



ESCAPE FROM ELTURGARD

An Avernus Rising Adventure

Damnation! The entire city of Elturel—along with its denizens—have been drawn into Avernus, the first layer of the Nine Hells! While those fortunate enough to have been outside of the city's walls have been spared that fate, they're not yet out of danger! The refugees formed a caravan bound for the nearby city of Baldur's Gate. Can you keep them safe from devils, bandits, and one another until they reach safety?

Four, One-Hour Introductory Mini-adventures for 1st and 2nd Level Characters.

Optimized For: APL 1



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ADVENTURE PRIMER

“One can live about forty days without food, about three days without water, about eight minutes without air, but only for one second without hope.”

— Charles Darwin

This adventure is designed for **three to seven 1st- to 2nd-level characters** and is optimized for **five characters with an average party level (APL) of 1**. Characters outside this level range cannot participate in this adventure.

This adventure takes place on the outskirts of Elturel, the capital of Elturgard, which has recently been pulled into the Nine Hells.

BACKGROUND

The city of **ELTUREL** and its residents have been abruptly pulled into **AVERNUS**, the first layer of the **NINE HELLS** and one of the battlegrounds of the eternal Blood War. Though the current fate of the city and its inhabitants remains unknown, the event devastated the city’s surroundings, drawing other small villages and farms into the Hells and plunging the area into chaos.

Many who lived in the outskirts of the city were spared from the hellish calamity. With little hope of survival on their own, these refugees have banded together to form a **CARAVAN** headed to the nearby city of **BALDUR’S GATE** where they hope to find aid and shelter from the surrounding evil.

Seeking to ensure the safety of the refugees, a young woman named **DARA** is looking for heroes to rescue nearby survivors and recover resources that are integral to the caravan’s survival.

OVERVIEW

The adventure’s story is spread over **five parts**: A **Call to Action** and four **1-hour mini-adventures**. The entire adventure takes approximately **4 hours** to play. If you’re planning to play the whole adventure at once, you only need to introduce the Call to Action once. However, if you plan to play over several sessions, you’ll want to revisit the **Call to Action** each time.

- **Call to Action: Evil Abounds!** The characters are asked to rescue refugees.
- **Part 1: The Smith.** The characters are tasked with recruiting a local smith and gathering whatever weapons and armor he’s willing to lend. This is **Story Objective A**.
- **Part 2: The Miller.** The characters are recruited to recover supplies from Ippon’s Mill and to convince a reclusive poet to join the caravan. This is **Story Objective B**.
- **Part 3: The Innkeeper.** The characters must venture to an inn and rescue any survivors, then bring them back to the caravan. This is **Story Objective C**.
- **Part 4: The Liar.** A refugee is killed during the night and the characters must discover the culprit. This is **Story Objective D**. Characters can’t pursue this objective until they’ve completed **Parts 1, 2, and 3**.

ADVENTURE HOOKS

In addition to the characters’ individual backgrounds, the following hooks are possible ways to involve the adventurers in the scenario.

Caravan Traveler. The characters were part of a caravan, perhaps as guards or merchants, while passing through Elturgard on the way to Baldur’s Gate. After the disappearance of the city, their caravan is quickly converted into a makeshift haven for refugees.

Elturgardian Survivor. One or more of the characters are from Elturgard, either as a resident of Elturel itself or from one of the surrounding villages. The sudden devastation of their homeland should spur them into action.

Local Connections. The characters were on the way to visit a dignitary, family member, friend, or mentor who resides in Elturgard. The city and surrounding villages were pulled into Avernus moments before they arrived at the city gates. With their personal connection gone, they are left to piece together what happened while helping those who survived.

ADVENTURE FLOWCHART

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





CALL TO ACTION: EVIL ABOUNDS!

Estimated Duration: 10 minutes

WHEN THE ADVENTURE BEGINS, THE CHARACTERS HAVE just witnessed the city of Elturel being pulled into the Nine Hells. Read or paraphrase the following:

It all happened so fast. Before your eyes, the Companion, a shining orb that shed its holy light upon Elturel, turned black, bathing the city in darkness. After the briefest of moments, all that remains of the city is a massive crater.

With the remnants of Elturgard in disarray, the characters are called upon to locate the survivors and escort them to the nearby caravan.

