



Heart and Soul

A young girl offers to hire the party to retrieve a family heirloom stolen from her by an evil archmage. The first catch: the archmage is a Red Wizard of Thay. The second catch: your potential employer insists on NO KILLING!

A 2-hour adventure for 5th – 10th level characters



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Introduction

Welcome to *Of Gods and Monsters*, a D&D Adventurers League™ adventure and the third D&D convention content written specifically for the Queen City Conquest gaming convention in Buffalo, New York.

This adventure is designed for **three to seven 5th – 10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Players with 4th level characters may spend 20 downtime days (plus the associated Lifestyle expenses) to level up to 5th level. Characters outside this level range cannot participate in this adventure.

The adventure is set among in the area around Hillsfar on the southern shore of the Moonsea region.

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	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

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 Background

Constance Goodroot, half-elven owner of Goodroot Farms on the outskirts of Hillsfar, inherited the family farm from her parents when they passed away unexpectedly a few years ago. Fortunately, Constance had been involved in the day-to-day operations of the farm from an early age, so she has done an admirable job continuing to run it after her parent's unfortunate demise.

Shortly after her parent's death, a group of evil fey, including hags and drow, began to infiltrate Hillsfar in an attempt to overthrow new First Lord, Vuhm Yestral. Although that plot was foiled through the efforts on a party of adventurers, some of the evil fey have remained in hiding in the environs around Hillsfar to this day.

Taking advantage of Constance's situation, a night hag used its ability to change shape to pass itself off as a long-lost elven grandparent. The hag has been using Constance and her resources to try and obtain something the hag fears she could not recover on her own: the heartstone and soul bag that once belonged to her coven. Both items were seized during an investigation during which the other two hags in her coven were killed. Since that time, the Red Plumes have turned to a Red Wizard named Al-Nashar to divine what he can about the origins and function of these rare fey magic items.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Al-Nashar (Al-Nuh-SHAR). Middle-aged humam archmage and member of the Red Wizards of Thay. Al-Nashar has a headquarters outside of Hillsfar where he conducts magical research.

Constance Goodroot (KON-stens GUD-root). Young female half-elf and owner of Goodroot Farms. She took over management of the farm a few years back when her parents passed away.

Adventure Overview

The adventure is broken down into four parts:

Part 1, The Job. The characters have assembled in the Diamond in the Dung in Hillsfar to learn about a possible job opportunity involving returning stolen property.

Part 2, The Better Part of Valor. The characters arrive at the archmage's stronghold and search for the missing items. If they take the time to talk with the archmage, they may learn more about the true nature of the items they seek.

Part 3, Helping "The Family". On the return trip to Hillsfar, the party has the opportunity to assist some travelers along the road who may be more than they simply appear.

Part 4, End Game. The characters return to the Diamond in the Dung in Hillsfar to meet once again with Seegee, either to exchange items, information, or both.

Adventure Hooks

The following adventure hooks can be used to draw characters into the story.

Characters that have played Mission2: The Growth, from DDEX3-1, Harried in Hillsfar. Seeing as you have helped her out before, Constance Goodroot of Goodroot Farm reaches out to you and asks for your help in recovering a family heirloom stolen long ago by an evil wizard. If you are willing, she asks you to meet her in a few days at the Diamond in the Dung, the premiere adventurer's inn and restaurant in Hillsfar, where she can provide more details.

Zhentarim (Membership). A young woman from Hillsfar is looking to recruit some adventurers to retrieve something that she claims was stolen from her family. Your "other family" would like you to take the job and report back on what the items actually are and where they end up.

Mercenaries. A potential employer is looking to hire adventurers to retrieve a lost item for her. You have found your way to the Diamond in the Dung in Hillsfar looking for the opportunity to earn some quick coin.

Part 1. The Job

Estimated Duration: 10 minutes

The characters have assembled in the Diamond in the Dung in Hillsfar to learn about a possible job opportunity involving returning stolen property.

General Features

The inside of the Diamond in the Dung has the following general features.

Terrain. The area inside is filled with tables of various sizes, with chairs encircling each, and a long bar with a line of stools running adjacent and parallel to it.

Weather. The temperature inside is comfortably cool.

Light. The inn is dimly lit by candles on every table and wall sconces holding *continual flame* torches around the perimeter of the room.

Smells and Sounds. Low conversations and the pleasant smells of gourmet meals drift haphazardly through the air.

The Diamond in the Dung

The Diamond in the Dung is the name of an inn and tavern that has been a fixture in the city of Hillsfar for over a century. The rooms are spacious and clean, the staff friendly and courteous, and the food always fresh and tasty.

Quality, however, comes with a price. Food and rooms here run twice the normal rates but, owing to the tavern's reputation as an "adventurer's inn", expenses can be paid for in coin or trades of equipment for services rendered.

You find yourself seated around a small, secluded table in a corner of the inn's tavern. Your potential employer, a young girl, possibly of elven heritage, sits at the table with you and begins to address the group.

