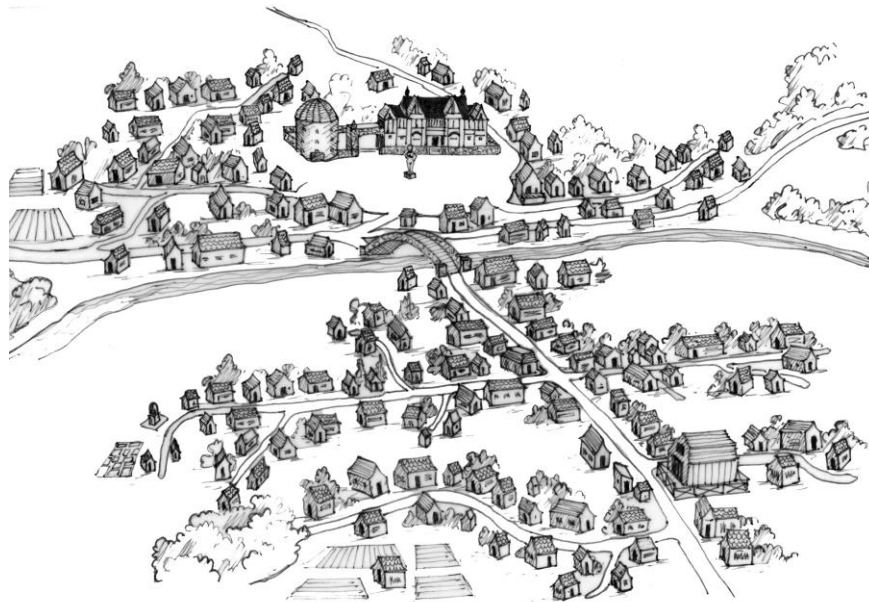


MURDER AT THE STOP



With the repeal of the Law of Humanity, things have changed in the Hillsfar surrounds, and not necessarily for the better. The farming village of The Stop is no exception. The Red Plume Soldiers have withdrawn their presence and no one is left to maintain order. When things get out of hand, a noble representative of the people and the law is required.

A 4-Hour Adventure for 1st-4th Level Characters

(Bonus Content - City Guide: The Stop)

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INTRODUCTION

Welcome to *Murder at The Stop*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play.

The adventure takes place in The Stop, a small farming village west of Hillsfar.

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

ADJUSTING THIS ADVENTURE

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

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

Determining Party Strength

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

This adventure focuses on roleplay and exploration. DMs are encouraged to focus their preparation on NPC motivations and attitudes, as well as location descriptions. A group that focuses primarily on combat opportunities, may find the adventure to be short. Taking notes will be helpful to the players.

LOCATION AND CHRONOLOGY

This adventure follows the events of season three DDAL adventures in the Hillsfar region. The **Appendix. City Guide to The Stop**, provides guidance for using the town as a hub for these adventures with minor adaptations.

ADVENTURE BACKGROUND

Until the repeal of the Law of Humanity in Hillsfar, the non-human population of The Stop were greatly exploited. Reflecting the attitudes of the previous Magistrate of The Stop, Thaddeus Zervous, he brutally enforced his ideology using the might of the Red Plume soldiers. His methods went too far when he was caught selling non-humans into slavery. Local heroes defeated and killed the evil leader in the events of ***Bane of the Tradeways (DDEX03-05)***.

The new Magistrate, Jhanos Myrkeer, was appointed prior to the repeal of the Great Laws. However, being from Amn, he doesn't carry the prejudices of his predecessor. Representing progressive practices for trade and embracing the repeal, his ideas gained notoriety, but he also many detractors. It is these detractors that earned him his appointment as Magistrate of The Stop.

The Hillsfar Alliance of Merchant Representatives, a Hillsfar trade guild, appoints the Magistrate. Once a station of status within the ladder of the HAMR, the position of Magistrate is now undesirable and considered a type of exile from the guild activities in Hillsfar. The position was bestowed to Jhanos disguised as an honor. The organization now offers no financial support to Jhanos, while maintaining expectations of revenues in a culture of non-human farmers who are looking for alternatives to dealing with the HAMR.

To make matter worse, recently, Hillsfar inexplicably pulled the Red Plumes from their station at The Stop. The sudden lack of a military presence has presented several problems, but the primary concern is the racially divided population with no ability to enforce order. Fearing that the town will fall into chaos, Jhanos has appealed to the faction leaders for help. He has a plan to solve the

problems of The Stop, but getting the town stabilized is his first order of business.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

The Stop. A town west of Hillsfar located on the Tradeway.

Jhanos Myrkeer. The Magistrate of The Stop.

Biff Bitterwood. A halfling farmer and local leader among the non-humans.

ADVENTURE OVERVIEW

The adventure is divided into 5 parts:

Part 1. The adventurers arrive at The Stop and meet the Magistrate.

Part 2. The Murder occurs at the chateau and the adventurers begin their investigation.

Part 3. The adventurers must fend off another murder attempt in their midst.

Part 4. The adventurers spend the day investigating leads in the town.

Part 5. The adventurers track the suspects down and discover the mastermind behind the murders.

ADVENTURE HOOKS

Adventurers that are members of a major faction have been sent by their faction leaders to support the township. With the recent departure of the Red Plume forces, the town has been left in a vulnerable position.

Story Hook. Fearing the town is unprotected without a presence of force, Magistrate Jhanos has requested aid from the faction leaders at Elventree. You have been tasked with providing a stable presence of order until the town is able to provide that for itself. Report to the Magistrate at The Way Station, marked by a large round barn at the center of town.

Lord's Alliance (Faction Assignment). Faction leaders fear that the leadership of the town is in danger. Find a suitable Constable for the town.

Harpers (Faction Assignment). When the previous Magistrate was killed, his spellbook was never found. Recover the spellbook for the Harpers.

THE GREAT LAW OF HUMANITY

One of the two great laws of Hillsfar, The Great Law of Humanity stated that only humans were allowed within Hillsfar. While the law is now repealed, the ideology persists in the region.

PART 1. THE ARRIVAL

Estimated Duration: 30 minutes

The party arrives at The Stop.

At the end of the third day of travel from Elventree, the Stop finally comes into view. The last day was spent in a hurried pace in an effort to arrive before the pursuing storm. To the west, a beautiful sunset escapes the day before the imminent deluge. The trip has offered plenty of time to get to know each other.

Take a moment here to allow each of the adventurers to introduce themselves to each other.

At the edge of town, a half-elf man with striking features offers a passing wave. He sits on the back of one of many wagons in a well-trodden clearing surrounded by trees.

Moving into the town, folks are securing their shutters in anticipation of the storm. A young woman urges her horse faster as she rides with great purpose past you in the opposite direction.

Crossing the bridge at town center, your destination is easy to locate. An enormous round barn and inviting chateau on the cobbled central plaza.

A human man and a short, stout, greenish smithy, watch from the large open doors of the barn. The man nudges the smithy who snaps to and bolts off down the street.

The man speaks with little enthusiasm. "We'veus beginning ta' think ya wun' gunna make it tonight. I'm Kendrick. I sent ole' Rogi there ta' fetch the Magistrate fer ya. He'll be keen to see ya straight away."

Kendrick is the foreman of the livery and says as little as possible. His subordinate is the blacksmith, a half orc – half dwarf named Rogi. While waiting, Kendrick points out the most important buildings in town. This is an assigned task and the delivery is painfully forced. Provide characters with the map of the town, (*Appendix. Player Map: The Stop*).

The woman rider is Petra, the daughter of Andros the inn keeper of The Way Station. She does not stop to talk as she rides to her clandestine meeting with Fabian, the half-elf seen earlier. If the adventurers attempt to question her, she simply rides past them, but they notice that she is visibly upset. If they ask Kendrick, he can tell them who she is, but nothing more.

GENERAL FEATURES

The general features of The Stop are as follows:

Terrain. The lands in this area are low rolling grass hills with patches of wooded areas. It is not rocky and ideal for farming. Crooked Creek meanders across the countryside and must be forded several times when approaching on the Tradeway from the east.

Weather. A looming downpour threatens a pleasant day. The humidity is thick and strong gusts blow dust and occasional large drops splat down.

Light. The setting sun provides bright light for the few remaining minutes of the day.

Smells and Sounds. There is a strong smell of the rain and increasingly frequent rumbles and flashes from the east.

Streets and buildings. The Stop is surprisingly cosmopolitan considering its rural setting. A few of the major streets are even cobbled. Most of the shops are artisans and craftsmen who have closed for the evening.

The Tradeway. The well-traveled road that stretches from Hillsfar to Yulash is known as the Tradeway, a common trade route. Through town it follows Crooked Creek as the two bisect the town into a north and south side.

Farming. There are many surrounding farms that must be passed through to reach the city no matter the approach.

Town Center. The center of town is a large paved plaza and displays a round pool of water, in the middle of which is an expertly carved statue of a woman with her palms facing down as if calming the waters in the pool. The woman is the goddess Eldath. The construction looks recent, a gift to the town from a local half-elven sculpture.

1. MEETING THE MAGISTRATE

Across the plaza on the bridge to the south side of town, a human man talks to a halfling. The two exchange something and then shake hands and part ways. He and Rogi then hurriedly approach.

"Welcome friends! I am Jhanos. I'm so glad you made it before the storm. We are all grateful of your presence here and we have much to discuss."

Allow for a player response. After an appropriate exchange:

"I am almost done with my appointments for today. Let Rogi here show you to your quarters so you can get settled in and cleaned up. We'll meet at the chateau for a nice meal in one hour. I just wanted to greet you personally on your arrival. Please know that you are most welcomed here and anything you require is at your disposal."

Jhanos was talking to Bickleford “Biff” Bitterwood, a local halfling farmer of esteemed reputation and means. Though too far to see details, Jhanos and Biff exchanged documents, (Player Handout 3). If the adventurers ask Jhanos about Biff and what they exchanged, he offers a smile says, “I promise to give you all the details at dinner. But, alas, I am late for my next appointment. Please excuse me.” He then hurries off.

Any character with a passive Perception of 11 or more notice that Kendrick’s annoyed with the suggestion that Rogi guide the adventurers to their quarters. If it is mentioned, Kendrick says, “He thinks he’s the only one busy around here. Go on, Rogi, take them on over.” Rogi leads them to the Merchant House basement.

