



ADVENTURERS LEAGUE™

BANE OF THE TRADEWAYS

Times are hard in the Hillsfar countryside, especially for those of non-human ancestry. Unscrupulous merchants in league with the hated Red Plumes bleed local farmers and artisans dry. Perhaps some of those loot-laden caravans coming and going from Hillsfar could use a bit of liberation? A four-hour adventure for 1st-4th level characters.

Adventure Code: DDEX3-5

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EXPEDITIONS™

Debut: July 30, 2015

Release: September 1, 2015

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INTRODUCTION

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

This adventure consists of five mini-adventures, and is designed for **three to seven 1st-4th level characters**, and is optimized for **five 3rd level characters**. Characters outside this level range cannot participate in this adventure.

This adventure takes place on the Tradeway just north of the Stop, a small trading combine just over two days travel northwest of Hillsfar.

THE D&D ADVENTURERS LEAGUE

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

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

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

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

PREPARING THE ADVENTURE

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

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

BEFORE PLAY AT THE TABLE

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

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

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

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

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

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

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

This adventure is **optimized for a party of five 3rd level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

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

DUNGEON MASTERING THE ADVENTURE

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

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

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

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

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

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

DOWNTIME AND LIFESTYLE

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

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

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

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

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

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

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

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

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

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

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

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

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

ADVENTURE BACKGROUND

In the Town of Hillsfar, trade is paramount. To insure that it stays that way, the thirty-one Merchants Guilds of Hillsfar established a collective to act on their behalf. At one time, this group acted as the senate and controlled the city. However, ruling from a position of profit and self-interest, their leadership didn't last long before First Lord Toril Nomerthal assumed control.

Because of the recent reinstatement of laws preventing non-humans within the city of Hillsfar, many have fled to the country side around the city. With the departure of military threats from the west and north, many of these refugees from Hillsfar and new arrivals from Phlan have tried their hand at farming. As the previously dangerous lands are now safe, and with a demand for food from city businesses, it seemed like a natural fit.

However, some of the Red Plumes—not content with their soldier's wages—seek out less-than-scrupulous means of lining their pockets and bring the city's prejudices to the country and to those who thought that they'd left them all behind at the city's gates. One group in particular, led by a Red Plume patrol named Reginald has taken a group of back-woods farmers captives with the intent to sell them to duergar slavers.

Some locals have grown tired of the oppressive tactics of the Red Plumes and the Merchants they serve and so they have hired bandits to waylay those caravans. They've heard rumor of a particularly interesting caravan of armored wagons and have set their sights on it.

THE CITY OF TRADE

Hillsfar has a long and storied past. Originally founded as a trade outpost for the elves of the Cormanthor Forest and the residents of the Moonsea region, Maalthiir broke Hillsfar severed its ties to the council that ruled it and established the city as an independent city-state.

Upon its inception, two great laws were passed: The Great Law of Trade and the Great Law of Humanity.

- **Trade.** Do not interfere with legitimate trade.
- **Humanity.** Only humans are allowed within Hillsfar.

Eventually Maalthiir would fall from rule and the current First Lord, Torin Nomerthal would rise to take his place. Soon after coming into power, however, Nomerthal would reinstate the two Great Laws and those nonhumans that resided within the city would once more be vilified in the public eye and driven from the city.

Hillsfar military force, the Red Plumes, have begun enforcing the Great Laws outside of the city's walls; a move that has inspired the privileged humans that live within them and driven fear into the hearts of those non-humans who live without.

BANE OF THE TRADEWAYS

OVERVIEW

This adventure consists of four parts.

Part 1. The Characters happen across a patrol of Red Plumes that has been ambushed by a group of bandits. Depending on who the adventurers help (if anybody), they may choose to assist either the bandits or the Red Plumes.

Part 2. The characters, acting as either caravan guards or accompanying a group of bandits defend or assault a caravan (unknowingly) loaded with captive locals being transported to a meeting point further up the road.

Part 3. Regardless of their choice, the Red Plumes reveal the true nature of the cargo and the characters are forced to deal with both them and their newest business partners.

ADVENTURE HOOK

Before the adventure begins each character may have been sent to the area for any number of reasons.

Examples include:

Faction Envoy. The characters have been asked by their contacts in Elventree to undertake a small assignment. Having no active contacts in the town since the recent establishment of the camps near Elventree, faction leaders simply want a report of the state of affairs in the small but financially and geographically important town of The Stop. The arrival of refugees from Phlan has increased the need for food, but shipments have been slow in coming. This assignment is a joint effort and the information is to be shared with all leaders. Adventurers are advised to remember the ideals they represent and act accordingly. They may also accept any retainers that do not conflict with their assignment.

Your Duty Never Ends. Characters with the Hillsfar Merchant or Trade Sheriff background have received word of increased bandit activity on the Tradeway. They have been tasked with ferreting out these trouble-makers and making the roads safe again.

Serious Inquiries Only. Some characters might receive word that local farms north of the Stop are paying hard coin for people willing to risk death in attempts to thwart the Red Plumes. Serious inquiries only.

Faction Assignment (Lord's Alliance). Despite their faction's reputation for empowering local government, the Lords Alliance has grown tired of reports of corruption amongst the local constabulary. Rumors have been trickling into their ears about movement of illicit goods along the Tradeway—facilitated by Red Plumes themselves. Investigate these rumors and ensure that the perpetrators are brought to swift justice.

Faction Assignment (Zhentarim). Rumors of slavers have been spreading amongst the Black Network. While they are not inherently opposed to the concept, the Zhentarim have reason to believe that some of their agents are among those being sold. Ferret out the truth about these rumors and learn about the fate of the kidnapped Zhentarim agents.

The missing agent is described as a male half-elf with blonde hair and a wicked scar along his cheek.

PART 1. THE DECISION

The adventure begins as the adventurers are traveling to The Stop on the road northwest of Hillsfar.

You are halfway through your third day traveling from Elventree past Hillsfar. While you did not seek entrance to the city, the non-humans in your group are nonetheless heckled for merely approaching too closely. Even humans are jeered for merely travelling with lesser company. Happily, Hillsfar disappears in the distance behind you.

Suddenly, you hear the thunderous approach of horses from behind you. A number of impressively-adorned riders storm past you without as much as a glance in your direction, much less yielding an inch of roadway. Their heavy mounts, with shiny black coats and gleaming barding are clearly bred for battle. The crimson tabards of Hillsfar and bright red plumes atop their helms accent the soldiers's fine armor. It is an impressive display, but they are gone as quickly as they arrived.

Take this moment to allow the players to:

- Introduce their characters and explain what they have done or seen in the Hillsfar area.
- Explain their relationship or standing, if any, with the city of Hillsfar.
- Establish which characters have mounts.

