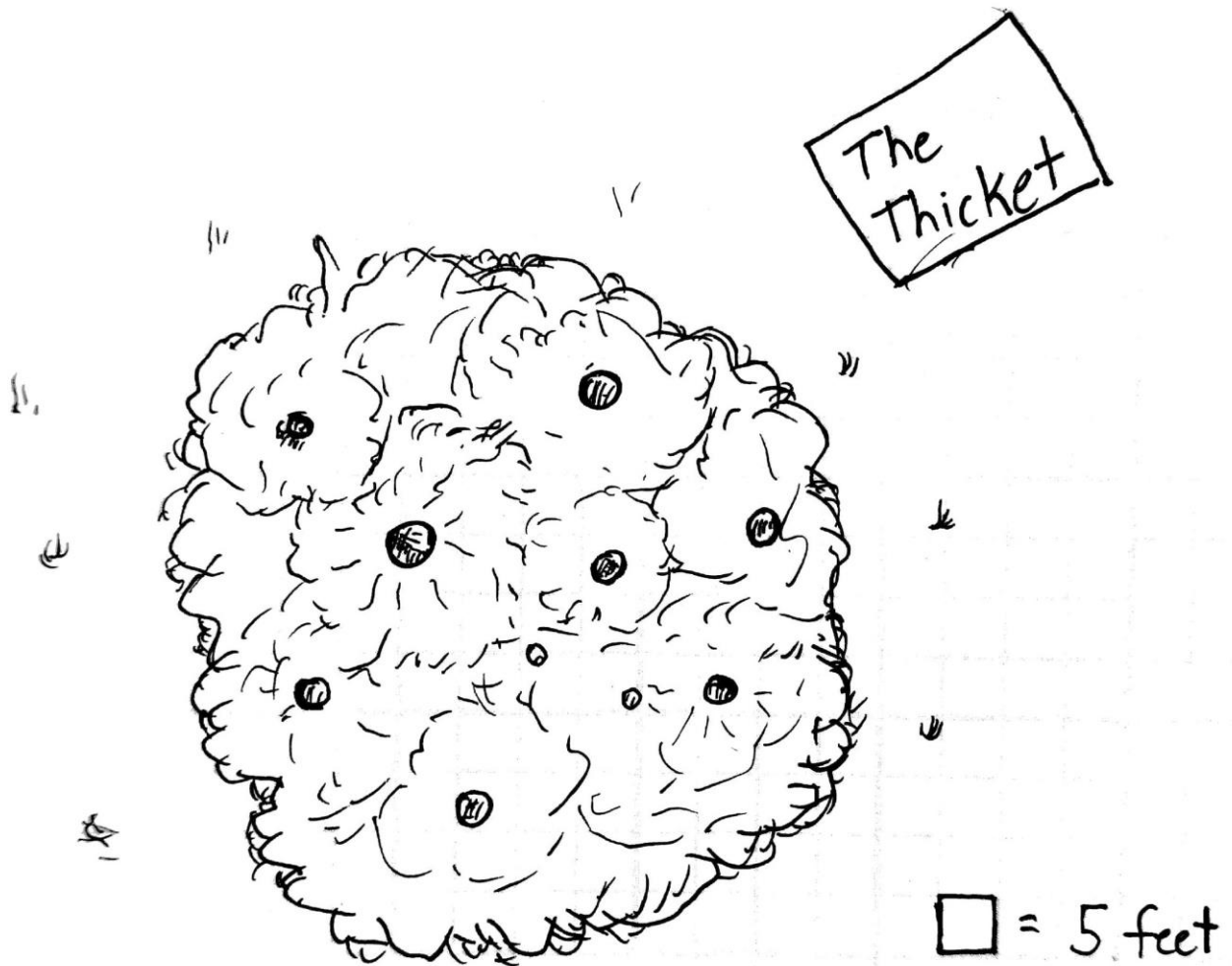
Exploration. Before combat begins, a character can make a successful DC 16 Wisdom (Perception) check to notice flickering near the barrels—the result of Motorhead's Invisibility Field faltering in the rain.

Social. The orthon will humor the party if they try to convince it to stop the attack. A successful DC 25 Charisma (Persuasion) check—with a payment of 1,000 gp—will successfully call Motorhead off. If the party is successful, Motorhead will reveal the name of the devil who sent it—Kreszimeter.