ROLEPLAYING MAGISTRATE JHANOS MYRKEER

In appearance, Jhanos is clearly not from this region. He has the dark complexion and robes of a merchant of Amn. He is middle aged with a black beard and mustache. Jhanos is good natured and displays respect by bowing to those with whom he meets, probably too much in fact. He enjoys the company of halflings as they remind him of his homeland. He speaks with an accent for this region.

ROLEPLAYING ROGI

Rogi is half dwarf and half orc, the unfortunate result of an orc raid on a dwarven farm. He was an outcast in the community until Thaddeus saw certain magical talents in him that others didn’t see. He also saw an opportunity to use Rogi as a spy on the local non-humans. This worked for a while, but his loyalties to the Magistrate were soon discovered.

Rogi is hiding his intelligence as a disguise. He speaks in broken Common and offers gruff responses and fundamental observations. He wears his huge leather blacksmith’s gloves all the time. These hide a formidable pair of claws that he doesn’t want people to see. In addition, he wears a *ring of mind shielding* to ensure his ruse is not spoiled.

2. THE MERCHANT HOUSE

Rogi escorts the adventurers to the Merchant House.

The Merchant House is a large warehouse that sits on the corner of the block. The doors to the loading docks are being closed as several men are flinging sacks from a wagon into the warehouse floor. A flailing sign displays the words, “Hillsfar Alliance of Merchant Representatives”. They encircle the silhouette of a hammer. The wind and rain suddenly attack in full force. The boom of a close lightning strike illuminates the plaza and startles everyone. On the side of the building, stairs lead down to a basement door.

The basement, once the barracks for the Red Plume soldiers, is equipped with six rooms that each contain two beds, two lockers and a wash basin. The main room contains a desk, a table and some chairs, a weapons and shackles rack, as well as two holding cells. A half-orc **privateer** sits in one cell after becoming the victim of a sucker punch in a brawl at the Plodding Plow. He is accused of harassing the locals and was jailed by Capt. Remy LeDuc. No one is monitoring his sentence and he should have been released long ago. Andros brings him scraps daily.

“No more mean red feathers here. This your home now. You clean it, not me.” says Rogi. He tosses you the keys to the holding cells. “These for locking up bad guys.” He looks at the prisoner and yells at him on his way out, “You bad guy!”

The key ring contains twenty keys to unknown locks. Two of them fit the two holding cells. Show the players the map of the merchant house (**Player Handout 2**). After Rogi leaves, the prisoner, who goes by the name, Wudu, begins persuading the adventurers to let him out. He claims that he didn’t do anything but get into a fight at the Plodding Plow. A successful DC 12 Wisdom (Insight) can tell this is partially true, but he’s leaving out part of the story.

He reveals after some coaxing that He and some of his friends tried to bully a refund from some of the carnies. Claiming the show was a sham, the scene devolved into a brawl. One of the carnies landed a lucky sucker punch and he woke up in jail.

He explains that the gang to which he belongs, the Privateers, are friends of the town. They even aided in bringing an end to the previous Magistrate and his slave trading. This is true.

HILLSFAR ALLIANCE OF MERCHANT REPRESENTATIVES

“The Hammer”, as it is known, is a guild that represents the interests of Hillsfar merchants. Not actually merchants themselves, they amount to little more than a collection of solicitors that contract the Red Plumes and other less scrupulous organizations to do their dirty work. Membership was once part of the cost of doing business in Hillsfar, but since the liberation, the business landscape has changed. Non-human businesses have moved in and the HAMR’s power has diminished. Nevertheless, the HAMR reputation still carries substantial clout in the region.

PART 2. THE MURDER

Estimated Duration: 50 minutes

The characters arrive for their meeting with Jhanos at the chateau, the main house at The Way Station.

GENERAL FEATURES

The chateau was built long ago. While it has seen better days, it is still the most distinguished establishment in town.

Exterior. Originally built to impress, the chateau is a stone, country estate that can house many guests.

Interior. The first floor is a common area and features a sitting parlor and a large dining area with a bar and kitchen.

Dining Room. A large room that holds 12 tables. The mood is sophistication that belies the rural setting with table cloths and candles. On one wall is a chronological display of portraits of each Magistrate that has served, culminating with a portrait of Thaddeus Zervous, the largest and most prominently featured of the collection. There is no portrait of Jhanos.

Smells. The aroma of expertly spiced cuisine.

Sounds. Muffled shouts from the back door.

1. THE CRIME SCENE

Entering the chateau, the common room is silent. The patrons are frozen as they look at the back door trying to hear. They all turn as you enter, a few point to the back door or put their fingers to their mouth in a motion for silence.

Unrecognizable voices that seem raised in argument can be heard. Finally a cry, "Help!... Help!...", rise above the sounds of the pouring rain.

The voices are Magistrate Jhanos and Ughat, leader of the Privateers. If the adventurers don't immediately open the door, Capt. Remy does so. Read the following:

When the door swings open, two figures can be seen shrouded in the rain in the courtyard. The fallen form of Jhanos is on the ground in a motionless pile. An imposing figure looms over him and turns at once when the door opens. Inching away with his hands raised is a cloaked half-orc. "It wasn't me," he says, weighing the decision to flee.

Jhanos is dead and nothing the adventurers can do prevents this from occurring. He and Ughat argued over the prisoner being held. During the dispute, Jhanos was attacked and killed by a slithering tracker. Because of the rain and darkness, the creature accomplished the kill undetected, even while standing in the presence of Ughat.

PERSUADING UGHAT

Ughat is 10 feet from the body. If an attempt is made to talk to him, a successful DC 12 Charisma (Persuasion) can convince him to stop and converse. Capt. Remy attempts to sabotage the effort and yells at Ughat, claiming he is a murderer and telling the adventurers to arrest him. This imposes disadvantage on the check unless Capt. Remy is called down.

Passed Check. If the check passes, Ughat gives his account of what happened in that moment. Ughat absolutely refuses to go inside or allow anyone to get closer than ten feet of him or he flees. If chased, refer to the failed check results

Failed Check. If the Persuasion fails, Ughat flees.

CHASING UGHAT

If chased, it is difficult to catch Ughat as he knows the streets well and chooses a path filled with obstacles and narrow spaces.

- The chase is an Athletics or Acrobatics contest.
- Because of his chosen path, only a single adventurer has a chance to catch him.
- If more than one adventurer gives chase, the pursuer may gain advantage on the first check as they attempt to block his escape options.
- The first to win three contests, (pursuer vs. Ughat), prevails in the chase.

If Ughat is caught, he does not resist. He gives his account freely to try to gain his freedom.

UGHAT'S ACCOUNT

"I had Kendrick tell Jhanos I was out back and wanted to talk. He's holding one of my men and I was trying to get him released. There was a disagreement, but he was about to agree to let Wudu go when he starts choking. I tried to help, I even called out, but it was too late."

THE PRIVATEERS

Many of local farmers and craftsmen have lost their farms to the oppressive tactics of Thaddeus Zervous. Because they could not enter Hillsfar to sell their goods, they were forced to do business with the HAMR, who exploited them.

Ughat tried to unify the farmers by forming the Privateers. They fought as vigilantes against the Collector and the Red Plumes and helped to bring an end to his reign as Magistrate. Their future now is uncertain.

CLUES

Successful Intelligence (Investigation) checks uncover the following clues:

Cause of Death (magnifying glass grants advantage)

DC10. The victim died from lack of air, choking, drowning, or poison; some type of asphyxiation.

DC15. You notice no strangle marks on the victim's neck.

DC20. A thick black liquid is found inside his mouth. A successful DC 15 Intelligence (Arcana) check reveals it is a result of Necrotic damage.

Resignation Letter – DC12. Hidden in his robes, Jhanos carries the letter given him by Biff Bitterwood. (**Player Handout 3**). If it is not found by the adventurers, Kendrick attempts to take the letter during the night while Jhanos's body lies at The Way Station to be collected the next morning by the undertaker.

Jhanos's Table.

DC 10. Business ledger with the HAMR insignia. This is a book of debts owed to the HAMR

DC 15. Earmarked to the debt of Lumbus farm for 75 gp.

DC 20. There is a notable entry: "MH Sale – 20,000 gp"

SEQUENCE OF EVENTS

The questioning can run long. If time is a factor, the DM is encouraged to assume that they will question everyone and give the bullet points. The witnesses all give the same general events as follows, but the specifics opinions of what those events mean may vary. Improvise during their accounts to make them each unique and slightly different.

- The Magistrate came in and sat at his table and ordered a glass of brandy, which Andros brought to him. Finrich followed him in but went to sit in the corner and wait.
- Waiting for him when he arrived was the director of the carnival, Dr. Jubal. He was annoyed to have to wait, but also seemed upset for some other reason. After a brief discussion, the Doctor stood and dropped a purse on the table that sounded like coins. He waved his arms about as he made one last point, and then left in anger.
- Biff Bitterwood enters the inn. He goes to the bar and orders two glasses of brandy from Andros, and then joins Jhanos.
- Biff and Jhanos talk for a while and then exchange documents, and then Biff leaves.
- Finrich Lumbus who has been waiting in the corner, goes to sit at the Magister's table.
- Finrich and Jhanos talk for only a while.
- Kendrick enters during Finrich's meeting and comes over to Jhanos and says something in his ear. Kendrick then joins Vonnilda.

- Obviously annoyed at what Kendrick told him, Jhanos excuses himself, grabs his cloak and heads out the back door of the common room.
- Loud arguing can be heard from the back door.
- The adventurers arrive.

WITNESSES

The following individuals are in the common room of The Way Station at the time of the murder. Each NPC summary is followed with bullets expressing their opinions. If the adventurers begin questioning each witness, suggest that each player questions a different NPC to ensure that everyone has an opportunity to take part in the interaction.

ANDROS

Andros is the inn keeper of The Way Station and is paid by HAMR. He has run the establishment for 15 years and is not in favor of the repeal of the Law of Humanity. He is also not in favor of the new Magistrate, but does not verbalize this opinion without some persuasion. The previous Magistrate conducted all his business at the Merchant House. Jhanos, however, prefers to conduct business in the common room at one of the tables. This occasionally requires non-humans to come into The Way Station, something that Andros is not happy about.