RED PLUMES

The mercenary army of Hillsfar's original ruler, First Lord Maalthiir was ousted from the city following his flight and subsequent death.

Following the defeat of the Netherese at Hillsfar's gates, its survivors along with the Tower Guard--the former military force of Hillsfar--were rebranded as the new Red Plumes. To that end, they have been empowered by now First Lord Torin Nomerthal to enforce the Great Laws of Humanity and Trade both within the city and in the area surrounding it.

They are considered little more than officially-sanctioned bullies by the populace. However, as Hillsfar is a rather wealthy city (due to the large amount of trade it conducts), they are many in number and exceptionally well-equipped; most trouble-makers know to leave them well enough alone.

AMBUSH AT CROOKED CREEK

Topping a small hill, you hear the sharp clang of metal echoing through the forest canopy. Looking down the hill to a small creek ford, you see a group of Red Plumes engaged with several non-human assailants who have clearly ambushed them. One unfortunate soldier dangles from an overhanging branch, having been lassoed around the neck and hauled aloft. His face nearly blue and his legs jerk and flail in a macabre jig of death.

A number of horses in Red Plume livery are scattered around the area. A handful of lifeless corpses lay on the ground.

GENERAL FEATURES

This encounter takes place about ten miles from the town of The Stop.

Area. The countryside is primarily rolling hills with frequent patches of wooded areas. This encounter is in a wooded area. There are no homes or farms nearby. The adventurers are 60 feet away from the combat.

Light. It is mid-day and sunny and the area is well lit.

Creek. The creek is very shallow, only about 6 inches to a foot deep and about 10 feet wide. Due to its muddy bottom and moving water, it is difficult terrain.

Horses. There is one riding horse with tack and saddle per character. The shy away from the fighting, but do not go far.

Tree Branches. The branch from which the soldier hangs is 20 feet above the ground. It is typical of the other branches in which the bandits hide. The soldier hangs at 15 feet and dies at the end of the second round unless cut down (AC 10, 5 hit points, immune to poison and psychic damage).

The four **Red Plume patrol** and two **Red Plume cavalry officers** have just been ambushed by eight **thugs** who have been hired by local farmers that have had their fill of the oppressive tactics of the Merchants and have decided to take matters into their own hands. The soldiers were headed to The Stop when the farmers learned of this and decided to ambush them.

Both the bandits and the soldiers cry out for the adventurers to help them. Present the scene as unbiased as possible, allowing the adventurers to choose a course of action.

A number of Red Plumes and bandits equal to the number of characters have already been defeated. Their horses are available for the characters to use in the event that they are without a mount.

BANE OF THE TRADEWAYS

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 4 thugs; replace patrol with guards and cavalry officers with patrol
- **Weak party:** Remove 2 thugs and 2 patrol
- **Strong party:** Add 2 thugs and 2 patrol
- **Very strong party:** Add 3 thugs and 3 patrol

A. THE RED PLUMES ARE VICTORIOUS

If the adventures help the Red Plumes, the thugs fight, but flee if three or more of them are reduced to 0 hit points. The Red Plumes do not pursue; they've got a mission to complete. They show appreciation to the adventurers by allowing them to take the horses but waste no time in gathering their horses and preparing to leave.

The ranking soldier, Sgt. Reginald (one of the Red Plume cavalry officers), talks to the adventurers saying that he is grateful to them. In exchange for saving him and his men, he offers a reward—provided the characters are willing to perform another task. He knows the following:

- The soldiers are the advance party for a caravan heading to a place called the Roadside Shrine; which is located on the Tradeway halfway between The Stop and Yûlash.
- The caravan carries vital supplies that will be further distributed amongst local trade outposts and villages (this is a lie).
- The area has seen increased bandit activity and he and his troops have been summoned from Hillsfar to escort the caravan.
- The bandits have violated the Great Law of Trade (also a lie; kidnapping and the sale of slaves is illegal in Hillsfar). The bandits have committed a serious offense by robbing local farmers and killing Red Plume soldiers on the Tradeway. They are dealt with harshly if they are caught.
- If the characters agree to assist him in escorting the caravan safely to the Shrine, they will be rewarded with an additional total of 50 gp upon arrival.

ROLEPLAYING SERGEANT REGINALD

Sgt. Reginald is charming and well-spoken. On the surface, he appears to be quite the opposite of a typical Red Plume guard. He is polite, courteous and professional. His demeanor belies a less savory truth, however. He is greedy and ambitious, and uses his position to gain leverage on others for his own benefit.

Quote: "Why, hello there. What can I do to help you?"

TREASURE

The most valuable treasure here are the mounts. There are a number of available riding horses equal to the number of characters. Among the bandits's possessions, the characters also find a *potion of healing* and a *potion of heroism*.

Finally, Sgt. Reginald gives the characters a pouch containing 50 gp of Hillsfar mint.

FACTION ASSIGNMENT: ZHENTARIM

Sgt. Reginald has no knowledge about the fate of any kidnapped Zhentarim agents. He appears unsettled by the thought of the Black Network's involvement in the area, however.

DEVELOPMENT

Continue to **Part 2, Encounter A: Guarding the Caravan**, below.

B. HELPING THE BANDITS

If the adventurers choose to help the Bandits, the Soldiers fight but flee into the woods if **two or more of them** are reduced to 0 hit points. A couple of the bandits give a half-hearted chase, but the rest remain behind; catching their breath. The bandits otherwise leave no survivors.

As the last soldier falls, you see other bandits emerge from hiding within the forest. They work hurriedly to pull the soldiers from the road and gather their horses and strip them of their equipment and valuables. One of them, a dwarf, bends down over one of the soldiers and cuts the purse from his belt and tosses it to you. "Here's a little somethin' fer yer trouble... and discretion. I admit it looks bad, but I can only offer that there is good reason. We could use folk like you. There's a Red Plume caravan on the move and we aim to stop it. You in?"

This is Karl, a local dwarven farmer. If the adventurers try to get him to explain or answer questions, he suggests discussing this on the way to the road, while moving through forest trails. "There's no time! The caravan'll pass any second now! We'll pay ya if ya come along."

Once on the move, Karl leads them through hidden trails and back roads. He relates the following breathing heavily as the characters and the bandits tear through the woods:

- The farming in the area used to be a good business, but recently, the merchant representatives at the Stop are not paying what they used to for crop yields.
- Human farmers seem to get better treatment; usually in the form of higher prices for their harvests.
- Sadly, however, the representatives are the only option since non-human farmers are banned from entering the city to sell their crops for themselves.
- The guild offers loans against the value of their farm to allow them to pay for planting the next season.
- The Red Plumes have been in the pocket of the Merchants for a while now.
- Karl learned of the shipment of important cargo two days ago. He doesn't know what is being moved, but has received word of heavily armored wagons. Whatever it is, it's not bushels of grain.