MEETING WITH DARA

Take a couple of minutes (but no more than that) to describe what the characters see in the area as they wander and get their bearings. Before they can take any major action, they come upon an intact region of the city outskirts where they're approached by Dara and her two companions.

CALL TO ACTION

Dara hopes the characters can help her locate survivors in specific areas and escort them back to the caravan before it leaves for Baldur's Gate.

DARK TIMES AND DARKER FATES

Along with introducing the characters to the storyline's personages and upcoming events, this adventure sets the theme for the campaign storyline. The overall tone should be dark, gritty, and brimming with looming uncertainty. Hope is in extremely short supply, and there are times when the characters themselves may be the only ones who can inspire that hope to the people of Elturgard.

AREA INFORMATION

Elturel's surroundings have the following features.

Dimensions & Terrain. Nothing remains of Elturel but a crater at the edge of the cliff that overlooks the river.

The area surrounding the city is made up of rocky terrain which slopes unevenly to the west of where Elturel once stood. The turbulent Chionthar River flows along the southern shoreline.

Lighting. During the day, there is a clear view of the outskirts south of the city's elevated cliff face. However, dust and smoke hangs overhead, making the area dimly lit.

Smells and Sounds. The smell of smoke and ash combined with several unrecognizable—yet distinctly disturbing—odors drift throughout the area. Locals nearby are calling out for other surviving friends and family.

The Caravan. Several refugees have already begun to gather near a small collection of carts, tents, and wagons that form a makeshift caravan. However, the number of survivors who have made it here is sparse compared to those still dealing with the fallout in nearby areas. Dara approaches the characters here.



OVERLAND MAP

CREATURE INFORMATION

Dara is here. The elderly shepherd **Ghorin** stands protectively at her side, along with his goat **Clyde**.

What Do They Want? Dara is searching for others to accompany her to Baldur's Gate. In the meantime, she and Ghorin are gathering as many survivors as they can to make the trip the city. Ghorin obeys the young woman unquestioningly and is willing to die to protect her.

What Do They Know? Dara knows that Elturel has been drawn into the Nine Hells, but doesn't know why or how. The young Chosen of Ilmater has been traveling for a long time en route to Baldur's Gate. She doesn't yet know the reason behind her pilgrimage, but is relieved to be nearing her destination. Clyde is disappointed in the quality of the grass to eat here.

Fiends Everywhere. Dara and Ghorin also speak of survivors who have seen devils roaming the area. They hope they have time to find and rescue more refugees before the fiends locate them.

SEARCH AND RESCUE

Dara provides the characters with three tasks—each of vital importance. Once these missions are complete, the refugee caravan can begin its journey to Baldur's Gate before being discovered by the invading devils.

The missions can be completed in any order. Dara's requests are as follows:

- **Part 1: The Smith.** Head to **Wellum's Smithy**, recruit the local smith and recover as many weapons there as possible.

- **Part 2: The Miller.** Speak with Ghorin before venturing to **Ippon's Mill** to gather any tools and supplies that can be found there.
- **Part 3: The Innkeeper.** Journey to a nearby inn, the **Fabled Fawn**, and escort the inn's proprietor and patrons back to the caravan.

PROCEEDING TO PART 4: THE LIAR

Characters can't pursue **Part 4: The Liar** until they've completed **Parts 1, 2, and 3**, above.



DARA



GHORIN



PART 1: THE SMITH

Estimated Duration: 60 minutes

WITH THE LONG ROAD TO BALDUR'S GATE STILL AHEAD of them, the characters venture to Wellum's Smithy. Their goal is to gather weapons and materials to protect the caravan, and possibly even recruit the renowned smith himself.

A. WELLUM'S SMITHY

The journey to the smithy is uneventful, but the characters soon find that their task is far from over.

STORY OBJECTIVE A

Recruiting **Wellum Smith** and recovering his stolen weapons is **Story Objective A**.

AREA INFORMATION

This area has the following features.

Dimensions & Terrain. The smithy is an old building at the end of a dirt road bordered by a low stone wall. A wooden sign outside reads "Wellum's Smithy." The only other building nearby is a small shed with a missing door.