- Andros' daughter is Petronilla (Petra), the serving girl at the chateau. Andros fears for her and is distracted, constantly looking to the door in anticipation of her return.
- Andros points out that two halflings came in and then Jhanos died. (See *Sequence of Events*)

FINRICH LUMBUS

Finrich, a young halfling farmer, was waiting for Jhanos before he arrived. He explains that he was not allowed inside without Jhanos. His meeting was to request an extension of a loan against his goat farm. Incurred when a goblin raid left his brother's family dead, Finrich assumed ownership of the farm. The only survivor was his young nephew, Windon, who is still a child. (references events from **DDEX03-10 Quelling the Horde**). Unfortunately, the extension was never finalized before Jhanos' death. The debt is 75 gp.

- Finrich is sad about Jhanos's death and believes that Jhanos would have granted him an extension.
- Finrich fears Dr. Jubal and watched him when he was talking to Jhanos. He thinks Dr. Jubal cast a curse on Jhanos. (See *Sequence of Events*)

KENDRICK

The stable master of The Way Station is given free meals each day, so there is scarcely a dinner hour in which he is not present. Kendrick's assistant Rogi, because of his race and the fact that he is a simpleton, is not allowed in the chateau. Kendrick dislikes the idea of integration with non-humans, but uses his willingness to hire Rogi as proof that he has nothing against them. He just wants them to stay on their side of town. He is paid by the HAMR to run the livery.

- Kendrick points out that Ughat was very threatening when he instructed him to deliver the message to Jhanos. He has no doubt that Ughat killed Jhanos. "He was out of his mind. I knew something was going to happen."

VONHILDA

Vonhilda, the manager of Von's, a trading post and supply store that specializes in farming needs, is an employee of HAMR. She expresses that she spends quite a bit of time with the non-human farmers during the day at the trading post. She hears constant complaining about the need for a Magistrate that represents the people. She says that they don't like Jhanos because he is a human that was appointed by the HAMR. She claims that some have even openly expressed that the Privateers will give the Magistrate what he's got coming.

Vonhilda was eating with Kendrick when the argument began.

- Vonhilda believes that Ughat killed Jhanos
- She claims that she overheard Ughat at the trading post telling another Privateer that "it will happen tonight." (true – but referring to Wudu's release)

CHEF BERTRAM

An employee of The Way Station, the chef is quite famous in Hillsfar for his cuisine. He has a very extroverted and jovial personality. He makes it a common practice to circulate through the common room to ensure everyone is pleased, but more importantly to make sure he doesn't miss any stray compliments. This evening he was present in the common room more than usual because the serving girl, Petra, did not show up.

- Chef points out that Biff served Jhanos some brandy shortly before he choked to death.

CAPTAIN REMY LEDUC

Capt. Remy is in his sixties. He served as a cavalry officer in the Red Plumes for years, escorting the well-to-do on excursions to The Stop. He became fond of the town as it reinforces his prejudices towards non-humans.

- He claims to have been friends with Jhanos and knew he feared that non-humans would eventually come for him. (Lie +2 Deception vs. passive Insight).
- He is convinced that Ughat is a criminal and has no doubt he is the murderer. He is emphatic in his belief, especially if Ughat is present.

EVE SAINT CLAIR

A widow displaced from Phlan and a regular at Madame Friona's Tea Kettle. When the Cult of the Dragon invaded, she moved to The Stop. Eve concerns herself with the affairs of others and enthusiastically shares that information with anyone who listens, and even a few that won't. She holds deep seeded racist views, but is blissfully ignorant to the fact that there is anything wrong with them. She strategically chooses her seating location in the room each night based on the probability of "meaningful conversation." This almost always means sitting near Jhanos. Eve wears a beautiful necklace that radiates magic, but the magic is simply a spell to keep the necklace clean and untarnished.

- She thinks she heard something about Biff trying to tell Jhanos that he was going to take his position as Magistrate from him.
- Eve noticed that Biff winked at Finrich when he left. That probably means something.
- She thinks that Dr. Jubal was scary and just the sort of person to place a curse on someone.

SUSPENDING THE INVESTIGATION

The adventurers have been traveling all day, and at a hurried rate of speed to avoid the storm. Raging stronger than ever, the storm makes moving about the town difficult. Any adventurer who continues investigating after the initial questioning, will gain one level of exhaustion. Andros claims that there are no available rooms at the Chateau, but he understands the barracks are very well furnished.

PART 3. NO REST FOR THE WEARY

Estimated Duration: 30 minutes

The adventurers' only quarters provided are the old Red Plume barracks in the basement of the Merchant House. The storm continues to ravage the town with no sign of letting up.

A VISITOR IN THE NIGHT

During the night, the *slithering tracker*, now simply attacking random targets, finds its way under the door of the barracks and attacks the nearest defenseless target.

TACTICS

The slithering tracker attempts a surprise Life Leech attack on a sleeping victim, giving preference to the jailed *privateer*, if he is still imprisoned. If the prisoner is not available, it prefers the character with the lowest Dexterity or a posted guard.

If no guard watch is declared, targets are assumed to be sleeping (*Unconscious*) and automatically fail the initial Life Leech saving throw.

If a watch is declared, the slithering tracker attempts a stealthy surprise attack by sliding under the door. If the surprise is successful, (Stealth vs. passive Perception), the target suffers disadvantage on the opening Life Leech saving throw.

Note: *Life Leech victims are considered Restrained and may attempt an escape saving throw on their turn with disadvantage.*

DEVELOPMENT

Unless the correct jail cell keys were determined earlier, it takes 1d3 rounds to determine which of the twenty keys opens the cell. The lock may also be opened with a set of thieves' tools and a successful DC 12 Dexterity (Sleight of Hand).

DEDUCTIONS

Once the creature is killed, it leaves behind nothing but water, blood and a black viscous liquid like that found in the mouth and nose of Jhanos. A successful DC 12 Intelligence (Arcana) check determines that this monster is created from another creature using a dark ritual. The sole purpose of the creature is to kill a hated target.

TREASURE

The tracker carries no treasure.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Reduce the tracker's hit points to 15
- **Weak:** Reduce the tracker's hit points to 25
- **Strong:** Increase the tracker's hit points to 45
- **Very Strong:** Increase the tracker's hit points to 55

PART 4: THE GAME IS AFOOT

Expected Duration: 90 minutes

The next day the storm has broken. The adventurers may launch their investigation and follow any leads as they see fit.

This section focuses heavily on exploration and roleplay. In a relaxed setting, you can allow the players to explore as much or little of the town as they desire. In a structured setting, there is probably only time to run a couple of these encounters, so use your judgement. When you decide it's time to move on, proceed to **Part 4, section 10. Petra is Found.**

If the adventurers are not inclined to investigate the town, a concerned citizen seeks them out about a fight that is brewing at the Plodding Plow. While there, they are approached by Biff Bitterwood.

A detailed description of each location is provided in **Appendix C. City Guide to The Stop.**

1. THE WAY STATION

THE CHATEAU

If the adventurers visit the chateau during the next day, they find only Dimitri the undertaker collecting Jhanos's body. Andros is already about town looking for Petra.

THE LIVERY

Rogi and Kendrick are working at the livery in the morning, but late in the day, the barn is closed and no one can be found. If questioned about Thaddeus's body, Kendrick explains that he was sent to Hillsfar at the request of the HAMR.

2. THE MERCHANT HOUSE

The Merchant House is divided into three levels. The basement, the warehouse, and the Magistrate's office.

FIRST FLOOR – WAREHOUSE AND DOCKS

Only two warehouse workers are on duty and are cleaning. They look sad and express mourning over the death of Jhanos. They have no knowledge of the locations of individuals past general knowledge.

SECOND FLOOR - MAGISTRATE'S OFFICE

This office was used regularly by Thaddeus Zervous, who was a hoarder. The space is filled with stacks and stacks of books and papers and scrolls. There are pathways through the mess that sometimes tower overhead. If the players decide to look around,

a successful DC 16 Wisdom (Perception) check shows signs that someone has been in the room recently digging around as if looking for something. A successful DC 15 Intelligence (Investigation) reveals a document on the desk that details the holdings of the HAMR in the town. The Merchant House is circled on the list. A successful DC 15 Intelligence (Insight) check allows the user to realize that the Merchant House is the one property, other than The Way Station itself, in which the value allows HAMR to maintain a majority ownership of holdings.

Anyone looking through the books that is trained in arcana is attracted to an additional book. A manual owned by Thaddeus Zervous, it details an organization to which he was a member. Known as the Brotherhood of the Cloaks, and based in Mulmaster, the book outlines basic membership. It also has a list of names to Cloak representatives in the major cities of the Moonsea region who can sponsor new members. (This information can be found in the document, The State of Mulmaster, available at dndadventurersleague.org).

3. VON'S TRADING POST

If the adventurers visit the trading post they do not find Vonhilda there. She is with Rogi and the others at the livery. Instead the store is closed. The door is unlocked, an oversight by Vonhilda in her haste. Anyone who looks around inside the shop, may attempt a DC 12 Wisdom (Perception). A pass reveals a stack of thin parchment and a quill on the counter. An impression has been left from the previous page. A successful DC 15 Investigation is required to make out the impression.

*"Tell him I have the scroll. I'll be there at Dusk. I don't feel so well for some reason, but I'll be there."
– V"*

4. THE PLODDING PLOW

This encounter can occur at any point the adventurers are walking through the south part of town or going to the Plodding Plow.

A group of human farmers have gathered in the road in front of the Plodding Plow tavern, (Appendix C), and are calling out any non-humans as murderers. An opposing group of non-human farmers are standing in opposition and hurling counter accusations. To make matters worse, a few carnies are inciting the conflict. A pair of halfling brothers named Pickles & Jam, are teamed up with a

trouble making Kenku named Milosh. This is the trio responsible for the pick-pocketing at the carnival.

Walking through town, angry shouts cut through the clean morning air. Down the lane, a crowd has gathered outside the Plodding Plow. A group of human farmers are having a yelling match with some non-humans over something. The standoff looks to be heating up.

As the adventurers approach or try to avoid the situation, a brawl breaks out. Read the following:

A hiccupping kenku carnie holding a turkey leg in one hand and a bottle of wine in the other, throws the bottle and hits one of the men squarely in the head knocking him unconscious. Fisticuffs ensue.

There are seven each of human and non-human farmers, and three carnies who just want to fight and gladly join the fray. Treat all as **commoners**. Three successful DC 15 Charisma (Intimidate) check can be made to calm the brawl. Persuasion and other skills may be creatively attempted with the same DC. Each success weeds out a few fighters. Until three successes are made, each failed check results in a wild swing landing on one of the adventurers for 2 bludgeoning damage.