"Thank you all for coming. I have need of a party to help retrieve some family heirlooms that were stolen from my family years ago. I have an idea where the items may be, but cannot possibly go after them myself, as they are guarded by a powerful mage. I'm willing to pay the lot of you the sum of 840 gp if you are willing to retrieve them for me, but if you take on this job, you must swear to me that there will be no killing people. I do not want anyone to lose their life over this; I couldn't stand to have that on my conscience. If you agree to my terms, I will provide more information."

At this point, the young woman has not introduced herself, nor has she asked the PCs to do so. If anyone suggests it, she interrupts and asks that everyone kindly wait until those who wish to accept the job do so and those that do not wish to be a part of it leave.

Once those who remain have accepted her offer, she will lower the hood of her cloak, revealing her half-elven features. Those characters that have played *Mission2: The Growth, from DDEX3-1, Harried in Hillsfar* will recognize Constance Goodroot and she will momentarily meet their gaze as if to wordlessly confirm their recognition. She will introduce herself as "Seegee", but immediately admits that is not her actual name, as she thinks it best no one here actually knows anyone else's true identity, unless they already know each other. The fear of powerful divination magic makes her hesitant to allow others to learn more than they need to know. She suggests everyone introduce themselves using a "travelling name" or "code name" and explain their individual areas of expertise.

Once introductions have been made, Seegee (Constance) continues:

"My parents died a while back...quite suddenly...all I have left for family is my elderly grandmother. I learned from her that my parents had a dowry set aside for me in the form of a large spinel, cut by my grandfather who was a gemcutter by trade. It was kept in a small, handmade leather pouch, also crafted by my grandfather. It was apparently stolen from my grandfather years ago by a wizard named Al-Nashar who pretended to be a friend. More for sentimental reasons than anything else, I would love to recover these two items and have them back in the family once again.

Al-Nashar is a member of the Red Wizards and has a small base not far from here. I've managed to learn that he has been away for several days...something to do with the Red War...but that he may return at any time. Tonight might be our best opportunity to retrieve the items from his base.

Seegee can provide the characters with a rough diagram of the base and a map to its location (see **Player Handout #1**). She also tells them that Al-Nashar has at least a pair of guards that watch the area and patrol its surroundings.

If asked why she thinks Al-Nashar may still have the gem after all this time, Seegee will say that her grandmother told her Al-Nashar wanted the nearly flawless gem as a spell or ritual component of some sort and that she is certain he still has it, probably keeping it in the same leather pouch to feed his ego after so masterfully deceiving someone who considered him a friend.

If asked about her grandmother, Seegee will tell the party that she is an ancient elf who lives deep in the Cormanthor Forest. In actuality, "grandmother" is one of the evil fey who have been causing trouble

in and around Hillsfar over the past couple years. When Seegee's parents passed away, the creature saw an opportunity to insert itself as a "long-lost relative" into Seegee's life in order to manipulate her for her own ends.

Seegee would like the team to attempt to enter the base and retrieve her items tonight. She will meet them here tomorrow night, at the same time, and will provide payment if the job has been completed.

When the party is ready to head to the base, proceed to Part 2, The Better Part of Valor.

Part 2. The Better Part of Valor

Estimated Duration: 70 minutes

The characters arrive at the archmage's stronghold and search for the missing items. If they take the time to talk with the archmage, they may learn more about the true nature of the items they seek.

General Features

The inside of the archmage's building has the following general features.

Terrain. The areas inside are filled with various furniture including tables, chairs, and desks of various sizes.

Weather. The inside temperature is comfortably cool.

Light. The building is brightly lit by wall sconces holding *continual flame* torches around the walls of each room.

Smells and Sounds. The building is quiet except for the occasional chatter of guards wandering its halls and rooms. Hints of odd alchemical mixtures waft on the air.

Windows. The windows on area 6, 7, and 8 are all one-way (those inside the building can see out, but those looking in will only see their own mirror-life reflection). In addition, each window is protected by a nearly invisible *symbol of death* (10d10 necrotic damage to anyone attempting to peer in the windows from less than 5 feet away; DC 17 Constitution save for half damage). Once triggered for a specific window, the effect does not reset. The *symbols* are nearly invisible and require a DC 17 Intelligence (Investigation) check to notice.

From the rough map given the characters by Seegee, they realize the building lies west of Hillsfar in an area of relatively open land. Give the characters time to plan their approach and attack during their travel to the structure and begin the encounter as appropriate for their approach.

There are always two **veterans** outside the building, either patrolling around the structure's base or standing in the entrance (area 1).

Use **Appendix #3, Mage's Home Map** for reference in this section.

Al-Nashar's base sits atop a grassy plain, west of Hillsfar. The short, cylindrical stone structure, maybe 70 feet in diameter, stands about 20 feet tall, with an additional 10 feet extension off the main structure on the ground level that probably serves as the main entrance. There are no windows on the ground level; and only a few appearing around what is probably the upper floor.