ROLEPLAYING DUMB KARL

A homely male hill dwarf that provides much of the grain sold in Hillsfar. His moniker is actually an ironic nickname given to him by locals. Despite his common way of speaking, he's actually quite bright—something that becomes quickly apparent as he prattles off on obscure bits of information regarding whatever topic he finds particularly engaging.

Quote: "Funny thing you mentioned that. Let me tell you more about it."

TREASURE

The most valuable treasure here are the mounts. There are a number of available riding horses equal to the number of characters. Among the Red Plume's possessions, the characters also find a *potion of healing* and a *potion of heroism*.

Additionally, Karl gives the characters a pouch containing the combined treasure of the slain Red Plumes; a total of 50 gp.

FACTION ASSIGNMENT: ZHENTARIM

Dumb Karl has no knowledge about the fate of any kidnapped Zhentarim agents. He appears unsettled by the thought of the Black Network's involvement in the area, however.

DEVELOPMENT

Continue to **Part 2, Encounter B: Attacking the Caravan**, below.

C. DOING NOTHING

If the adventurers simply watch the fight unfold and take no action, briefly describe the pitched battle and roll a die. On an even result, the Red Plumes are victorious. Otherwise the bandits defeat the soldiers.

Read:

As the last combatant falls, the victors quickly begin stripping their vanquished foes of weapons and valuables. A few survivors collapse to the ground winded and wounded.

Proceed to Encounter A or B, above depending on who prevailed in the fight. Describe the encounter as normal. If they refuse to help the victor, continue to the dialogue appropriate for the characters's decision, below:

NO HELP FOR THE BANDITS

If the bandits won and the characters refuse to help them, they depart decrying the characters as cowards. Read:

A few moments the last of the bandits leave, a Red Plume officer sneaks out of the brush. Beholding the carnage surrounding the characters, he sighs dejectedly.

"That was close," he says as he rifles through the pockets of the slain bandits. "While I'm not pleased that you let those bandits slay my comrades-in-arms, I'm glad you chose not to help the bandits. In the name of the First Lord, I will deputize each of you if you wish to help me."

This is Sgt. Reginald. He relates the information in Encounter A, above. In exchange for their assistance, however, he offers only half the reward that the characters would—keeping the rest for the city's coffers.

Continue to **Part 2, Encounter A, Guarding the Caravan**, below.

TREASURE

The most valuable treasure here are the mounts. There are a number of available riding horses equal to the number of characters. Among the bandits's possessions, the characters also find a *potion of healing* and a *potion of heroism*.

Additionally, Sgt. Reginald gives the characters a pouch containing the half of the combined treasure of the slain bandits; a total of 25 gp. He pockets the rest.

FACTION ASSIGNMENT: ZHENTARIM

Sgt. Reginald has no knowledge about the fate of any kidnapped Zhentarim agents. He appears unsettled by the thought of the Black Network's involvement in the area, however.

NO HELP FOR THE RED PLUMES

If the Red Plumes won and the characters refuse to help them, the soldiers depart decrying the characters as cowards. Read:

A few moments after the last of the Red Plumes leave, a dwarf sneaks out of the brush. Beholding the carnage surrounding the characters, he frowns.

"What in the Nine Hells happened here?!" he says as he rifles through the pockets of the slain Red Plumes. "While I ain't necessarily pleased that you let my friends get themselves killed, I'm glad you chose not to help them damned Red Plumes. You wanna earn some coin and blacken the Red Plume's eye while you're at it?"

Karl relates the information in Encounter B, above. In exchange for their assistance, however, he offers only half the reward that the characters would—keeping the rest for himself.

Continue to **Part 2, Encounter B: Attacking the Caravan**, below.

TREASURE

The most valuable treasure here are the mounts. There are a number of available riding horses equal to the number of characters. Among the Red Plumes's possessions, the characters also find a *potion of healing* and a *potion of heroism*.

Additionally, Karl gives the characters a pouch containing the half of the combined treasure of the slain Red Plumes; a total of 25 gp.

FACTION ASSIGNMENT: ZHENTARIM

Dumb Karl has no knowledge about the fate of any kidnapped Zhentarim agents. He appears unsettled by the thought of the Black Network's involvement in the area, however.

PART 2: THE CHASE

This encounter takes place on the Tradeway road northwest of The Stop. How the chase proceeds depends on who the adventurers side with in Part 1, above.

GENERAL FEATURES

Area. The countryside is primarily rolling hills with frequent patches of wooded areas.

Distance. The chase begins when the pursuers enter the road 15 feet behind the last wagon.

Light. It is night with a very bright full moon (dim light).

Road. The road is dusty, but wide and smooth with occasional turns. It is approximately 20 feet wide (wide enough for a wagon with 5 additional feet to either side).

Cover. Wagon drivers and passengers in the wagon benefit from half cover (+2 AC) from attacks made from the sides and rear. The steel skirts surrounding their hitch and harnesses provide half cover to the horses.

The Wagons. The caravan consists of three **fortified wagons**. Each wagon is 10 feet long and led by four huge draft horses wearing half plate barding. Although the horses are Large, they are able to run abreast (but not fight) in a single 10-foot-wide space. If the horses engage in combat, their attacks or Dexterity saving throws are made with disadvantage.

Wagon Occupants. The guild mage is in Wagon 1 (which begins in the lead of the caravan) along with his familiar. The wagon can hold three additional passengers if needed. Wagon 2 and Wagon 3 carry crates of packed figs that conceal a secret cargo hold, each of which carry four captives that are bound and gagged.

Each wagon can accommodate one driver and one passenger in the front bench and one or two passengers in the cargo area. Each wagon is pulled by four **warhorses** wearing half plate barding. The entire rig is 30 feet long including horses.

BEFORE THE ENCOUNTER

In order to make the chase more exciting and run smoother, prepare the following before beginning:

- Establish a marching or riding order
- Explain the additional actions that are available to the characters.
- Roll initiative for each wagon. The wagon's occupants act on their wagon's initiative turn and are subject to the complication outcome from the previous initiative turn.

TIPS FOR MAPPING THE CHASE

The wagons and any other mounts move approximately the same speed. It is unnecessary and cumbersome to individually measure how far each moves. However, some actions (or lack thereof) allow them the "**move ahead**", "**fall behind**" or "**stop**". These are all abstract positions that facilitate additional actions. If a grid is being used, this can be represented by four areas: stopped, behind, alongside, and ahead. Simply place the miniatures in the appropriate area.