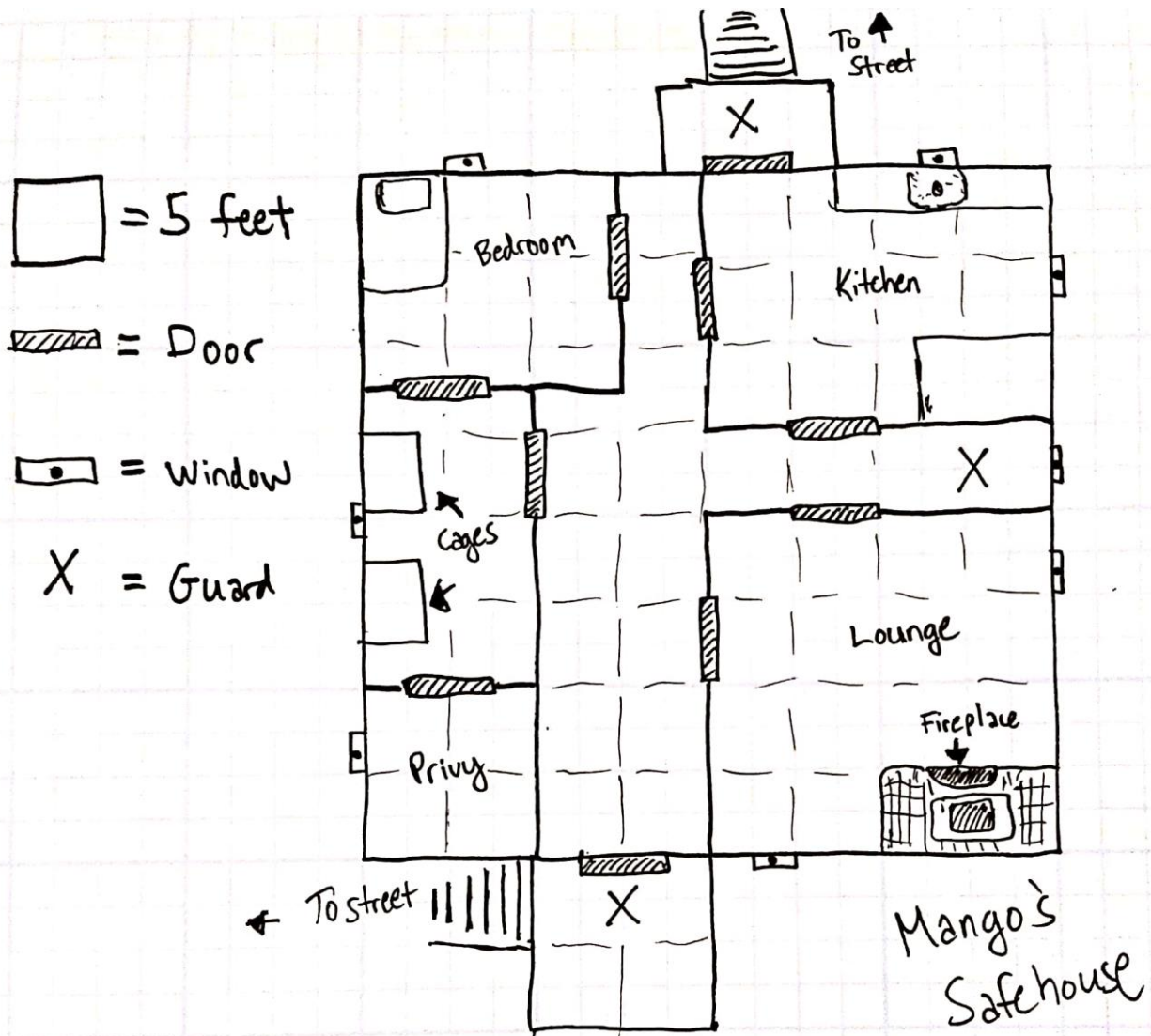
Appendix 3: Task Reference (DM Resource)

Individual	Description	Donation Purpose	Condition
Aloysios Blatt	Male Tiefling landscaper	Help turn thicket into place of rest	Destroy creatures in thicket
Blossom Chasters	Female Goliath	Improve animal shelter	Acquire exotic rodent
Regis Matterhook	Male human baker	Expand bakery	Relocate business
Damithia Clop	Female human noble	Turn home into museum	Make home "presentable"
Miqwen Goldhearted	Female dragonborn mage	Pay for the adoption of an orphan	Someone else must select the child
"Jubs Bahnjoh" *	Male halfling writer	Pay for book tour	Clear attic of demons
	*Jubs was killed and is being impersonated by a criminal. See section for more information.		
Bonus Content			
Individual	Description	Donation Purpose	Condition
Tchad Bactista	Male half-elf bard	Cover costs of tour	Get the band back together
Roth Luurig	Female half-orc painter	Pay for first exhibit	Recover stolen artwork