1. Entrance

A pair of lockable, stone doors is the only apparent means of entering the structure from the outside. The ten-foot wide passage beyond the doors reveals a straight corridor, over 50 feet long, with three doors at the far northern end of the hall; one to the west, one to the north, and one to the east. In between the doors, a spiral staircase leads up to another floor.

The double doors are normally unlocked. There are always two **veterans** outside the building, either patrolling around the structure's perimeter or standing in the entrance. If they see the characters' approach, they will attempt to warn the characters away, explaining that this structure is under the jurisdiction of the Red Wizards of Thay. The veterans may answer basic questions asked of them but if the characters delay leaving by more than a couple rounds or make any threatening gestures, one of the veterans will step back into the entrance hallway and trigger an alarm (the lever on the map). This creates an audible signal within the structure that is recognizable by all those present to indicate that the guards have encountered a possible threat. Those in area 4 will arrive to assist the veterans on the next round and the mage in area 6 will arrive two rounds after them. If these reinforcements arrive, remember that these opponents will not be encountered in those areas if the characters explore them later.

Triggering the alarm also causes Al-Nashar to teleport back into area 7 (the laboratory) in four rounds.

2. Guard Barracks

This room appears to be a barracks. Eleven beds are scattered around the room, each with a small footlocker adjacent, and a single large chest.

The chest is unlocked and empty. It is used to hold the *continual flame* torches positioned around the room when it is time to sleep.

The footlockers are all locked (DC 20 thieves' tools check to open) and each contains approximately 19 gp in coins and other trinkets.

Developments

Two footlockers (the third and seventh that are opened, belonging to the mage and one of the veterans), have **poison needle traps** in the locks.

Poison Needle Trap

Mechanical trap (Levels 5-10 dangerous threat)

This poison tipped needle is set back within the lock's mechanism and springs forward if an attempt is made to open the lock without the key.

Trigger. Attempting to pick the lock without first removing the needle triggers the trap.

Effect. The triggering character takes 1 point of piercing damage and 22 (4d10) poison damage, and must succeed at a DC 15 Constitution saving throw or be poisoned for 1 hour.

Countermeasures. A successful DC 20 Intelligence (Investigation) check allows a character to learn of the trap's presence. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock.

Treasure

There is a grand total of 209 gp worth of items divided among the 11 footlockers.

XP Award

If the characters detect and avoid the traps, award each character 50 XP.

3. Kitchen/Pantry

This room obviously serves as a combination kitchen and pantry for those living here. Dried fruit and meat, baking ingredients, kegs of water, salted meat, and various root vegetables are stored here, along with utensils used for food preparation, plates, mugs, and other eating utensils.

There are three doors leading out of this room; one each to the east, west, and south.

There is nothing of value (except, perhaps, a quick snack) in this room.

4. Living Area

This area appears to be a living area for the facility. Numerous desks, chairs, couches, and tables line the room.

If they were not already summoned to the entrance area, there are four **guards**, a **knight**, and three **veterans** in this room. They will immediately move to attack any strangers that enter.

Treasure

One of the veterans carries a key that opens one of the footlockers in area 2. There is a total of 1 gp value of silver and copper coins hidden along the couch cushions.

5. Stairway

This spiral stairway is 5 feet wide and its stone steps run between the upper and ground floors of the stronghold.

Developments

The stairs are inscribed with a set of six arcane *symbols*, running from the base of the stairs to the top. A *symbol* is inscribed on each of stair numbers 3, 5, 8, 13, 21, and 34, counting from the bottom, and are nearly invisible, requiring a DC 17 Intelligence (Investigation) check to spot. Once triggered for a specific stair, the effect does not reset. The *symbols* are triggered when someone steps on or over them but those who would normally reside here (the archmage, mage, and their guards) will not trigger the glyphs. Everyone that usually resides in the tower also knows a password (“kewseese”) that can be given visitors to allow them to bypass the *symbols*. No of the inhabitants will share that information with an intruder willingly, however.

The glyphs inscribed, from the bottom of the stairs to the top, are as follows. The effects are all detailed under the spell description for *symbol* in the PHB.

- Discord
- Hopelessness
- Pain
- Death
- Insanity
- Stunning

Treasure

About half way up the stairs (around stair #20) there is an original oil painting of a seascape affixed to the wall that could fetch up to 30 gp from an interested buyer.

XP Award

For each *symbol* bypassed, award each character 25 XP.

6. Study

This warm, wood-paneled room seems to serve as a library or study. Multiple shelves of books adorn the walls in here, while a pair of comfortable-looking chairs flanks a long table in the center of the room. Near the table, a rope ladder leads to a hatch in the ceiling.

The books are primarily treatises on arcane theory and world history, but none of the volumes appears particularly rare or valuable. If he has not already been summoned to area 1 by the alarm, there is a **mage** in this room that will attack when they see any stranger enter.

One of the chairs (the first one a characters chooses to interact with) is actually a **mimic**. The mimic will not attack the archmage, the mage, or any of the building’s guards that reside here. If the adventure is running long, you may omit the mimic and have both chairs simply be mundane furniture.

The characters would realize that the mimic does not count as a “person” per the terms of Seegee’s request for no killing.