RUNNING THE CHASE

In addition to normal mounted combat rules, the following apply to guards and bandits.

This encounter should be exciting and dramatic. Encourage out-of-the-box thinking and quick decisions by both parties. Keep it exciting!

Exhaustion. Each individual horse or team of horses is assumed to be running full tilt for some time. Beginning in the fifth round of the chase, the horses begin to make exhaustion checks. A successful DC 10 Constitution check at the end of its turn is required. A horse or team of horses that fails becomes exhausted. The DC of this check increases by 1 during each consecutive round after the fifth. Make one check for each wagon team of horses. Any mount or team of horses that fails **falls behind** and any future checks made to **move ahead** is made with disadvantage.

Falling. If a creature falls from a wagon or horse during the chase, they take 3 (1d6) bludgeoning damage, are knocked prone, and **stop**, and their turn ends. If they are riding a mount, their mount also **stops**. A creature that **stops** by falling off a wagon may be unable to rejoin the chase unless she is able to find a mount to allow him to catch up.

Additional Actions. In addition to the standard actions, a character in a wagon may do the following:

- **Fall Behind.** As a bonus action on their turn a character driving a wagon or riding a mount may reign the wagon or mount and **fall behind**. This requires no check.
- **Move Ahead.** As a bonus action on their turn a character driving a wagon or riding a mount may attempt to get a surge of speed from the horses leading it. A successful DC 10 Wisdom (Land Vehicle) check allows the mount or vehicle to **move ahead**. Failure results in the mount or the horses leading the wagon winding themselves causing them to **fall behind**, instead.
- **Ram.** As an action, a character driving a wagon may attempt a DC 13 Wisdom (Land Vehicle) check to ram into another wagon or mount that it is keeping pace with. Though this doesn't inflict any damage, the occupants of the target vehicle must succeed at a DC 10 Dexterity saving throw. If the target fails, any attack, Dexterity saving throw, Dexterity ability check, or Wisdom (Animal Handling or Land Vehicle) check they make until the start of their next turn is made with disadvantage. If the target fails by 5 or more, the target (the wagon or the mount) takes 5 (1d10) bludgeoning damage and **falls behind**.
- **Trample.** As an action a character driving a wagon that has **fallen behind** may attempt to trample a creature in front of them. Only mounts and their riders can be trampled. If the character attempting the trample succeeds on a DC 13 Wisdom (Animal Handling) check, the wagon immediately **moves ahead** and one of the horses makes a free hoof attack against the target. If the attack hits, the target takes damage as normal, is knocked prone, and **stops**.
- **Leap.** As an action, a character or other bandit may attempt to leap from their horse or wagon to an adjacent wagon. This requires a successful DC 10 Dexterity (Acrobatics) check. A character that fails takes 3 (1d16) bludgeoning damage, falls prone, and **stops**.
- **Create Obstacle.** A character can try and throw something (crate, cart, another creature, etc.) in the way of the pursuers to hamper their movement. A character that succeeds on a DC 13 Strength (Athletics) check strikes the target, causing their next ability check or saving throw to be made with disadvantage.

Wagon Destroyed. A wagon is destroyed during pursuit if it is reduced to 0 hit points, or if a horse is killed (it crashes and topples over). If destroyed, the wagon **stops** and all passengers take 7 (2d6) bludgeoning damage and are knocked prone next to the wagon. If Wagon 2 or Wagon 3 crashes, it breaks open to reveal the secret cargo area and the captives within. If any one of the wagons crashes, the others **stop** in an attempt to protect it. This ends the chase.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

EQUIPMENT

Fortified Wagon

Large land vehicle

Armor Class 15

Hit Points 40

Damage Immunities poison, psychic

A fortified wagon is much more than an ordinary wagon. Wheels, axels and panels are reinforced with iron plating. A shielded bench grants the driver and bench passenger three-quarters cover (+5 AC) from attacks made from behind the wagon and half cover (+2 AC) from the sides. The fortified wagons are pulled a team of four **draft horses** wearing half-plate barding. A minimum of two horses are needed to pull the wagon at all.

Slaying or incapacitating the horses garners **no XP**; they do nothing but pull the wagons and are not considered an adversary in this encounter.

CHASE COMPLICATIONS

As with any good chase scene, complications can arise to make a chase more pulse-pounding.

Complications occur randomly. At the end of each round, roll on the Tradeway Chase Complications table, below.

TRADEWAY CHASE COMPLICATIONS

d20	Complication
1	A pair of Red Plume guards (or bandits if the characters are acting as caravan guards), join the chase. They crash through the underbrush and fall behind at the end of their first turn. They are able to act normally on their turn in the following round. This result may only occur once. If rolled again, treat it as a result of 11+.
2	A pair of Red Plume guards (or bandits if the characters are acting as caravan guards) leap from an overhanging tree onto one of the wagons (roll randomly). They are able to act normally on their turn in the following round. This result may only occur once. If rolled again, treat it as a result of 11+.
3-5	A tree has fallen into the road. Each wagon and mount in the chase must succeed on a DC 10 Wisdom (Animal Handling or Land Vehicle) check or fall behind . Any character that fails by 5 or more takes 3 (1d6) slashing damage from the tree's branches as they whip by.
6-8	A wheel on one of the wagon (determined randomly) breaks and falls apart in a shower of wood and iron. The wagon immediately falls behind . Any future checks made to ram or move ahead are made at disadvantage.
10	A swineherd and his tended herd of prize pigs wanders onto the road ahead of you. Every wagon or mount in the "ahead" area must immediately succeed on a DC 10 Wisdom (Animal Handling or Land Vehicle) check or strike the pigs and immediately fall behind . Those who fail by 5 or more take 3 (1d6) bludgeoning damage from flying pig parts. If rolled again, treat it as a result of 11+.
11+	No Complication

A. GUARDING THE CARAVAN

In this scenario, the adventurers have accepted the job of guarding the caravan from an inevitable bandit attack. The caravan is already on the road and arrives shortly after the characters accept the job. It stops momentarily for the Red Plumes to regroup before departing again.

Characters may choose to ride on one of the wagons or on a horse, though Sgt. Reginald prefers that at least one adventurer be present on each wagon. A **Red Plume patrol** drives each wagon and has orders to not stop unless one of the wagons is destroyed. A **Red Plume cavalry officer** rides alongside the wagons on a horse. A **guild wizard** and his **quasit** familiar (shapechanged into a raven) ride in Wagon 1.

As the caravan speeds down the road, the shrill cry of a whistle is heard.

"Riders behind," one of the patrol cries out, "Horse, spears, and bows!"