Appendix 4: Thicket Map



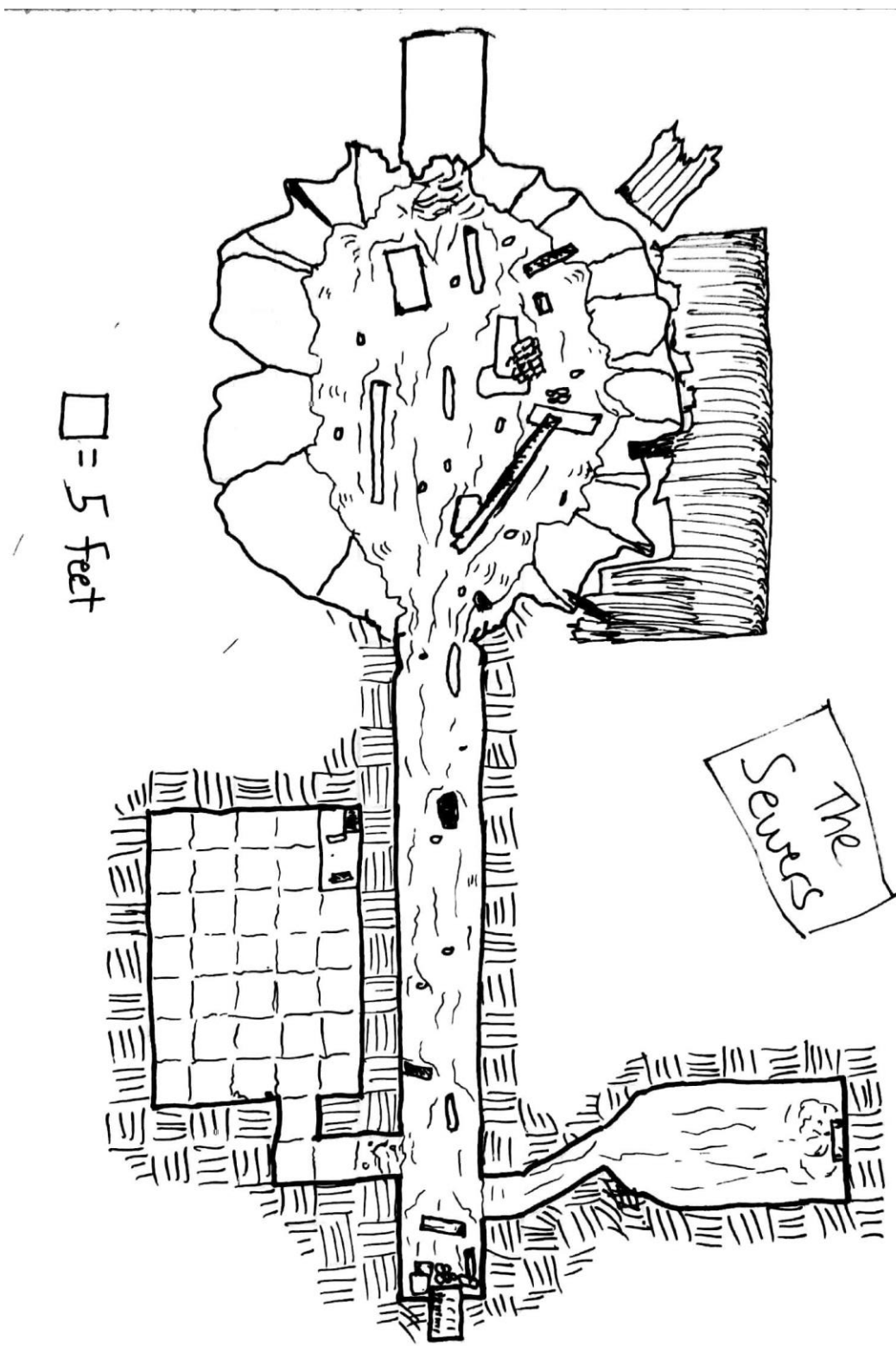
Appendix 5: Mango's Safehouse Map



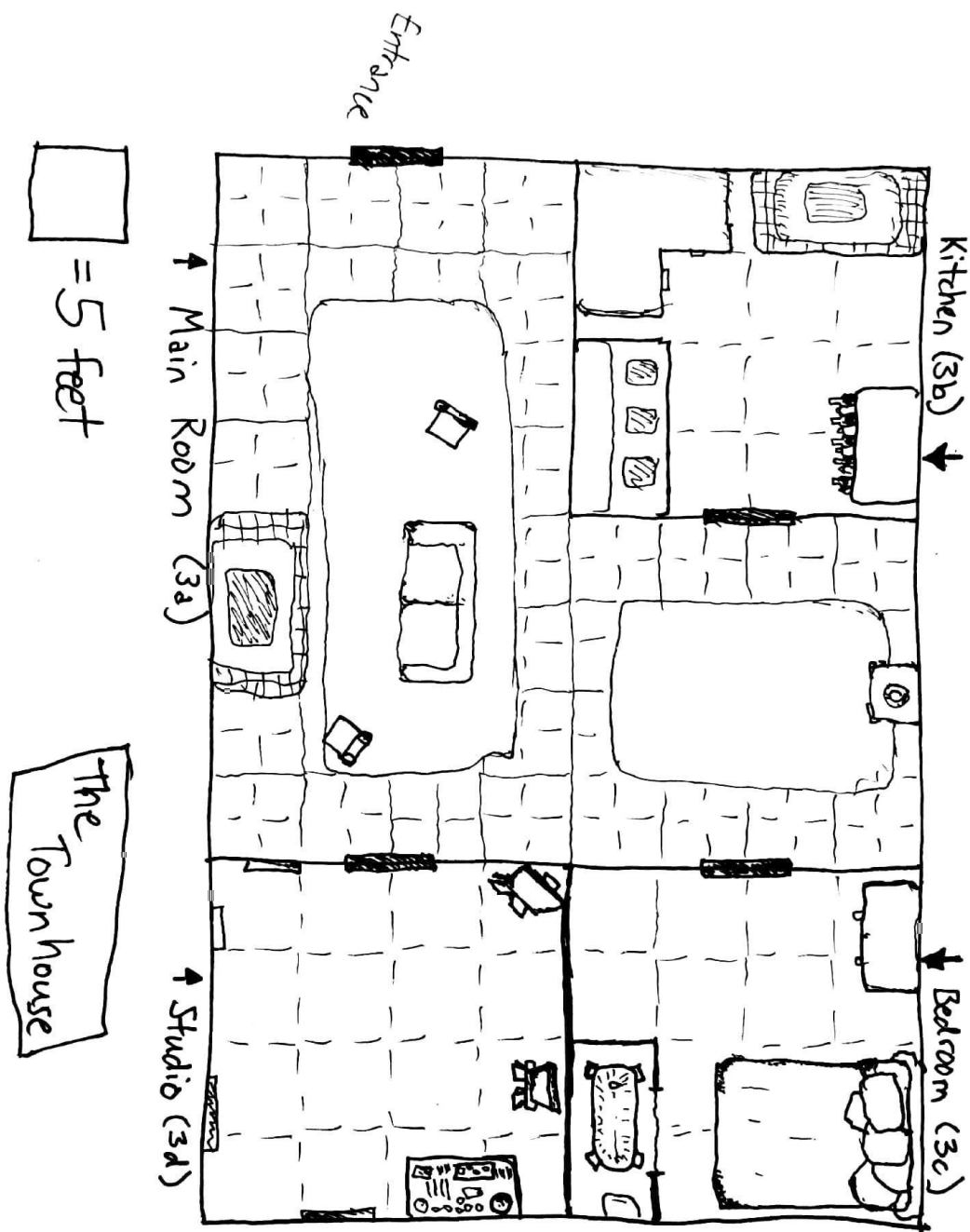
Appendix 6: The Attic Map



Appendix 7: The Sewers Map



Appendix 8: Thurnbald's Apartment



Appendix 9: Hasseldonk's Task List (Player Handout 1)

Charitable Donation To-Do List

1. *Aloysios Blatt*

Clear the thicket of monsters so he can build a nice place for travelers to rest.

2. *Blossom Chasters*

Rescue that cute little Nibbles and give her a new home in Blossom's animal shelter.

3. *Regis Matterhook*

Help solve Regis's money issues! (Uh oh!)

4. *Damithia Clop*

Her home needs quite a lot of tidying.

5. *Miqwen Goldhearted*

She'll need you to make a very important decision!

6. *Jubs Bahnjoh*

Before Jubs leaves for his book tour, you'll have to help him get rid of some monsters (silly Jubs).

(A few more, but only if you have time!)