If the adventurers do nothing the fight grows and expands inside the tavern. If the brawl is left to run its course without assistance from the adventurers, the bar is so damaged that it must close for repairs indefinitely. The citizens on both sides of the fight blame the adventurers and they suffer disadvantage on all Charisma checks in town for this adventure.

If the adventurers are successful in stopping the fight, Glenna is grateful for anyone that would wrangle some respect from the crowd to protect her establishment and offers them free drinks as well as the following information:

- Since the new Magistrate took over, things have been getting better for residents south of the creek.
- This murder is going to get everyone fired up again.
- If there's something to be known, you can hear about it at the Farmer's Market.
- Biff Bitterwood waits for them inside

If the adventurers use deadly force and anyone dies, the fight stops immediately. People flee and onlookers gasp and scream in terror. People avoid the adventurers and they suffer disadvantage on

Persuasion for the remainder of the adventure, but gain advantage on Intimidation.

A CONVERSATION WITH BIFF

If the adventurers don't directly seek out a conversation with Biff, he sends a message to them that he wishes to speak with them at the Plodding Plow. Biff is somber in his manner.

Hello noble servants of justice. I have just learned of the death of my dear friend, Magistrate Jhanos Myrkeer. I had hoped we might talk confidentially about the implications of this travesty?

ROLEPLAYING BIFF BITTERWOOD

Biff is gracious and polite. He is learned in manners and protocols but is born of a simple, rural upbringing. This skill allows him to transition between the two worlds easily and marks him as a champion of the people. The locals, non-humans in particular, love and rely on him as their representative, a responsibility he takes seriously. He is skilled at handling racial discrimination with grace and diplomacy, always deflecting conflict. He is the largest employer in the area and is well informed. Biff is very partial to brandy, Dragon's Breath in particular, since it is made from the figs of his orchards.

Quote: "A kind neighbor is able to give honesty without stealing dignity"

Biff reveals the following:

- The assignment of Jhanos as Magistrate was a sign that the HAMR wanted him out of the guild business in Hillsfar. He suspects the reason the Red Plumes were pulled was to ensure Jhanos's failure at The Stop.
- Jhanos accepted this and decided to move back to Amn. Before he resigned, he saw opportunity to use his position to affect a change at The Stop.
- The Stop remains divided if there is a HAMR appointed Magistrate preventing the town from governing itself.
- The HAMR holds the right to name the Magistrate provided they own a majority of the town's holdings.
- Only the Magistrate is authorized to sell guild holdings, and only for fair value.
- The value of the Guild Merchant House is enough shift the majority ownership.
- Biff has purchased the Merchant House and has a signed deed he received from Jhanos just minutes before the murder. The signatures match the resignation letter.

- Biff plans to install Ughat or Karl as Constable and the Privateers as the town militia.
- Biff gave Jhanos a signed acceptance of appointment to be the next Magistrate. The document was also Jhanos's resignation, (Player Handout 3).
- Without proof of the murder, the HAMR is likely to claim that Biff and Ughat orchestrated Jhanos's murder and thereby claim the sale of the Merchant House to be invalid.

5. THE FESTIVAL GROUNDS

When the adventurers arrive, read the following:

A group of a half-dozen wagons and an elephant are circled in the field. Andros is already here yelling at the half-elf that waved yesterday. "Tell me where she is you green-eyed half-breed!" The half-elf rolls his eyes and turns away. Andros pulls his shoulder back and punches him, sending him stumbling backwards, knocking over several crates.

If time is a factor, simply play out the conflict between Fabian and Andros. For a challenge, continue reading the following results of the argument.

The skirmish spooks the elephant who in turn knocks over one of the animal wagons. A large gorilla spills out. Enraged, she seizes her opportunity and begins rampaging through the street, pummeling anyone unfortunate enough to be near.

Priscilla, the un-caged **ape**, escapes and chaos ensues as people scream and flee the area. The enraged gorilla seizes her opportunity and begins rampaging through the streets. She pummels anyone who is unfortunate enough to be near. Dr. Jubal begs the adventurers to help capture the beast without killing or harming it. Anyone trained in Animal Handling may attempt to calm the animal, (successful DC 12), long enough for the carnies to capture her. If there is no one trained in Animal Handling, the adventurers need to be creative.

Meanwhile, Andros is clearly outmatched and suffers a beating from Fabian unless the adventurers step in. Andros is furious because he can't find his daughter, Petra, and he knows she's been with Fabian. Andros & Fabian can be calmed with a successful DC 12 Charisma (Persuasion), or a successful grapple.

FABIAN GREENEYES

A charismatic, womanizing half-elf, Fabian runs a "game of chance" with the carnival. He waved at the adventurers as they entered town. He caught the attention of Petra and the two have kept close company since the carnival arrived. If asked about Petra, Fabian explains:

"She had these big plans of me working at The Way Station. I admit it sounded good, so I went to see about the job. Andros told me the Magistrate forbids any non-humans from working there. She was furious when I told her that. It's just as well. She even wanted to come with me, but I sent her back home and haven't seen her since. She's a nice girl and all, but there's one just like her in Hillpicket, and she's expecting me in a few days. I'm not gonna' disappoint her."

Andros told Fabian that the Magistrate forbids any half-breeds to work at The Way Station. This is a lie to try to keep Fabian away from her while putting the blame on Jhanos. Petra had made up her mind to leave town with Fabian and came to tell him as much on the night of the storm. But he rejected her. Heartbroken, she left and that was the last he saw of her.

DR. JUBAL

If he is not chasing his gorilla, Dr. Jubal is in his vardo, usually busy counting out his payroll for the past night. Most of the show is packed up and they are preparing to leave town.

Dr. Jubal explains that he and Jhanos are usually on good terms. Jhanos insisted that he repay money which the townsfolk reported missing. The good doctor objected, but wishing to stay on good terms with the town, conceded and paid the amount.

6. THE COOP BARN

If not being held in jail, **Ughat** and seven **privateers** are hiding out here. A successful DC Charisma (optional skill) can learn this information by asking any townsfolk, especially Karl at the Farmer's Market, or Biff Bitterwood at the Plodding Plow.

If accompanied by another privateer or Biff, Ughat and his men come out of hiding to speak. Ughat offers the same story as the previous night. Additionally, he has some information about Vonhilda. He is willing to exchange this information for the release of his man from jail. She recently purchased a *Scroll of Raise Dead* from a mutual contact in the Black Market of Hillsfar.

7. FARMER'S MARKET

With the news of the Magistrate's death, gossip is spreading like wildfire, and no place more than at the Farmer's Market. Bitterwood Farms, Goodroot Farms, Lumbus Farms, and others are present with various goods.

Rumors. The following rumors can be heard at the market.

d6 Rumor

- 1 Dr. Jubal cursed the Magistrate because the carnival was fined for having mostly non-human employees. (false)
- 2 No one hates non-humans more than Vonhilda. She hated having to deal with the locals and gouged the farmers on supplies costs. (true)
- 3 Petra was kidnapped during the night by BoBo the Bugbear, the carnival's knife thrower. (false)
- 4 Dimitri said the Magistrate's body turned into a black goo overnight. (exaggeration)
- 5 Petra was last seen entering the livery after returning from the carnival last night. (true)
- 6 Kendrick keeps a horrible beast at the livery that was created by Thaddeus Zervous. (false)
- 7 Capt. Remy is planning to take over as Constable and form an all human militia to reinstate the Law of Humanity at The Stop. (false)
- 8 Rogi is not a friend of the non-humans. Thaddeus made him a servant and twisted his loyalties. (true)

8. THE UNDERTAKER

Jhanos's body is taken to the Undertaker, an elderly Gur named Dimitri Fossor. If the adventurers come to see the body, Dimitri shows it to them. He points out something peculiar that he noticed. A thick black liquid in the mouth and nose of the body, that wasn't visible the previous night. If the adventurers don't visit him, he finds them in the town and produces a small jar that holds the liquid. In either instance, he tells them the following:

"I found this substance oozing from Jhanos's mouth and nose. I've never seen anything like it. I don't think it's natural. Anyway, I thought I'd better show you in case Kendrick comes around to collect him like he did for Thaddeus."

A successful DC 12 Intelligence (Arcana) check reveals that the substance is the result of some type of necrotic damage, and was most likely the cause of

death. It is the same liquid found in the creature that attacked in the barracks.

If asked about Kendrick collecting Thaddeus's body, he tells them that when the last Magistrate died, Kendrick came around to collect the body saying that they were supposed to send him to Hillsfar for burial.

9. PETRA IS FOUND

This encounter ends the town investigations and moves the adventurers to Part 5. It can be started any time and interrupts the other encounters.

Screams and yells come from town center. A crowd forms on the bridge as people point at something in the trench of the creek. A woman's body, pinned against a tree, is half submerged in the swirling murky water. Her face wrinkled and old, she looks to be an elderly woman. A crew of citizens pull her from the water.

This is Petra. A DC 12 Wisdom (Perception) check recalls the clothes worn by the young woman seen riding past them when they entered town. She looks like an old woman. Her skin and joints are locked stiff and dried, but this is the result of the ritual that turned Petra into a slithering tracker. A DC 12 Intelligence (Survival or Investigation), reveals that this is actually the body of a young woman that has had all of the water drained from her body.

DEVELOPMENT

As soon as the focus moves away from the body, read the follow:

The crowd has grown. The entire town seems interested in the discovery, which is why one figure in the distance stands out. Andros marches furiously to the round barn and enters, armed with a short sword.

Andros knows that Rogi broke his promise to leave Petra unharmed. Using her misplaced anger towards Jhanos, he tricked her into agreeing to partake in a ritual that would grant her revenge. While the ritual did just that, unfortunately it also turned her into a slithering tracker. From their location, Andros cannot be prevented from entering the barn.

PART 5. DEAD RINGER

Estimated Duration: 30 minutes

Entering the barn, a low drone of several voices reciting some indiscernible incantation can be heard from the floor above.

GENERAL FEATURES

Terrain. Wood slat floor

Light. Dim light is produced from a few candles. The day spent investigating, the sun is setting and little light filters in from the open door. There are two large loft doors that may be opened to allow bright light from outside.

Shelves. Three large shelves dominate the middle of the room. They are extremely sturdy and built into the structure. A successful DC 17 Strength is required to topple one, which does not topple the others. Anyone caught under a falling shelf is subject to 12 (3d6) bludgeoning damage.