"Well, folks," Sgt. Reginald says, panting, "it's time to earn your reward."

The farmers have taken matters into their own hands by pooling their resources and hiring a group of thugs to help them stop the caravan. There are six bandit **thugs** and two bandit **spies** in pursuit of the wagons.

The encounter begins when the adventurers enter the road.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 4 thugs and 1 spy
- **Weak party:** Remove 2 thugs and 1 spy
- **Strong party:** Remove 2 thugs, add 1 bandit captain
- **Very strong party:** Add 2 bandit captains

TACTICS

The wizard uses cantrips exclusively during the chase, reserving any spells for use in the event that the caravan is stopped. The quasit only acts if Wagon 1 is boarded and otherwise stays within the safety of the wagon. The bandit thugs attempt to stop the last wagon in order to coax the others to stop. Each round, at least one bandit thug attempts to leap onto Wagon 3. If successful, he attempts to shove whoever is driving it off and take control of the wagon.

The Red Plumes only attack their opponents's horses if things get truly dire.

CARGO REVEALED

Throughout the chase, the wagons's cargo—the captive farmer—cry out in panic and fear. Initially, these muffled cries are difficult to hear and requires a successful DC 20 Wisdom (Perception) check, but they become louder and louder as the chase progresses. Each round after the first, the DC is reduced by 2.

Faction Assignment: Zhentarim. None of the captives are members of the Black Network and have no knowledge of them. The Red Plumes are similarly unaware.

XP AWARD

If the characters successfully guard the caravan and arrive at the Roadside Shrine, award each character 50 XP.

If the characters hear the crying captives and discover their presence, award each character 50 XP.

B. ATTACKING THE CARAVAN

In this scenario, the adventurers have undertaken the task of attacking the caravan. If they act quickly, they can reach the road just in time to see the caravan speed past. It is not possible to get in front of the caravan until they have reached the road. Similarly, the abundance of cover prevents any ranged attacks before the encounter begins.

You hear it before you see it. The thunderous hoof beats of horses and the rattle of wagons fills the air as the road appears before you.

Suddenly, a trio of armored wagons speeds past on the road just as you break through the trees. In response to your appearance a shrill whistle sounds.

"Riders behind," a Red Plume shouts as he sees you, "Horses, spears, and bows!"

The chase is on!

There are four **Red Plume patrol**—one driving each wagon with an additional patrol riding in Wagon 3. A **guild wizard** rides in Wagon 1 along with his **quasit** familiar (shapechanged into a raven).

The encounter begins when the adventurers enter the road.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 patrol and the quasit. The guild wizard only has two 2nd-level spell slots remaining.
- **Weak party:** The guild wizard only has two 2nd-level spell slots remaining.
- **Strong party:** Replace 1 patrol with 1 Red Plume cavalry officer
- **Very strong party:** Replace 2 guards with 2 Red Plume cavalry soldiers

TACTICS

The wizard uses cantrips exclusively during the chase, reserving any spells for use in the event that the caravan is stopped. The quasit only acts if Wagon 1 is boarded and otherwise stays within the safety of the wagon. The bandit thugs attempt to stop the last wagon in order to coax the others to stop. Each round, at least one bandit thug attempts to leap onto Wagon 3. If successful, he attempts to shove whoever is driving it off and take control of the wagon.

The Red Plumes only attack their opponents's horses if things get truly dire.

CARGO REVEALED

Throughout the chase, the wagons's cargo—the captive farmers—cry out in panic and fear. Initially, these cries are difficult to hear and requires a successful DC 20 Wisdom (Perception) check, but they become louder and louder as the chase progresses. Each round after the first, the DC is reduced by 2.

Faction Assignment: Zhentarim. None of the captives are members of the Black Network and have no knowledge of them. The Red Plumes are similarly unaware.

XP AWARD

If the characters successfully stop the caravan before it arrives at the Roadside Shrine, award each character 50 XP.

If the characters hear the crying captives and discover their presence, award each character 50 XP.

DEVELOPMENT

Once the characters have stopped or destroyed a wagon or once 10 rounds have passed, proceed to either Encounter A or Encounter B of Part 3, below.

PART 3: THE ROADSIDE SHRINE

The caravan either escapes, is stopped, or reaches its destination. At this point, the horses are exhausted and cannot move until completing a short rest.

A. THE CARAVAN IS CAUGHT

Regardless of who is protecting the caravan, if one of the wagons is stopped or destroyed, Sgt. Reginald instructs the Red Plumes to stop and defend it; wheeling around during the next round and dismounting.

Moments after the wagons stop, the characters are attacked by the following depending on their role in the chase. The other group assists the characters in the fight.

CHARACTERS ARE BANDITS

The characters are beset upon by the Red Plumes, which consists of the following, less any creatures slain or otherwise defeated during the chase in Part 2, above.

- Four **Red Plume patrol**
- One **Red Plume cavalry officer**
- **Guild mage**
- **Quasit**

Treasure. The Red Plumes carry a combined 10 gp. The cavalry officer (Sgt. Reginald if he survived Parts 1 and 2) carries a *potion of healing* and wears a jewel-encrusted pin of a hammer worth 25 gp. The guild mage does not have a spellbook with him.

In a concealed compartment in the hilt of his sword, the cavalry officer also carries a document formalizing the agreement between himself and a pair of duergars slavers. Locating this secret compartment requires a successful DC 15 Intelligence (Investigation) check. Any character proficient with martial weapons notices the imbalance of the weapon and makes this check with advantage.

Development. If they haven't already, the characters can clearly hear the cries of the captives in the wagons's secret holds. The characters are able to free a total of eight, rather shaken captives. Among them, only one is human; the others are a mix of elves, halflings, dwarves, and half-elves.

If the characters question the Red Plumes they deny the allegations—insisting that the captives are criminals being taken to Hillsfar to stand trial for violating the Great Law of Trade (a lie). A successful DC 15 Charisma (Persuasion or Intimidation) check convinces the patrol to confess the truth of their crimes. Characters with the Trade Sheriff background or a character that promises to release them and succeeds on a subsequent DC 10 Charisma (Deception) check makes this check with advantage.

If questioned, each of the captive farmers provide much the same story, as follows:

- About a tenday ago, the Red Plumes visited their home and after accusing them of violating the Great Law of Humanity, took them into custody.
- They were held someplace until earlier this morning at which point they were thrown into the wagons and had been traveling all day.

Faction Assignment: Zhentarim. None of the captives are members of the Black Network and have no knowledge of them. The bandits and the Red Plumes are similarly unaware.