There are two secret doors in this room hidden behind sliding bookcases. One leads to area 7 (the laboratory), while the other leads to area 8 (the bedroom). A secret door may be discovered on a successful Intelligence (Investigation) check against DC 20.

The rope ladder leads up to area 9 (the roof).

7. Laboratory

This room is obviously a laboratory of some sort. Beakers, vials, and flasks of various sorts lie in storage on tables around the room, as do containers of various powders, fluids, and other, more exotic ingredients, as well as a number of large tomes.

A large table in the center of room has several items laid out on it as if someone was recently working there.

On the table in the center of the room is a large black gemstone sitting atop a folded leather sack. These are the items Seegee sent the party to retrieve. Also lying open on the table are several books related to magic item creation among the fey.

At the southern end of this room, adjacent to the secret door to area 8, there is a *teleportation circle* etched into the floor (DC 20 Intelligence (Investigation) to notice). Al-Nashar, the **archmage**, uses this circle to quickly travel back and forth to Thay when necessary.

Al-Nashar is currently away in Thay on business. If the alarm in area 1 or area 5 is triggered, he returns via to this teleportation circle once four rounds have passed. If neither alarm is triggered, he returns just as characters enter the room.

If a fight breaks out here and the group in area 4 (living area) has not yet encountered the party, they will be drawn here by the sounds of combat and will arrive here in two rounds. Likewise, if the party somehow managed to bypass the veterans in area 1 (entrance), the sounds of combat will bring one of them here in three rounds while the other will remain at his post.

There are two secret doors in this room. One leads to area 6 (the study), while the other leads to area 8 (the bedroom). A secret door may be discovered on a successful Intelligence (Investigation) check against DC 20.

Roleplaying Al-Nashar

Al-Nashar is a dedicated Red Wizard, but is more concerned with research than conflict. He is logical and even-tempered and much more willing to talk than fight, although he can be a terrible opponent if challenged. When he encounters the characters within his base, he is more interested in finding out why they are there rather than attacking first and asking questions later.

If the characters ask about Seegee's grandfather of the items that were allegedly stolen, Al-Nashar will have no idea what the characters are referring to. If they mention the black gemstone and the leather bag, Al-Nasheer will suggest

they could be talking about the gem and bag he received from the Red Plumes just a few weeks ago. He was asked to divine what he could about the nature of the items and report back to the Red Plumes as the items were acquired during part of an ongoing investigation.

If the characters ask about the nature of the items, Al-Nashar will tell the characters that he believes they are a hag coven's *heartstone* and *soul bag* and the he believes *the soul bag* may currently contain a creature's soul. It is going to take him significantly more research to learn more. If the characters have not killed any of his guards, have not obviously looted his compound, agree to leave the items in Al-Nashar's possession, and leave the stronghold, he will match their offered payment of 840 gp (since they will not be getting paid for failing at their mission) and give them a *figurine of wondrous power (brass griffon)* as a token of his thanks when they leave. This also grants each character the **You've Got A Friend In Red** story award.

Quote: "Well, let's stop and think about this logically for a moment..."

Developments

Once the characters have encountered Al-Nashar, have decided if they will take or leave the items they were searching for, and are ready to leave the stronghold, proceed to Part 3, Helping "The Family".

Treasure

In addition to the *heartstone* and *soul bag*, the characters can find all the components for a full set of alchemist's supplies (valued at 50 gp) and two spell component pouches (50 gp value; 25 gp each) in this room.

If the characters have not killed any of his guards, have not obviously looted his compound, agree to leave the *heartstone* and *soul bag* items in his possession, and leave his stronghold, Al-Nashar will match the party's offered payment of 840 gp (since they will not be getting paid for failing at their mission) and give them a *figurine of wondrous power (brass griffon)* as a token of his thanks when they leave.

8. Bedroom

This lavish bedroom includes a single large bed, desk, nightstand, chair, chest-of-drawers, and a wardrobe. Tapestries depicting Red Wizards and what you assume to be scenes of Thay adorn the walls.

Despite the fine appearance of the room, it does not appear to have been used much. There is a noticeable lack of personal belongings and only the barest amount of clothing in the chest and wardrobe.

An Intelligence (Investigation) check succeeding against a DC 10 reveals that this is probably not someone's permanent residence, but rather a retreat or "home-away-from-home" that is probably used somewhat infrequently.

There are two secret doors in this room. One, in the back of the wardrobe, leads to area 7 (the laboratory), while the other, behind the tapestries, leads to area 6 (the study). A secret door may be discovered on a successful Intelligence (Investigation) check against DC 20.

Treasure

The tapestries adorning the walls could be sold for 80 gp.

9. Roof

The roof of the building is completely flat. The only remarkable feature is a 5-foot diameter hatch on the eastern side of the roof that, you would assume, might lead down into the structure.

The visible hatch on the roof is actually a false door and does not open or lead anywhere. It is protected by a *symbol* of death (10d10 necrotic damage to anyone attempting to open it; DC 17 Constitution save for half damage). Once triggered, the effect does not reset. The *symbol* is nearly invisible and requires a DC 17 Intelligence (Investigation) check to notice.