Crates and Grain Sacks. On either side of the room are large crates and sacks of grain piled high. These areas are difficult terrain. There are large doors that access the outside above each pile. But the terrain must be crossed to access the windows.

Rogi's Quarters. The back of the floor is Rogi's living space. He is allowed a small cot, a table, which now holds Thaddeus, and two chairs.

Smells. manure and rotting grain.

Sounds. Horses from below and a drone of Chanting from above.

Ceiling. 20 feet high domed with rafters.

I HOPE I'M NOT INTERRUPTING

When the adventurers reach the third floor, read the following:

Emerging into the top floor of the barn, the glow of candles emits from the far side of the warehouse-like room. Rogi is visible through the large storage shelves that dominate the center of the room. He stands over a figure laying on the table in front of him as he attempts to read a scroll.

Turning in unison, are the patrons from The Way Station. Their faces plagued by fiendish features. They have Demonic yellow eyes, sharp fangs, unnaturally long ears, and long pointed tongues that lash about in a hissing anger. Andros lies on the ground in a bloody pool, but struggling to hang on to life. Above him stands Capt. Remy who wields a dripping scimitar.

Rogi commands them in a surprisingly intelligent manner, "Deal harshly with the intruders! They seek to prevent Master's return."

Rogi, an **orc claw of luthic**, is attempting to cast a *Raise Dead* spell on the corpse of his master, Thaddeus Zervous. Rogi has faithfully kept Thaddeus in a state *Gentle Repose*. Using the newly acquired scroll from Vonhilda, Rogi is having difficulty because he cannot read and has never used a scroll prior.

Vonhilda, Kendrick, Capt. Remy, Eve, and Chef Bertram, (five **cultists**), are present, although they don't seem themselves. Andros has been dealt a mortal blow. He dies if not attended in the first round of combat.

TACTICS

Rogi and the cultists know the adventurers are coming and gain advantage on initiative. Rogi has already cast two 3rd level *Aid* spells to benefit himself and up to five cultists, increasing hit point totals by 10. He regains a 3rd level spell slot using his *pearl of power*.

Rogi also has a **candle of invocation** burning on the table next to Thaddeus. The candle benefits chaotic evil alignments. The cultists are careful to stay within the candle's aura, (see the candle's effects in the side bar below). An adventurer trained in Arcana with a passive perception of 13 or more can discern the nature of the candle's glow after one round of combat. The candle is expended after the encounter.

CANDLE OF INVOCATION

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the detect evil and good spell. The DM chooses the god and associated alignment or determines the alignment randomly.

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's may cast 1st-level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level **slot**. Alternatively, when you light the candle for the first time, you can cast the gate spell with it. Doing so destroys the candle.

DEVELOPMENTS

Rogi has infected the cultists with a disease that turns them into **vargouille**. This transformation is in the final stages and occurs on their second round. Cultists that have been killed do not transform. The transformation occurs as a bonus action on the cultist's turn. When they transform, they attempt their stunning Shriek attack until a creature is affected. Rogi is prepared for the transformation and is immune to the Stunning Shriek attack. Andros is also infected with the condition, but because he spent the day in sunlight searching for Petra, his condition is not advanced. It's doubtful he lasts the night before turning, however.

ROGI'S AVAILABLE SPELLS

Rogi's amended spell list:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st Level (4 slots): *Bane, Cure Wounds, Inflict Wounds*

2nd Level (3 slots): *Aid, Gentle Repose, Warding Bond*

3rd Level (2 slots): *Speak with Dead*

RAISING THE COLLECTOR

If Rogi is not interrupted for 2 consecutive rounds, he is able to raise the **enchanter**, Thaddeus Zervous. If it becomes clear that combat is not going to allow uninterrupted rounds, he joins melee combat until he is able to read the scroll without distraction. He uses his aggressive trait combined with a 3rd level *Inflict Wounds* spell, before returning to the scroll.

If Rogi is successful in raising Thaddeus, he immediately hands his master a *healing potion*. Role initiative for Thaddeus with disadvantage. Thaddeus' first action is to take the healing potion and try to gain cover. Rogi's first action is to cast *Warding Bond* on his master.

THADDEUS'S CONDITION

If Thaddeus is raised, he is under the effects of the *Raise Dead* spell. In addition to the normal effects, (1 hit point of health, and -4 penalty to attack rolls, saving throws, and ability checks), he is also without 4th and 5th level spell slots. His Instinctive Charm reaction IS available, but not until after his first turn.

TREASURE

A pair of platinum rings worth 75 gp each, a *scroll of Raise Dead*, and a *potion of healing* if not used. A small coffer contains 250 gp, a *scroll of Greater Restoration*, Thaddeus Zervous's spellbook, (spells of an Enchanter and the ritual to create a slithering tracker).

XP AWARD

For each cultist killed before they transform, award each character 50 XP. If Rogi is prevented from raising Thaddeus, award each character 100 XP.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove four **cultists**
- **Weak:** Remove two **cultists**
- **Strong:** Add one **cultist**
- **Very Strong:** Add two **cultists**

Note: If Thaddeus is raised, healed, and protected by Rogi, the difficulty becomes extremely deadly. At the DM's discretion, **Ughat** and one or more **privateers** come to the aid of the adventurers.

CONCLUSION

If the spellbook and enclosed ritual are recovered, they serve to exonerate Biff and legitimize his purchase of the Merchant House. He assumes the role of Magistrate of The Stop. Either Ughat or Karl accept the position of Constable if asked. Either of them will also install the Privateers as a militia.

If Rogi was prevented from using the scroll of *Raise Dead*, it is available for use on Jhanos, Petra, or any other adventurer or NPC that perished. Likewise, the scroll of *Greater Restoration* can cure anyone inflicted with the *vargouille* curse.

The ritual is evil magic. Adventurers know that an attempt to cast or copy it is ill advised. Doing so changes a character's alignment to chaotic evil and the character becomes an NPC.

REWARDS

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

EXPERIENCE

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

Combat Awards

Name of Foe	XP Per Foe
Ape	100
Commoner	10
Cultists	25
Elephant	1,100
Thug	100
Orc, Claw of Luthic	450
Enchanter	1,800
Slithering Tracker	700
Bandit Captain	450
Vargouille	200

Non-Combat Awards

Task or Accomplishment	XP Per Character
Secure the resignation letter	100
Identify the cause of death	50
Prevent Thaddeus from being raised	100
Cure the curse from an afflicted person	50
Recover the slithering tracker ritual	100

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the "target XP" award. Only epics may grant the "maximum" amount.

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,500 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for

sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Faction Reward	200
Platinum Rings	150
Gold from Coffers	150

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

PEARL OF POWER

Wondrous Item, uncommon (requires attunement by a spellcaster)

This black pearl, carved to resemble a skull. It is mounted on a ring band of silver and fashioned as a serpent devouring the skull.

You can use an action to speak this pearl's command word and regain one expended spell slot of up to 3rd level. Once you have used the pearl, it can't be used again until the next dawn.

This item can be found in **Player Handout 6**.

POTION OF HEALING

Potion, common

This item can be found in the *Player's Handbook*.

SCROLL OF RAISE DEAD

Scroll, rare

This item can be found in the *Dungeon Master's Guide*.

SCROLL OF GREATER RESTORATION

Scroll, rare

This item can be found in the *Dungeon Master's Guide*.

DOWNTIME ACTIVITIES

During the course of this adventure, the characters may earn access to the following downtime activity:

Officer of the Militia. You have spent a significant amount of time in the town of The Stop aiding the

locals. With tensions high in the town, the new militia may not be accepted by everyone. If you spend five downtime days advocating, recruiting and training for the new militia, you become a member of their ranks and may always stay at the militia barracks free of charge. Any character that holds the ***Boon of Bitterwood, (from DDEX03-05 Bane of the Tradeways)***, story award, need only spend three downtime days. A copy of this downtime activity can be found in **Player Handout 4**.

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

Carnie Crony. If the characters can capture Priscilla the gorilla without harming her, Dr, Jubal and the other carnies are grateful. Any charisma based ability checks involving members of the Dr, Jubal's Carnival are made with advantage and the admission fee to the carnival is waived. A copy of this story award can be found in **Player Handout 5**.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Members of Lord's Alliance that assist in placing a Constable for the town earn **one additional renown point**.

Members of Harpers that recover the spellbook of Thaddeus Zervous, earn **one additional renown point**.

Members of the Order of the Gauntlet that assist in the debt of Finrich Lumbus earn one **additional renown point**.

DM REWARD

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

APPENDIX A. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Jhanos Myrkeer (YAH-noess Mur-KEER). Male Amnian human - The youngest son of an Amn merchant house and the current Magistrate of The Stop.

Bickleford "Biff" Bitterwood (BIFF Bitter-wood). Male halfling – Local well-to-do farmer involved in advocating for the rights of non-humans at The Stop.

Ughat (OO-got). Male Half-orc - Once a farmer who had his property claimed by Thaddeus, he is now an outlaw that leads the vigilantes known as the Privateers.

Kendrick (KEN-drick). Male human - Stablemaster of the livery at The Way Station.

Andros (AHN-droes). Male human - Innkeeper of The Way Station and father of Petra.

Vonhilda (vahn-HILL-duh). Female human - Employee of the HAMR and manager of Von's Trading Post.

Rogi (RAH-gee). Male half-orc half dwarf - Blacksmith simpleton of the livery at The Way Station. Also, the unknown apprentice of Thaddeus Zervous.

Captain Remy Leduc (REM-ee luh-DUKE). Male human - Retired Red Plume Cavalry officer.

Thaddeus Zervous (THAD-eus ZER-vos). Male human - The previous Magistrate who was killed by adventurers. Also, known as the Collector.

Dumb Karl (KARL). Male Dwarf – Grain farmer and member of the Privateers.

Dr. Jubal (joo-BALL). Male Human – Director of the Carnival

Fabian Greeneyes (FAY-bee-an). Male Half-elf – Carnie and lover of Petra.

Petra (PEH-truh). Female Human – Bar maiden at Way Station and daughter of Andros.

Finrich Lumbus (FIN-rik LUHM-bus). Male Halfling – A young halfling farmer trying to save his nephew's family goat farm.