1. *Jchad Bactista*

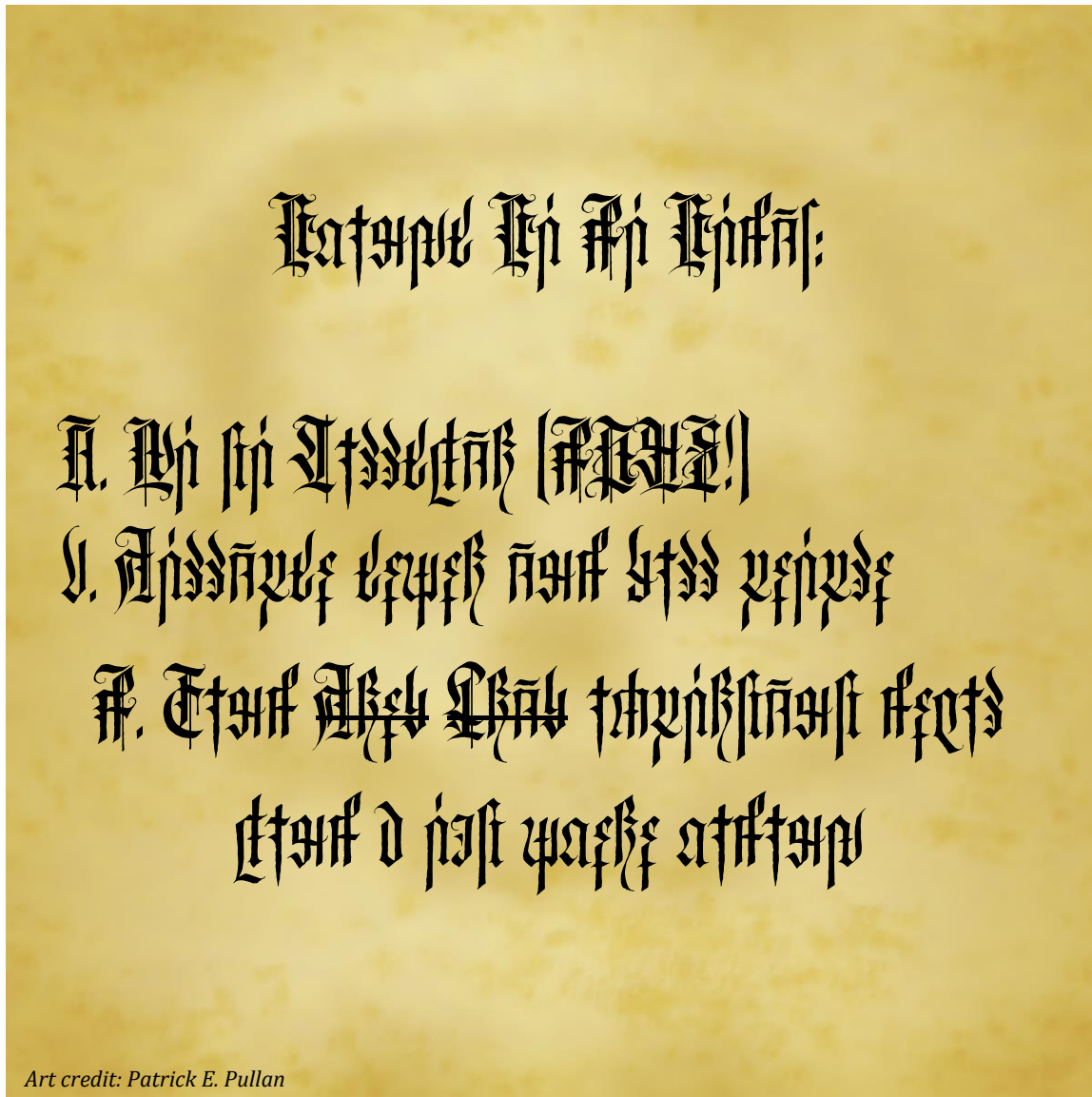
*Convince him to get his band back together
(he may make you sing)!*

2. *Roth Luurig*

A nasty person stole her paintings. Get them back!

Art credit: Patrick E. Pullan

Appendix 10: Demon's Note (Player Handout 2)



Translation:

Things To Do Today:

- A. Go to Hillsfar (DONE!)
2. Collapse sewer and kill people
- D. Find ~~Crez Kraz~~ important devil & find out where hiding

Appendix 11: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

Wand of Secrets

Wand, uncommon

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

This wand lets out of a puff of sulfur every time it is used.

Potion of Healing

Potion, common

You regain 2d4+2 hit points when you drink this potion. This item can be found in the *Player's Handbook*. The potion's red liquid glimmers when agitated.

Oil of Slipperiness

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours. This item can be found in the *Dungeon Master's Guide*.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours.

Appendix 12: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). 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 if outside its level range.

New to D&D Adventurers League?

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

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 Perception score, and anything the adventures specifies as notable (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) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

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

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