Across the roof, opposite the false door, there is a secret door (DC 20 Intelligence (Investigation) check to find) that leads down into the study (area 6).

Part 3. Helping “The Family”

Estimated Duration: 10 minutes

On the return trip to Hillsfar, the party has the opportunity to assist some travelers along the road who may be more than they simply appear.

General Features

The trade road southwest of the Moonsea has the following general features.

Terrain. From Elventree in the east to Yûlash in the west, the trade road is well maintained and easily travelable, varying from 15-20 feet wide along most of its length.

Weather. The weather is cool and damp, a result of the substantial rainstorm that moved through the area yesterday. The sky is overcast, but with no current precipitation.

Light. Bright light during the day, darkness at night.

Smells and Sounds. The air is clean and crisp, with odd natural scents (cedar, peppermint, leeks, skunk, etc.) occasionally catching one’s nostrils. The sounds of birds and insects are common during the day as are the sounds of frogs and nocturnal predators (owls, coyotes) at night.

The Road Back To Hillsfar

Travel back towards Hillsfar is slow and arduous as yesterday’s rain is now found in the mud caked to your boots and in the puddles of standing water that dot the road. Ahead, a damaged wagon sits off to the side of the road as several individuals scramble to replace a damaged wheel.

The wagon was apparently travelling in the direction the characters are coming from (towards Yûlash), when one of the wheels shattered. There are three generations of human family members here (elderly grandfather Emet, middle-aged father Banath, young son Benit, and young daughter Emily), along with their two **draft horses**, Faith and Trust. The family is currently trying to find a way of supporting the wagon as they attempt to replace the damaged wheel. All family members may be treated as **spies**.

If the adventurers choose to stop and help, they must succeed at each of the following five ability and skill checks against a DC of 20. After all five successes have been achieved, the wagon wheel has been replaced and the family offers their thanks and blessings before heading on their way. Only one check is permitted per round, although a second character may take the Help action to grant advantage if they wish.

- Strength (Athletics)
- Dexterity ability check
- Constitution ability check
- Intelligence (Investigation)
- Wisdom (Perception)

If the characters choose to continue past the wagon without helping and there is at least one member of the Zhentarim in the party, the little girl, Emily, will call out to a Zhentarim member in the party, “won’t you please help the family?” while quickly displaying a Zhentarim gold coin.

If the characters stop, Emily will approach any Zhentarim members while the rest of the party is assisting with the wagon. She wants to know about the items that were to be recovered and where they currently are or where they are intended to end up. If the party learned the true nature of the items, Emily offers to take the soul bag off the party’s hands, as they believe it may contain the soul of a missing Zhentarim agent.

Once the party is ready to proceed, continue on to Part 4, End Game.

XP Award

If the characters stop and assist in fixing the wagon, award each character 250 XP.

Part 4. End Game

Estimated Duration: 30 minutes

The characters return to the Diamond in the Dung in Hillsfar to meet once again with Seegee, either to exchange items, information, or both.

General Features

The inside of the Diamond in the Dung has the following general features.

Terrain. The area inside is filled with tables of various sizes, with chairs encircling each, and a long bar with a line of stools running adjacent and parallel to it.

Weather. The temperature inside is comfortably cool.

Light. The inn is dimly lit by candles on every table and wall sconces holding *continual flame* torches around the perimeter of the room.

Smells and Sounds. Low conversations and the pleasant smells of gourmet meals drift haphazardly through the air.

Return to the Diamond in the Dung

When the characters arrive back to the Diamond in the Dung, they find Seegee sitting expectedly at the same table they met her at yesterday. If the party does not suspect the true nature of Seegee's "grandmother" at this point, Seegee is joined by an older, frail-looking elven woman.

"Hello!" Seegee greets you nervously and expectantly as you return to the same corner table you met her in just 24 hours ago. "How...uh...how did everything go?"

If the characters turn over the two items, Seegee is overjoyed. She pays them the agreed amount of gold and each character earns the **We Got the Beet** story award. Seegee also gives the party a *bronze griffon figurine of wondrous power* as a bonus.

If Seegee's "grandmother" is present, Seegee introduces her to the party. Seegee will happily examine the items personally before handing them to her grandmother (actually a **night hag** using its Change Shape ability). At this point, the night hag reveals its true form and uses a Readied action to use its Etherealness ability to try and escape with the items. Seegee is completely shocked and surprised by the deception. Characters that have the ability to see into and travel to the Ethereal Plane may pursue the hag.

If the characters do not turn the items over to Seegee, she is noticeably disappointed and does not

pay them the agreed upon fee, as the job was not completed as discussed.

If the characters only turn over the *heartstone* (probably because they gave the *soul bag* to the Zhentarim), Seegee is still happy with their success and pays the party the full agreed upon amount anyway. The party also earns the **We Got The Beet** story award in this case. Seegee also gives the party a *bronze griffon figurine of wondrous power* as a bonus.