APPENDIX B. MONSTER/NPC STATISTICS

Ape

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (–2)	12 (+1)	7 (–2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Actions

Multiattack. The ape makes two fist attacks.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8) (*19 with Aid)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

(* Aid spell)

Elephant

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, the target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Privateer (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.

Rogi (Orc Claw of Luthic)

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45* (6d8 + 18) (*55 with Aid)

Speed 30 ft.

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

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the shaman can move up to its speed toward a hostile creature that it can see.

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, guiding bolt*

2nd level (3 slots): *augury, warding bond*

3rd level (3 slots): *bestow curse, create food and water*

Actions

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

(*Aid spell)

Thaddeus Zervous (Enchanter)

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

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

Cantrips (at will): *friends, mage hand, mending, message*

1st level (4 slots): *charm person*, mage armor, magic missile*

2nd level (3 slots): *hold person*, invisibility, suggestion**

3rd level (3 slots): *fireball, haste, tongues*

4th level (3 slots): *dominate beast*, stone skin*

5th level (1 slot): *hold monster**

Actions

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

Reactions

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The Enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter itself. If multiple creatures are closest, the attacker chooses which one to target.

Slithering Tracker

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

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

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Ambusher. In the first round of combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering track can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

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

Watery Stealth. While under water, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be

grappled (escape DC 13). Until this grapple ends, the target is unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

Ughat (Bandit Captain)

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

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

Vargouille

Tiny fiend chaotic evil

Armor Class 12

Hit Points 13 (3d4 + 6)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Abyssal, Infernal and any other languages it knew before becoming a vargouille but can't speak

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 10 (3d6) poison damage.

Kiss. The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a daylight spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting remove curse, greater restoration, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouille for 1 hour.

APPENDIX C. CITY GUIDE TO THE STOP

The Stop first appeared in DDAL adventures in season 3. Used as a launching point for many of those adventures, it was never defined. Using the NPC references from this adventure and the details found in this appendix, The Stop can be used as a hub with which to enrich and connect the stories and NPCs from those adventures.

A HISTORY OF THE STOP

Once Maalthiir, the archwizard and first ruler of Hillsfar, conquered Yulash, he established a Way Station to support the Tradeway traffic between the two cities. Initially, it was nothing more than a small roadhouse and barn. As traffic increased, so did the needs of The Stop, and a small town naturally grew up around it. Hillsfar began to enjoy the exports, particularly the farming goods and the artistic creations of the talented local craftsmen.

Eventually, a regal chateau and an accompanying livery was built, primarily through the investment of the Hillsfar Alliance of Merchant Representatives. The Stop instantly became an attractive destination outing for the very well-to-do. Merchants, politicians, and nobles from Hillsfar would “brave the dangers” outside the city walls to bless the common folk of the countryside with their patronage.

A typical excursion would consist of one or two carriages escorted by Red Plume soldiers. Travelers would enjoy a play at the Cloverwall Roadhouse, (*DDEX03-02 Shackles of Blood*), the first night and then on to The Stop for a day of exploring the many shops. Capped by an evening meal at The Way Station, this was an expensive outing and a sign of status.

GOVERNMENT

The town has historically been governed by a Magistrate, serving as the leader of the town, and backed by a platoon of Red Plume soldiers from Hillsfar. In gratitude to the HAMR for investing in the town, Malthiir granted the merchant guild the right to appoint the Magistrate of the town, provided they maintain a majority ownership of the holdings.

The position of the Magistrate of The Stop was, in part, established to support and manage the import of local goods into the city. It was an important and attractive position that came with many benefits.

Recently, with the repeal of the Great Laws, appeal of The Stop lost its luster, as did the Magistrate position.

RECENT EVENTS

The previous Magistrate, Thaddeus Zervos, was particularly evil. He resorted to arresting the locals and selling them into slavery to Deurgar from Yulash. Known as “The Collector”, his slaving ring was exposed in the events of *DDEX03-05 Bane of the Tradeways*.

1. THE WAY STATION

The Way Station is comprised of the chateau, a courtyard, a corral, and the sizable round barn that contains the stables, a full-service cartwright, and a smithy. The large courtyard features a covered entrance for the convenience of the caravan guests. Opposite the chateau is the *Round Barn*, easily the largest structure in the town and known to everyone by that name.

1A. THE CHATEAU

The chateau is a sizable structure that at one time was more opulent, but is still the nicest faire west of Hillsfar. It has many rooms and two suites. In its day, it boasted a full-service staff. Today it has a Manager that doubles as the barkeep, a serving waitress that also makes up the rooms, and an average chef.

1B. THE LIVERY

A round floorplan features an architecturally impressive domed roof. Built on a sloping elevation, it has ground level entrances on each of the first two floors. The lower level is the stables, the second level is a smithy and cartwright, and the third level is used for supplies and storage. Rogi also resides in this area. The ceiling is domed and rises another 30 ft. to the darkness of the thick rafters.

Kendrick is the Foreman and Rogi is the smithy. The livery is a large operation that also employs other workers, all human.

2. THE MERCHANT HOUSE

The purchase of goods from the local farmers and craftsmen takes place here daily.

2A. WAREHOUSE AND DOCKS

The first floor is nothing but a warehouse space with two loading docks, one that faces the plaza for loading and one that faces the side street for unloading. There is a small office inside the warehouse area. Crates and barrels are stored here and move in and out on a regular basis. The HAMR purchases goods here daily. While it used to be the only option in town, it now serves almost exclusively

the human farmers and craftsmen. Human farmers are the majority, although that is because many of the non-humans lost their farms to the underhanded tactics of Thadeus Zervous, who then sold the properties to human farmers.

2B. OFFICE OF THE MAGISTRATE

The second floor is an office with a small adjoining room that serves as sleeping quarters. The office overlooks the plaza and has a nice view of the town. It serves as the office of the Magistrate.

2C. BARRACKS AND JAIL

The basement, once the barracks for the Red Plume soldiers, is equipped with six rooms each of which contains two beds, two lockers and a wash basin. The main room contains a desk, a table and some chairs, a weapons and shackles rack, as well as two holding cells. An outside stairwell leads down to this basement level.

3. VON'S TRADING POST

The trading post is run by Vonhilda, a cranky human female of 50 years, but it is owned by the Merchant's Guild. Just about anything required to live in the frontier or on a farm can be found here. Vonhilda can predict what goods are needed and when. Price gouging is a common practice. She discriminates shamelessly against non-humans and increases prices on a whim. Vonhilda is paid by the HAMR, so she is usually loyal to the Magistrate, however Jhanos has made it known that he no longer restricts competition in the town, effectively making an enemy of her. She does not share this feeling however.

4. THE PLODDING PLOW

The Plodding Plow is both an inn and tavern. Supporting mainly the local non-humans, there is always at least a small crowd in the very large common room. The business is run by a dwarven woman named Glenna Moonsmith. She is cautious for her business and does not speak out against anyone. This is due primarily to the tactics of the previous Magistrate. If pressed for information, she chuckles and recommends some of the Dragon's Breath brandy. "If it's gossip ya' like, you'll be keen ta' go by tha' Farmer's Market then. There's nothin' they don't know, or think they know."

5. THE FESTIVAL GROUNDS

The festival grounds are a large field on the eastern edge of town and south of Crooked Creek. It is a pleasant grove surrounded by tall trees on three sides and used by the town for seasonal festivals, outdoor plays and during this adventure, Dr. Jubal's Carnival of Curiosities.

DR. JUBAL'S CARNIVAL OF CURIOSITIES

A local favorite that tours the Moonsea region, Dr. Jubal visits The Stop twice, once after the passing winter and once after the passing summer. (see also **DDEX03-06 No Foolish Matter**)

The Director of the Carnival is naturally, Dr. Jubal, a human male who has been investing in his carnival for several years. His troupe includes acrobatic fools, knife throwers, jugglers, an exoticum of the grotesque, games of skill and cunning, daring performers and a pair of halflings named Pickles and Jam who walk through the audience mocking people for laughs, and sometimes picking their pockets.

Dr. Jubal's most recent attraction is his exotic animal collection. His carnival is a big attraction due to these rare beasts. He features an **elephant** named Polly, a gorilla (**ape**) named Priscilla, and a well-trained **black bear** that does tricks named Peaches. Dr. Jubal loves to talk about his plans to acquire more "exotic" attractions.

6. THE COOP BARN

This large barn is a new structure and business begun after Jhanos has arrived. Primarily serves the local non-human farmers as they bring their goods to town. In the past, only the Merchant House could import goods into Hillsfar, but with the repeal of the Law of Humanity, this rule also changed. Built by the muscle of the Privateers and funded by Reyill Werned (**DDEX03-14 Death on the Wall**), a greengrocer from Hillsfar who grew tired of paying the HAMR for something he could easily do.

Reyill buys the product of non-human farmers and repackages it for those in the city who would rather not think about who grows their food. He harbors no racist views and enjoys the company of his halfling friends. He can be found most days at his office in the barn, which also serves as a meeting place for the Privateers.

7. FARMER'S MARKET

The market is just outside of town on the south road. It is little more than a long roof without walls in

which farmers back up their wagons and gather for trade and fellowship with their neighbors. The market is a hub for rumor and gossip, even topics that would not be mentioned at the Plodding Plow. Even when the Red Plumes ran the town, they rarely interfered at the Farmer's Market, yielding that space to the locals.

8. THE UNDERTAKER

The Undertaker, an elderly Gur named Dimitri Fossor, lives near the Temple of Tempest graveyard on the edge of the west side of town. Almost all funerals take place here since it is the only temple of note in the town. He has a small house and workshop in which he makes coffins. He has a helper that shows up to assist with digging the graves and collecting the dead.