THE CHARACTERS ARE GUARDS

The characters are beset upon by the bandit group, which consists of the following, less any creatures slain or otherwise defeated during the chase in Part 2, above:

- Six **thugs**
- Two **spies**

Development. If they haven't already, the characters can clearly hear the cries of the captives in the wagons's secret holds. The characters are able to free a total of eight, rather shaken captives. Among them, only one is human; the others are a mix of elves, halflings, dwarves, and half-elves.

If the characters capture and question the Red Plumes they deny the allegations—insisting that the captives are criminals being taken to Hillsfar to stand trial for violating the Great Law of Trade (a lie). A successful DC 15 Charisma (Persuasion or Intimidation) check convinces the patrol to confess the truth of their crimes. Characters with the Trade Sheriff background or a character that promises to release them and succeeds on a subsequent DC 10 Charisma (Deception) check makes this check with advantage.

If questioned, each of the captive farmers provide much the same story, as follows:

- About a tenday ago, the Red Plumes visited their home and after accusing them of violating the Great Law of Humanity, took them into custody.
- They were held someplace until earlier this morning at which point they were thrown into the wagons and had been traveling all day.

Faction Assignment: Zhentarim. None of the captives are members of the Black Network and have no knowledge of them. The bandits and Red Plumes are similarly unaware.

B. THE CARAVAN ESCAPES

If the chase lasts ten full rounds or if the caravan escapes the bandits, the caravan arrives at its destination. The wagons are stopped in the pull-out at the road-side shrine.

GENERAL FEATURES

This encounter takes place on the Tradeway road northwest of The Stop at site known as the Roadside Shrine.

Area. The shrine is a smaller pullout road with a small building that is open air.

Cairns. There are seven cairn markers in the field. The closest is the largest and stands about twenty feet high. The darkenbeast uses this as a lookout point.

Shrine. The small shrine looks like it is a new construction of an older building that didn't last. It is about twenty feet long and ten feet wide and ten feet tall and is simply a roof with columns lining the sides. It contains a statue of Tempus and a carved stone marker detailing the Battle of Falling Wasps and the heroic efforts of the Red Plumes defending against the Zhent ground troops and sky mages. Many old and rusty weapons have been left as an offering of tribute.

Headstones. A number of short stones have been planted in the ground in remembrance of those who died along this stretch of road. Any creature hiding behind a headstone may have cover, depending on how tall the stone is.

Light. The full moon is out, but the area is still dimly lit. There are several trees around the area creating some very dark shadows, however.

ADVENTURERS ARE GUARDS

The characters and the Red Plumes arrive at the shrine more or less intact. The bandits, believing that they are being led into a trap, peel off and retreat.

The caravan arrives at the meeting place, a roadside shrine dedicated to the fallen Red Plume soldiers of a battle against the Zhents. Several large cairns are visible in the field. A short road off of the road ends at a small building dedicated offerings to the fallen.

"We seem to have lost them," Sgt. Reginald pants, "However, this does not tie up all of our loose ends. Pity it must come to this, but you've worn out your use."

The guards--now flanking the senior soldier--draw their swords and move towards you.

"Kill them," Reginald says with a steely glare, "and toss their bodies in the forest."

The characters are beset upon by the Red Plumes which consists of the **guild mage**, his **quasit** familiar, four **Red Plume patrol**, and the **Red Plume cavalry officer** (less any of them defeated during the chase in Part 2, above) assist the characters in his defense.

If the guild wizard is not in an advantageous position, he casts *misty step* on his first turn to a vantage point from which to cast, such as the roof of the shrine building.

Treasure. The Red Plumes carry a combined 10 gp. The cavalry officer (Sgt. Reginald if he survived Parts 1 and 2) carries a *potion of healing* and wears a jewel-encrusted pin of a hammer worth 25 gp. The guild mage does not have a spellbook with him.

In a concealed compartment in the hilt of his sword, the cavalry officer also carries a document formalizing the agreement between himself and a pair of duergars slavers. Locating this secret compartment requires a successful DC 15 Intelligence (Investigation) check. Any character proficient with martial weapons notices the imbalance of the weapon and makes this check with advantage.

Development. If they haven't already, the characters can clearly hear the cries of the captives in the wagons's secret holds. The characters are able to free a total of eight, rather shaken captives. Among them, only one is human; the others are a mix of elves, halflings, dwarves, and half-elves.

If the characters question the Red Plumes they deny the allegations—insisting that the captives are criminals being taken to Hillsfar to stand trial for violating the Great Law of Trade (a lie). A successful DC 15 Charisma (Persuasion or Intimidation) check convinces the patrol to confess the truth of their crimes. Characters with the Trade Sheriff background or a character that promises to release them and succeeds on a subsequent DC 10 Charisma (Deception) check makes this check with advantage.

If questioned, each of the captive farmers provide much the same story, as follows:

- About a tenday ago, the Red Plumes visited their home and after accusing them of violating the Great Law of Humanity, took them into custody.
- They were held someplace until earlier this morning at which point they were thrown into the wagons and had been traveling all day.

Faction Assignment: Zhentarim. None of the captives are members of the Black Network and have no knowledge of them.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 4 thugs and 1 spy
- **Weak party:** Remove 2 thugs and 1 spy
- **Strong party:** Remove 2 thugs, add 1 bandit captain
- **Very strong party:** Add 2 bandit captains

ADVENTURERS ARE BANDITS

If the caravan escapes, the party eventually finds tracks leading off of the road to the shrine. The characters can be made to succeed on Wisdom (Survival) checks to accomplish this, but if they fail, they should eventually find it.

If the caravan escaped and the characters were forced to track it down, they may attempt to ambush the Red Plumes. If the characters succeed at a DC 15 Dexterity (Stealth) group check, they may ambush the Red Plumes, who are surprised during the first round of combat. If they wait too long to ambush the Red Plumes (an hour and a half or more) a wagon bearing a pair of duergar arrives along with a pair of death dogs (See the Duergar Arrive, below).

You finally pull off the main road to a small shrine that looks like a dedication for a past battle. Several large mass grave cairns are visible in the field. A small building for dedicating offerings to the fallen is the only structure.

The wagons circle the building. All around, guards are preparing for combat.

The characters are beset upon by the Red Plumes which consists of the **guild mage**, his **quasit** familiar, four **Red Plume patrol**, and the **Red Plume cavalry** officer (less any of them defeated during the chase in Part 2, above) assist the characters in his defense.

The Red Plumes attack from range; using the wagons as cover; they only engage the characters in melee if they are so engaged themselves.

If the guild wizard is not in an advantageous position, he casts *misty step* on his first turn to a vantage point from which to cast, such as the roof of the shrine building.