If the characters discovered the true nature of the *heartstone* and/or the *soul bag*, suspect either Seegee or her grandmother of being a hag (Seegee isn't; her "grandmother" is), and tell her as much, Seegee will be noticeably distraught. She leaves the Diamond in the Dung immediately upon completion of her business with the party.

If the characters have items they do not turn them over to Seegee, each character who keeps one or both of the items is affected by the hag's Nightmare Haunting ability and awakens to find the item(s) missing.

Seegee will reveal her true identity to those that received the **We Got The Beet** story award. Those that played **BMG-HILL 3-3, Problem Child**, will recognize the name of Goodroot Farms if they have not already recognized Constance from playing in **DDEX3-1, Harried in Hillsfar**. Characters that have played **BMG-HILL 2-S, Hillsfar Runs Red**, but not **DDEX3-1, Harried in Hillsfar**, may recall encountering a hag with a striking (illusionary) resemblance to Constance, which may raise further questions to be answered another day.

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
Archmage	8,400
Draft Horse	50
Guard	25
Knight	700
Mage	2,300
Mimic	450
Night Hag	1,800
Spy	50
Veteran	700

Non-Combat Awards

Task or Accomplishment	XP Per Character
Avoiding poison needle traps	50
Each hall symbol bypassed	25
Fixing the wagon	250

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 **2250 experience points**.

The **maximum** total award for each character participating in this adventure is **3000 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
Constance’s payment	840
Footlockers (11 @ 19 gp each)	209
Couch cushions	1
Seascape painting	30
Alchemist’s supplies	50
Two spell component pouches	50
Tapestries	80

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*.

Figurine of Wondrous Power – Bronze Griffon

Wondrous Item, rare

Once every 5 days, this small, crudely-worked bronze statuette of a griffon rampant can transform into an actual griffon for 6 hours when cast upon the ground and its command word, “malaeda”, is uttered. This item can be found in **Player Handout #3**.

Elixir of Health

Potion, rare

This clear, red liquid has tiny bubbles of light dancing within it. Consuming it cures any disease and removes the blinded, deafened, paralyzed, and poisoned conditions. This item can be found in the *Player’s Handbook*.

Philter of Love

Potion, uncommon

This bubbly, rose-colored liquid contains one heart-shaped bubble. You become charmed for one hour by the next creature you see within 10 minutes of drinking this potion. If the creature is of a species and gender you may normally be attracted to, you regard it as your true love while charmed. This item can be found in the *Dungeon Master’s Guide*.

Story Awards

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

Secret Identity. You stole an item from a powerful mage while operating under a secret identity. Tall tales spread far and wide about this mysterious burglar. Should you ever admit it was you, no one will believe you. If, at the start of a session, there are two or more characters with this story award are present at the table, they exchange a wink, knowing glance, or subtle nod. This award may have additional repercussions in future QCC modules. More information can be found in **Player Handout #2**.

We Got The Beet. For returning the gem and its satchel to Constance Goodroot, she lets the characters know they need never be hungry while they are in the area. They are provided a free bushel of beets from the beet farm whenever they finish an adventure in Hillsfar (any HILL, DDEX03, or CCC adventure occurring in Hillsfar), along with numerous recipes for preparing several beet-themed dishes from the Goodroot family personal cookbook collection. More information can be found in **Player Handout #2**.

You've Got a Friend in Red. Word spreads through the Red Wizard channels that you are a friend of Thay. This award may have additional repercussions in future QCC modules. More information can be found in **Player Handout #2**.

Renown

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

Members of the Zhentarim that informed Emily of the items that were to be retrieved and where they were intended to end up 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).

Last Minute Errata

This adventure was written before the release of the season 8 AL rules. The original references to XP and mundane treasure have remained in the text for reference by those who wish to run the adventure as part of a homebrew (non-AL) campaign. For official Adventurers League play, the following replaces the Experience and Treasure awards listed above due to the changes implemented in season 8.

Advancement Checkpoints

The characters receive one advancement checkpoint for each objective completed:

- **Secondary Objective:** Obtain one or both of the items Seegee is looking for and discover their true nature (items need not be in the characters' possession at the end of the adventure).
- **Main Objective:** Report back to Seegee.

Treasure Checkpoints

The characters receive one treasure checkpoint for each **objective** above that they complete.

Magic Item Unlock

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

Figurine of Wondrous Power – Bronze Griffon.

Once every 5 days, this small, crudely-worked bronze statuette of a griffon rampant can transform into an actual griffon for 6 hours when cast upon the ground and its command word, "malaeda", is uttered. This item can be found in **Player Handout 3**.

Appendix #1.

Dramatis Personae

The following NPCs are featured prominently in this adventure:

Al-Nashar (Al-Nuh-SHAR). Middle-aged humam archmage and member of the Red Wizards of Thay. Al-Nashar has a base of operations outside of Hillsfar where he conducts magical research. He dabbles in alchemy and divination and occasionally does some work for the government of the Hillsfar when the Red Plumes request his assistance during an investigation.