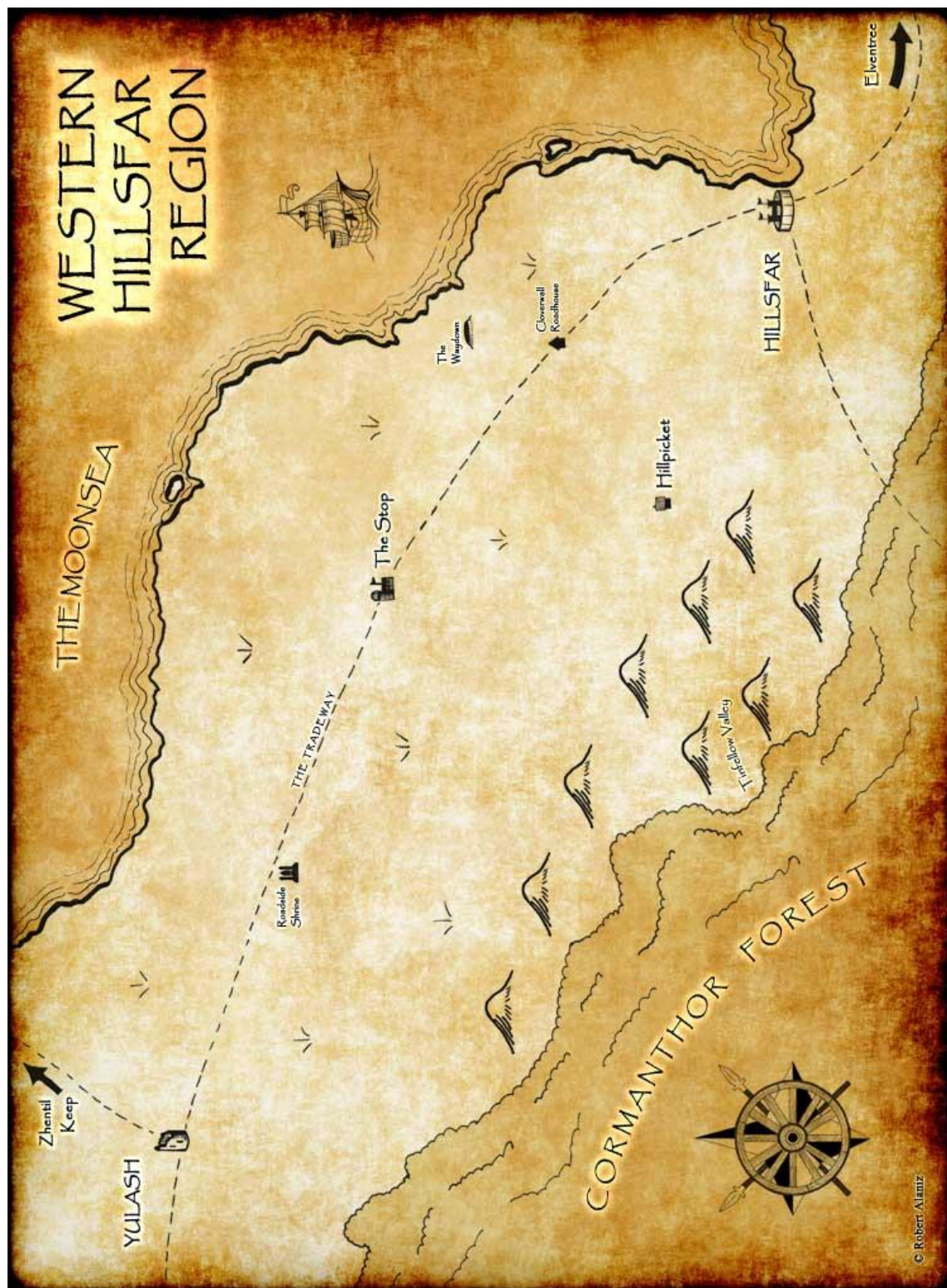
9. SHRINE

This is a small outdoor shrine to honor Tempus. It was constructed when the original tavern and barn were upgraded to the current Way Station. The shrine is traditionally maintained by the Red Plumes.

10. TOWN PLAZA

The center of town is a large paved plaza that displays a round pool that features a statue of a woman with her palms facing down as if calming the waters in the pool. The woman is the goddess Eldath. The construction looks recent, a gift to the town from a local half-elven artist.