Treasure. The Red Plumes carry a combined 10 gp. The cavalry officer (Sgt. Reginald if he survived Parts 1 and 2) carries a *potion of healing* and wears a jewel-encrusted pin of a hammer worth 25 gp. The guild mage does not have a spellbook with him.

In a concealed compartment in the hilt of his sword, the cavalry officer also carries a document formalizing the agreement between himself and a pair of duergar slavers. Locating this secret compartment requires a successful DC 15 Intelligence (Investigation) check. Any character proficient with martial weapons notices the imbalance of the weapon and makes this check with advantage.

Development. If they haven't already, the characters can clearly hear the cries of the captives in the wagons's secret holds. The characters are able to free a total of eight, rather shaken captives. Among them, only one is human; the others are a mix of elves, halflings, dwarves, and half-elves.

If the characters question the Red Plumes they deny the allegations—insisting that the captives are criminals being taken to Hillsfar to stand trial for violating the Great Law of Trade (a lie). A successful DC 15 Charisma (Persuasion or Intimidation) check convinces the patrol to confess the truth of their crimes. Characters with the Trade Sheriff background or a character that promises to release them and succeeds on a subsequent DC 10 Charisma (Deception) check makes this check with advantage.

If questioned, each of the captive farmers provide much the same story, as follows:

- About a tenday ago, the Red Plumes visited their home and after accusing them of violating the Great Law of Humanity, took them into custody.
- They were held someplace until earlier this morning at which point they were thrown into the wagons and had been traveling all day.

Faction Assignment: Zhentarim. None of the captives are members of the Black Network and have no knowledge of them.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 patrol and the quasit. The guild wizard only has two 2nd-level spell slots remaining.
- **Weak party:** The guild wizard only has two 2nd-level spell slots remaining.
- **Strong party:** Replace 1 patrol with 1 Red Plume cavalry officer
- **Very strong party:** Replace 2 guards with 2 Red Plume cavalry soldiers

THE DUERGAR ARRIVE

After the fight with the Red Plumes, the adventures can take a short rest before the duergar arrive to make their deal. A successful DC 15 Wisdom (Perception) check notices the duergar party with enough time to hide.

You hear a slow rhythmic creak. You recognize it as the approach of another wagon from the west. Slowly emerging from the shadows is a pair of large two-headed dogs. They scan and sniff the area, thick saliva dripping from their jowls. Having obviously caught a scent, they begin a soft but chilling growl.

The dogs are followed by a wagon driven by two bald dwarves with dusky, grey skin and short, white beards.

The two **duergar** have brought two **death dogs** as backup. Unless the meeting is interrupted, the duergar offer up a small chest to Sgt. Reginald and begin loading the captives into their wagon. The chest contains 150 gp.

If the characters waited and Sgt. Reginald still lives, the duergar approach and begin treating with him, unless the characters intervene, the captives are led to the duergars's wagons and the wagon drives away. Otherwise, the duergars assume the characters are there as Reginald's representatives and negotiate with them.

One duergar wears a *+1 shield*, increasing his AC by 1.

TACTICS

If the adventurers attack during the transaction, the duergar order the death dogs to attack the characters while they attempt to leave with the captives. This could result in another potential chase. Any worgs present in the fight speak Undercommon.

Always eager to get their hands on more slaves, any character reduced to 0 hit points by the duergar or the death dogs is knocked unconscious.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Replace death dogs with 1 worg, remove 1 duergar
- **Weak party:** Replace death dogs with 2 worgs; remove 1 duergar
- **Strong party:** Add 1 death dog
- **Very strong party:** Add 2 worgs and 1 duergar

DEALING WITH DUERGAR

Unless the characters stop them, the duergar still intend on completing the purchase of the captives. If the characters refuse to do so, the duergar attack; sending the death dogs in and using their enlarge ability during the first round of combat. If the characters accept the duergar's deal, they lead the captives from the Red Plumes's wagons into their own and leave the chest with the characters. If the characters accept the duergar's deal, each character receives the "**Oh, What a Slaver You'll Make**" story reward. If the characters refuse the duergar's offer, each character receives the "**Boon of Bitterwood**" story reward.

FACTION ASSIGNMENT: LORDS ALLIANCE

In order to satisfy the requirements for this faction assignment, any witnesses—specifically the captives themselves—must be convinced that Sgt. Reginald and his subordinates were acting purely in self-interest. Doing so requires a successful DC 13 Charisma (Deception or Persuasion) check. If the characters recovered the incriminating documents, this check is made with advantage.

FACTION ASSIGNMENT: ZHENTARIM

In order to satisfy the requirements for this faction assignment, at least one duergar must be knocked unconscious and questioned before being slain.

Convincing the duergar to answer any questions about their misdeeds requires a successful DC 10 Charisma (Deception, Persuasion, or Intimidation) check. If successful, the duergar reveals that a half-elf matching the description provided by the characters was sold to a nameless drow two tenday ago in the Sporedome, a vast myconid colony in the Upperdark. They are unable to provide a description of the drow, as he was wearing a hood and a mask.

TREASURE

If the characters defeat the duergar, they are able to retrieve the chest of 150 gp as well as a *+1 shield*.

CONCLUSION

Despite the attitudes of Hillsfar regarding non-humans the practice of slaving is definitely not publically approved of. Assuming that the characters not only rescued the captives within the wagons, but also captured the documents detailing the terms of their sale, word of the Red Plumes's conduct spreads like wild fire. Discontent follows in its wake and soon, even the human members of the outlying communities think that the Great Law of Humanity has gone too far.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Bandit	25
Guard	25
Red Plume patrol	100
Thug	100
Red Plume cavalry officer	200
Bandit captain	450
Commoner	10
Quasit	200
Guild mage	200
Death dog	200
Duergar	200

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Discovering the captives	50
Escaping from the bandits	50
-or-	
Stopping the caravan	50

The **minimum** total award for each character participating in this adventure is **450 experience points**.
The **maximum** total award for each character participating in this adventure is **600 experience points**.

TREASURE

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

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

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

TREASURE AWARDS

Item Name	GP Value
Assisting Soldiers on road	50 (or 25)
-or-	
Assisting Bandits on road	50 (or 25)
Red Plumes treasure	35
Duergar chest	150

POTION OF HEROISM

Potion, common

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

POTION OF HEALING

Potion, common

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

+1 SHIELD

Armor (shield), uncommon

This shield is fashioned from the hide of an umber hulk. It bears the oak leaf symbol commonly associated with the nature deity Silvanus. A description of this item can be found in the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

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

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

RENOWN

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

Lords Alliance characters earn **one additional renown point** for recovering proof of the Red Plume's involvement in the trafficking of slaves and ensuring that those present understand that such acts are not endorsed by the city-state of Hillsfar.