Constance Goodroot (KON-stens GUD-root). Young female half-elf and owner of Goodroot Farms. She took over management of the farm a few years back when her parents passed away. She has done a decent job of running the day-to-day operations of the farm and makes a moderate living from it. She desperately misses her family and was pleasantly surprised to find she had a living grandmother, learning of her only after her had died. In this adventure, Constance uses the alias “Seegee” (C.G.).

Emily (EM-uh-lee). By all appearances, Emily appears to be a young female human child. She is actually an informant, spy, and agent for the Zhentarim.

Appendix #2. Monster/NPC Statistics

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

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

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages Abyssal, Common, Draconic, Infernal, Primordial, Sylvan

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage has the following wizard spells prepared:

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

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

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

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

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *timestop*

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

Actions

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

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.

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.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

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

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

Reactions

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

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

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

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

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

Actions

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

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

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

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Night Hag

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

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

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *ray of enfeeblement*, *sleep*

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

Actions

Claws (Hag Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

Nightmare Haunting (1/day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

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

Actions

Multiattack. The spy makes two melee attacks.

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

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

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

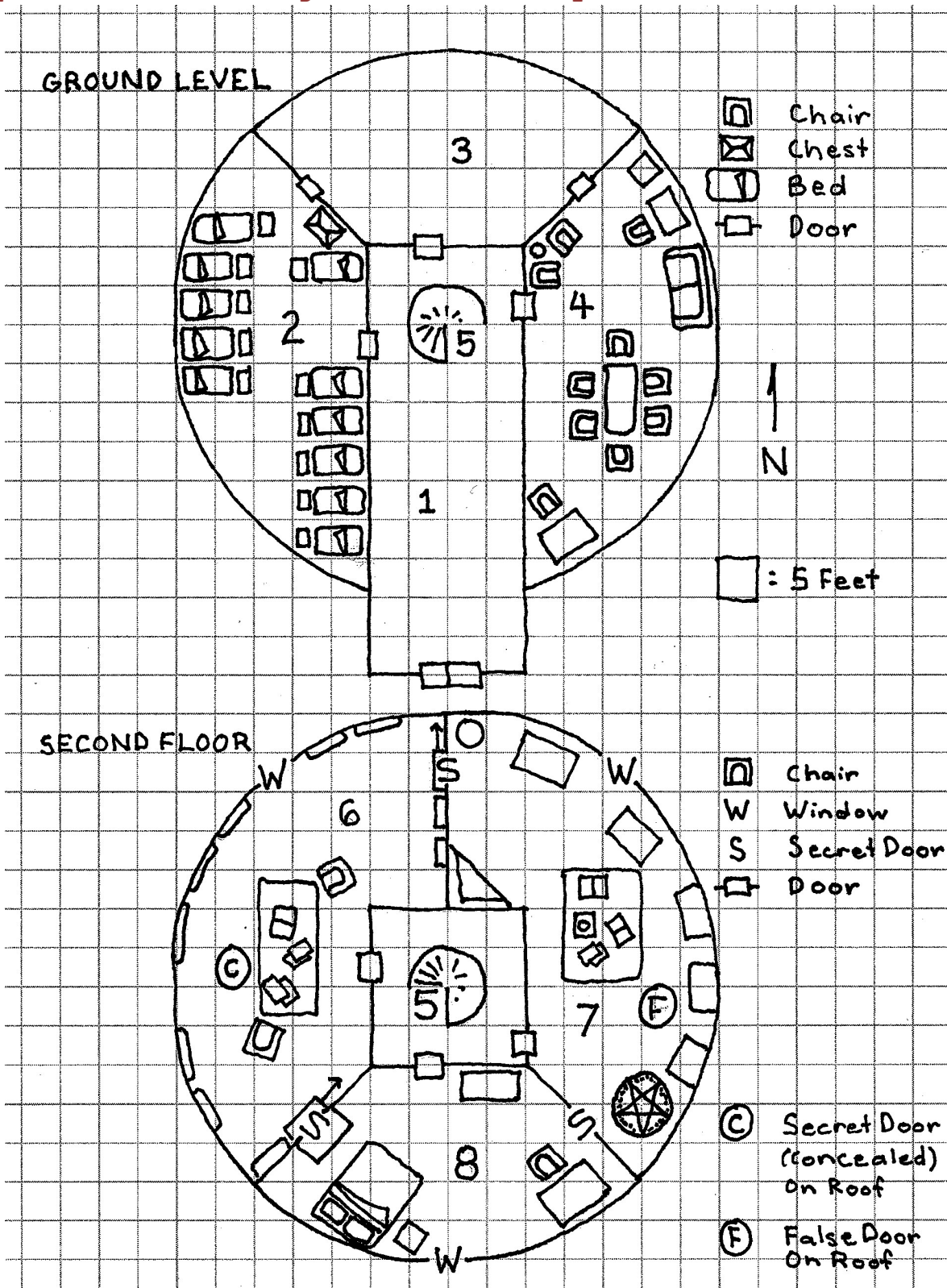
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