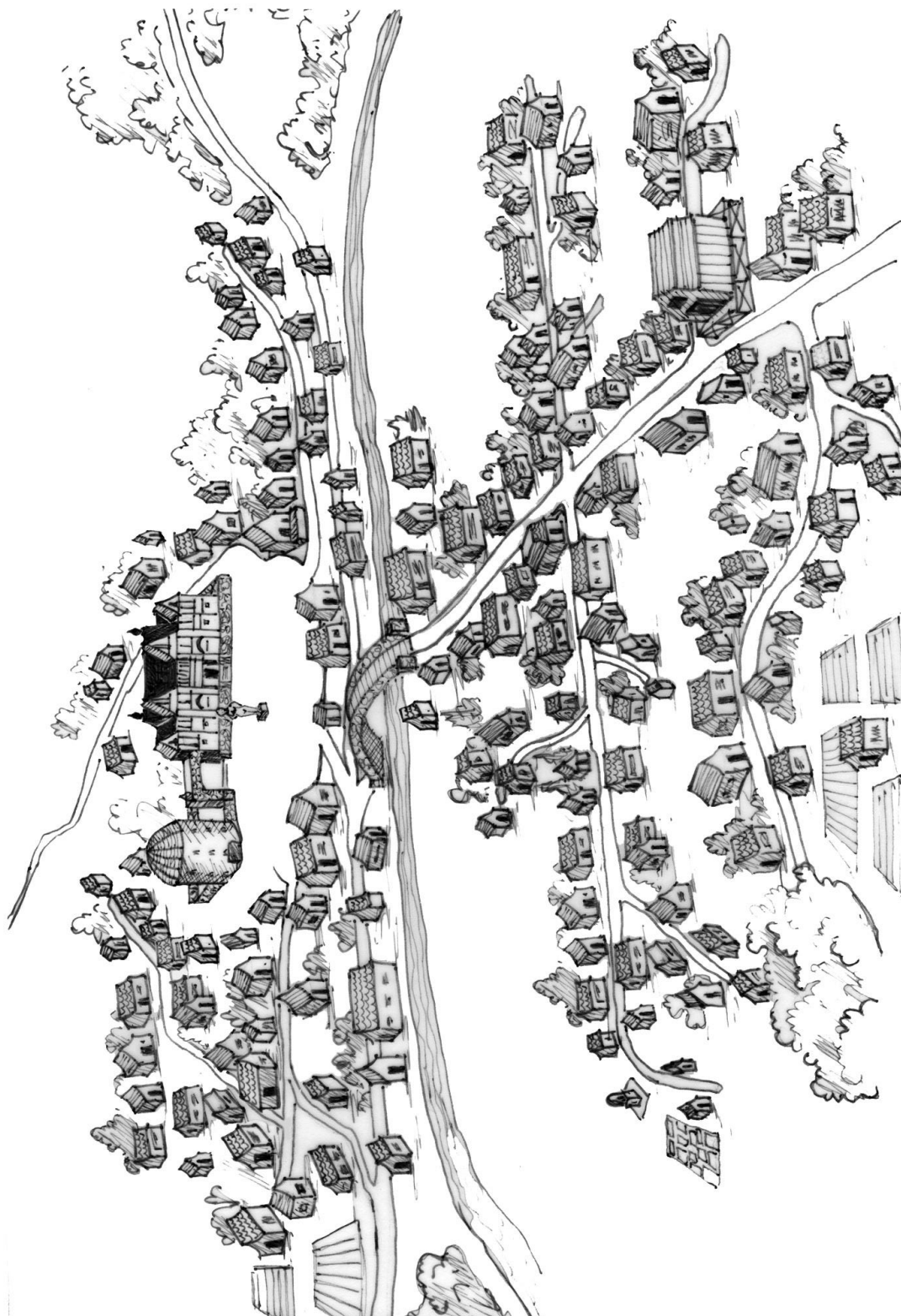
APPENDIX. DM MATERIALS – AREA MAP



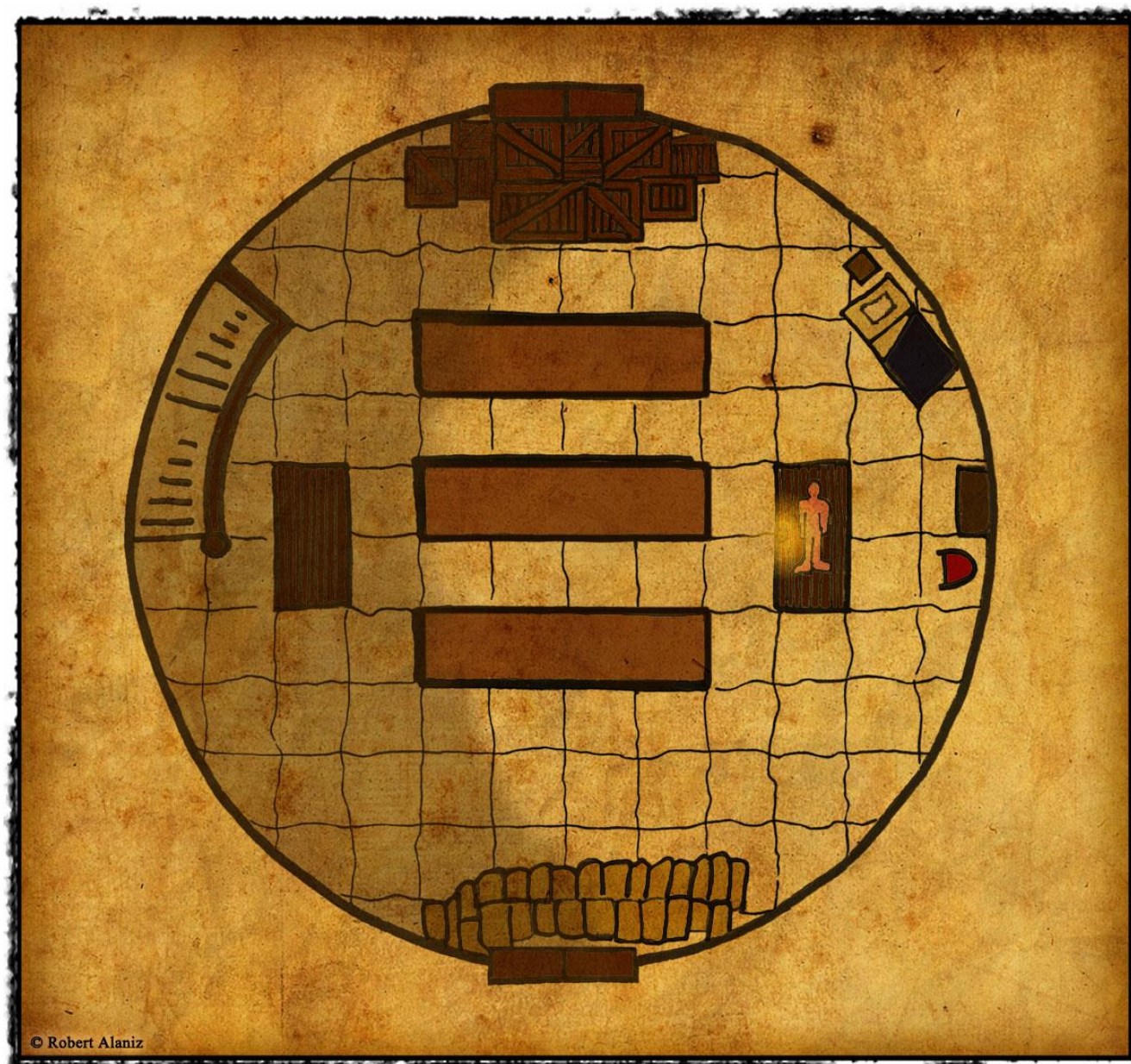
APPENDIX. DM MATERIALS – REFERENCE MAP OF THE STOP



APPENDIX. DM MATERIALS – AERIAL VIEW OF THE STOP



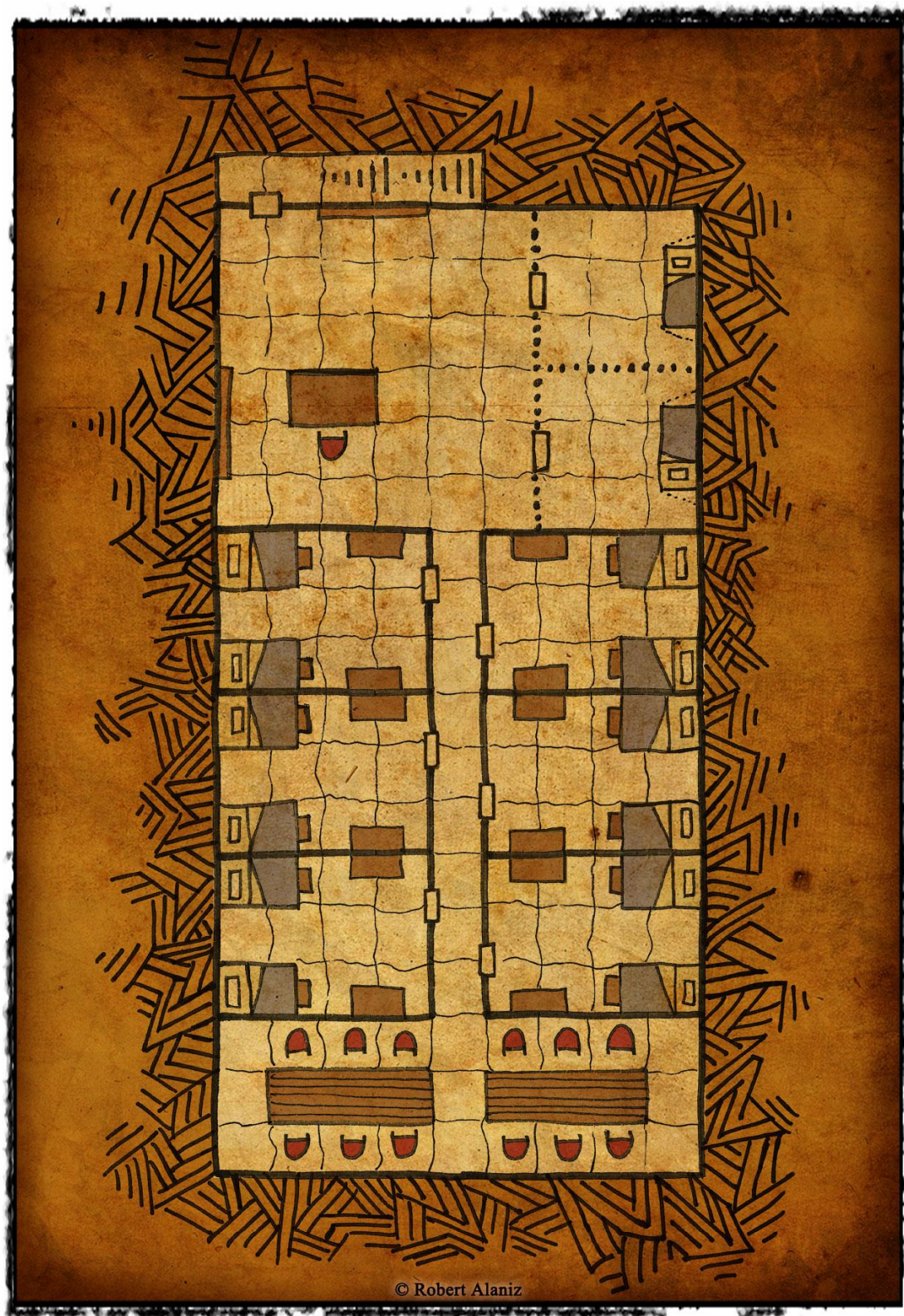
APPENDIX. DM MATERIALS – ROUND BARN THIRD FLOOR



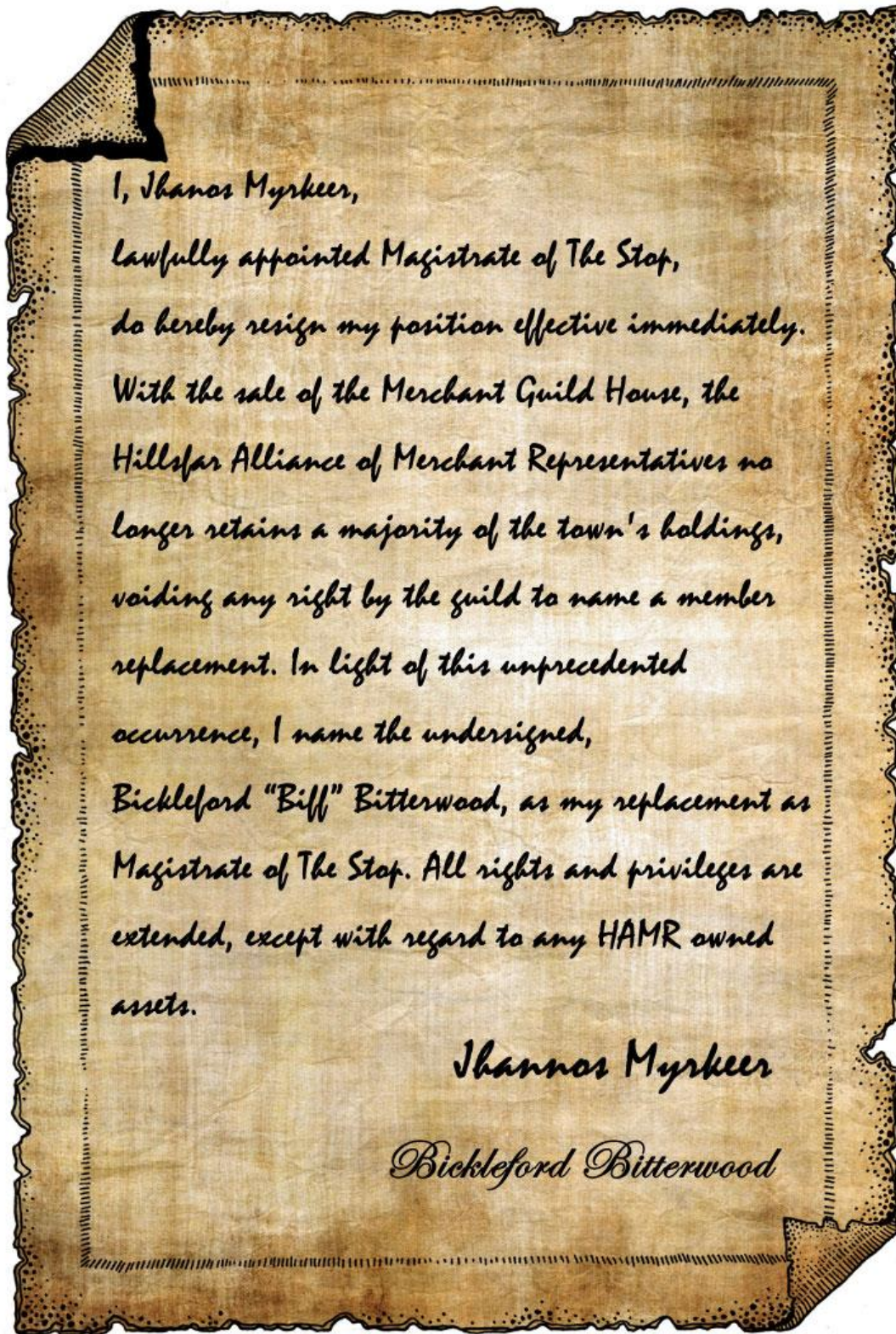
APPENDIX. PLAYER HANDOUT 1 – PLAYER MAP OF THE STOP



APPENDIX. PLAYER HANDOUT 2 – MAP OF THE BARRACKS



APPENDIX. PLAYER HANDOUT 3 - LETTER OF RESIGNATION



APPENDIX. PLAYER HANDOUT 4. DOWNTIME ACTIVITY

During the course of this adventure, the characters may earn access to the following downtime activity. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

OFFICER OF THE MILITIA

You have spent a significant amount of time in the town of The Stop aiding the locals. With tensions high in the town, the new militia may not be accepted by everyone. If you spend five downtime days advocating, recruiting and training for the new militia, you become a member of their ranks and may always stay at the militia barracks free of charge. Any character that holds the ***Boon of Bitterwood, (from DDEX03-05 Bane of the Tradeways)***, story award, need only spend three downtime days.

APPENDIX. PLAYER HANDOUT 5. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

CARNIE CRONY

Carnie Crony. If the characters can capture Priscilla the gorilla without harming her, Dr, Jubal and the other carnies are grateful. Any charisma based ability checks involving members of the Dr, Jubal's Carnival are made with advantage and the admission fee to the carnival is waived.

APPENDIX. PLAYER HANDOUT 6. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

PEARL OF POWER

Wondrous Item, uncommon (requires attunement by a spellcaster)

This black pearl, carved to resemble a skull. It is mounted on a ring band of silver and fashioned as a serpent devouring the skull.

You can use an action to speak this pearl's command word and regain one expended spell slot of up to 3rd level. Once you have used the pearl, it can't be used again until the next dawn.

This item can be found in **The Dungeonmaster's Guide**.