Zhentarim characters earn **one additional renown point** for recovering information about the missing.

DOWNTIME

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

STORY REWARDS

The characters have the opportunity to earn the following story reward during the course of play.

Oh, What a Slaver You'll Make. Word has spread about your involvement in the sale of captive Hillfarrians to a group of duergar slavers. For so long as you possess this story reward, any Charisma (Persuasion) checks you make involving the commonfolk of the Hillsfar area are made with disadvantage. Conversely, any Charisma (Intimidation) checks you make with the same are made with advantage.

Boon of Bitterwood. You have aided the farmers of the Hillsfar region by revealing and putting an end to a slave trade network operated by some corrupt Red Plume soldiers. Anytime you enter a tavern in the Moonsea region, excluding Hillsfar proper, roll a d20. On a roll of 15 or higher you are recognized by someone as a champion of the Hillfarian farmers. You are treated to a drink, Dragon's Breath Brandy if available, and your heroics are loudly proclaimed.

DM REWARDS

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

APPENDIX: MONSTER/NPC STATISTICS

BANDIT

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

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

RED PLUME PATROL

Medium humanoid (human), lawful neutral

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Str +3, Con +3

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The Red Plume patrol makes two melee attacks.

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

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

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

REACTIONS

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

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.

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.

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.

RED PLUME CAVALRY OFFICER

Medium humanoid (human), any alignment

Armor Class 17 (splint)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Athletics +4, Animal Handling +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. The Red Plume cavalry officer makes two melee attacks.

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

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

REACTIONS

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

QUASIT

Tiny fiend (demon, shapeshifter), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (−3)	17 (+3)	10 (+0)	7 (−2)	10 (+0)	10 (+0)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapeshifter. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

GUILD MAGE

Medium humanoid (any race), lawful neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The guild mage is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The guild mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *shocking grasp*

1st level (4 slots): *mage armor*, *shield*

2nd level (3 slots): *misty step*, *scorching ray*

ACTIONS

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

RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (–4)	11 (+0)	7 (–2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 8 (2d4 + 3) bludgeoning damage.

DRAFT HORSE

Large beast, unaligned

Armor Class 10

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (–4)	11 (+0)	7 (–2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 9 (2d4 + 4) bludgeoning damage.

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (–2)	11 (+0)	8 (–1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (–4)	13 (+1)	6 (–2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (–1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

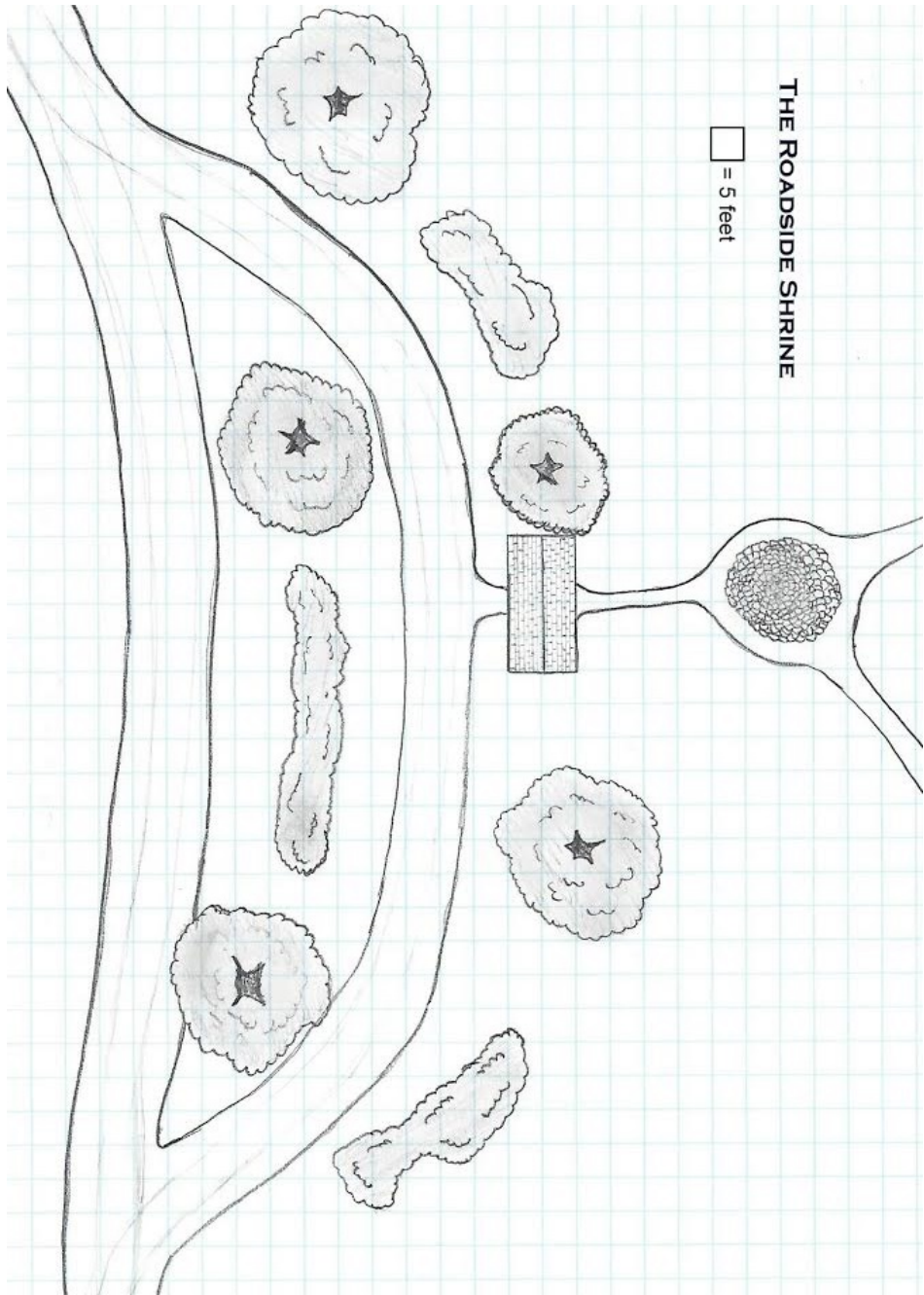
DM APPENDIX: NPC SUMMARY

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

Karl. Male Dwarf - Grain farmer and leader of outlaw attacks. Also called Dumb Karl.

Sgt. Reginald (RE-gin-uhld). Male human. Ranking Red Plume soldier stationed at the Stop.

MAP: ROADSIDE SHRINE



RESULTS CODE: SEPTEMBER-OCTOBER 2015

If you are DMing this adventure during the months of September or October 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

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