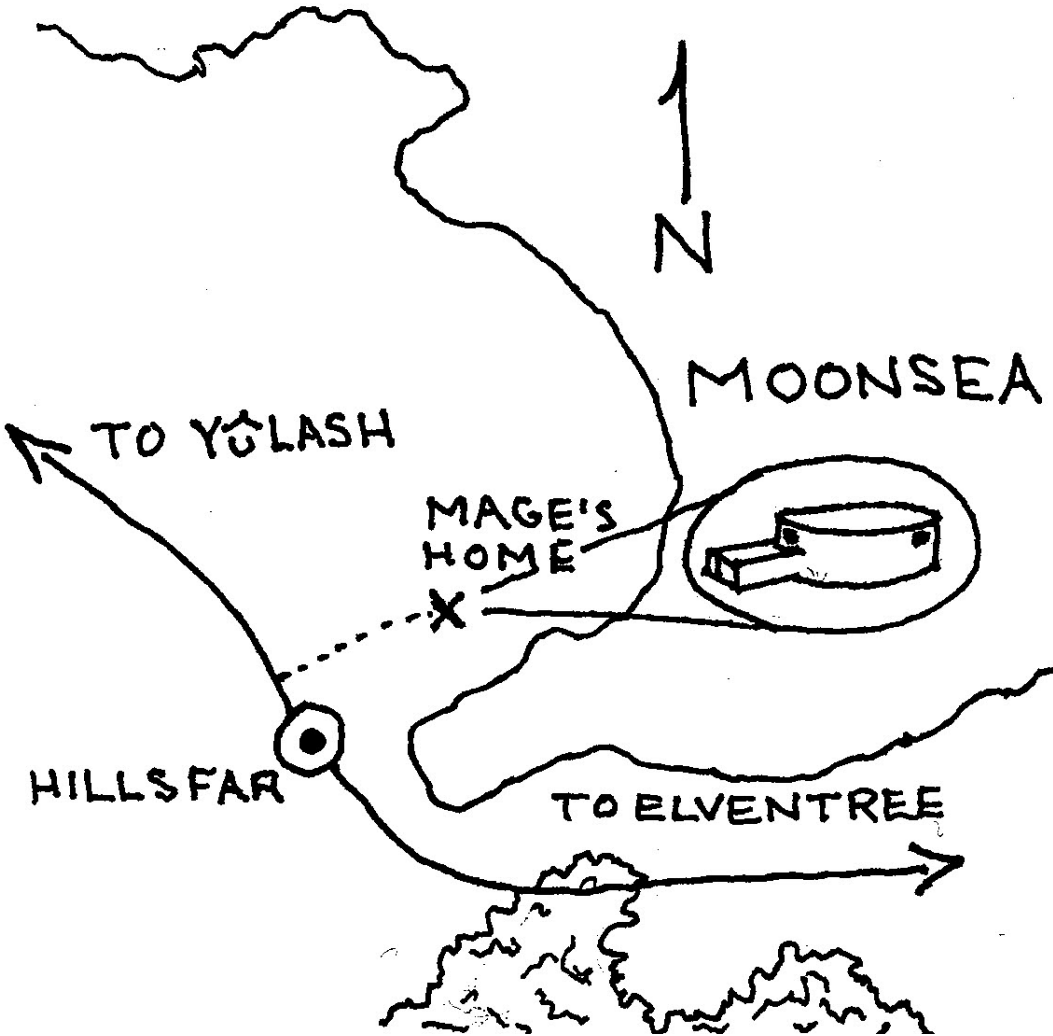
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Appendix #3. Mage's Home Map



Player Handout #1. Seegee's Map



Player Handout #2. 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:

Secret Identity

You stole an item from a powerful mage while operating under a secret identity. Tall tales spread far and wide about this mysterious burglar. Should you ever admit it was you, no one will believe you. If, at the start of a session, there are two or more characters with this story award are present at the table, they exchange a wink, knowing glance, or subtle nod. This award may have additional repercussions in future QCC modules.

We Got the Beet

For returning the gem and its satchel to Constance Goodroot, she lets the characters know they need never be hungry while they are in the area. They are provided a free bushel of beets from the beet farm whenever they finish an adventure in Hillsfar (any HILL, DDEX03, or CCC adventure occurring in Hillsfar), along with numerous recipes for preparing several beet-themed dishes from the Goodroot family personal cookbook collection.

You've Got a Friend in Red

Word spreads through the Red Wizard channels that you are a friend of Thay. This award may have additional repercussions in future QCC modules.

Player Handout #3. Magic Item

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

Figurine of Wondrous Power – Bronze Griffon

Wondrous Item, rare

This figurine of wondrous power is statuette of a bronze griffon small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living griffon. If the space where the griffon would appear is occupied by other creatures or objects, or there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration of 6 hours. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property cannot be used again until 5 days have passed.

The command word for this crudely-worked bronze statuette of a griffon rampant is "malaeda".

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

Griffon

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.