Lighting and Sounds. It is unusually quiet here. The typical noise one would expect in the vicinity of a smith's forge is curiously absent. The sky is filled with dust and smoke and the area is dimly lit.

CREATURE INFORMATION

Wellum (chaotic good male human **soldier**) is the local smith here, along with his assistant, Gordrick (lawful good male dwarf **scout**). The smithy was just looted by bandits, so Wellum and Gordrick are planning their next move, whispering in case the bandits return.

As you approach, a deep voice calls out from the building: "If you've come back to steal more, you're going to have to go through me!"

After Wellum describes his predicament, a female half-elf named **Vollis Foote** arrives at the smithy, breathlessly seeking shelter from some bandits she's eluded in the area.

What Do They Want? With his livelihood gone, **Wellum** is beside himself and unsure of where to go next. He makes a point to complain about the bandits "making off with my stash of ale!" at least once. While he is willing to accompany the characters back to the caravan, he insists that they recover his wares from the bandits: "the caravan'll need all the help it can get!"

Vollis is actually a **cult fanatic** who has her own plans once she's joined the caravan that are revealed in **Part 4**, though the characters don't learn this until then; she's very careful to avoid any undue suspicion. If confronted, she admits that she has, in truth, been pilfering the homes left abandoned by fleeing residents in the area and offers a handful of coins and worthless baubles as proof.

What Do They Know? The bandits looted the smithy after Wellum went home to gather supplies after Elturel's destruction. The bandits tied up Gordrick (who is still rubbing a sizeable knot on the top of his head) and took all the weapons and tools, leaving nothing but scraps. Gordrick describes the bandits, who were wearing mottled green and black cloaks. They were long gone by the time Wellum returned.



VOLLIS



WELLUM



GORDRICK

Vollis had been making her way toward the caravan but was ambushed by the bandits. She confirms Gordrick's description of mottled green and black cloaks. Vollis is a member of the Cult of Zariel operating in Baldur's Gate and has been tasked with killing very specific people that live in the outskirts of the city—though she doesn't reveal any of this, even under magical compulsion.

RUN TO THE HILLS

The characters can follow the bandits to recover the stolen weapons, but Wellum and Gordrick are reluctant to accompany them. Although Wellum may know how to swing a sword, neither he nor Gordrick are adventurers. While the characters leave to track the bandits to their hideout, the smith and his apprentice gather what remains at the smithy and head to the caravan. Similarly, Vollis points out the hideout's general direction, but follows Wellum and Gordrick to the caravan.

Following Vollis' directions, the party finds the hideout within the hour. Refer to **map 2.1** for locations.

B1. HIDEOUT ENTRANCE

Faded traces of an old dirt road lead to this building, an abandoned temple repurposed by the bandits.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The building is a single-story structure with the remains of a small statue garden beside it. A character that succeeds on a DC 12 Intelligence (Religion) check identifies the symbology of Torm among the faded markings and old displays, suggesting that this place was once a temple to the god of duty and loyalty. One of the two wooden doors leading into the building is ajar.

Lighting. The sky is filled with dust and smoke and the area is dimly lit. The building is nestled close to a hillside which casts deep shadows throughout the day, the deepest of which might obscure any creatures lurking within.

B2. ENTRY HALL

Once adorned with tapestries and decorations, small bits of wood and shattered pottery are all that remain in this small chamber.



AREA INFORMATION

The entry hall has the following features.

Dimensions & Terrain. This 20-foot-square room is dirty, dusty, and mostly empty. However, footprints in the dust indicate that there has been a lot of traffic passing through here recently. A set of bronze-bound **double doors** are set against the north wall. The doors lead nowhere, but they are **trapped** to alert the bandits on the floor to any intruders. A small **font** in the northeast corner is the only piece of décor left intact.

Lighting. There is enough natural light filtering through the windows and door from the outside to provide dim light in this area.

Trapped Doors. The double doors to the north are armed with a pulley trap that triggers when someone attempts to open them. The trap can be spotted with a successful DC 13 Wisdom (Perception) check and disarmed with a successful DC 13 Dexterity check with thieves' tools. A failed attempt triggers the trap.

The 10-foot-wide area of the ceiling above the doorway collapses if the trap is triggered. Creatures within the area must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much on a successful one. In addition, the rubble knocks open the door concealed by the **font** and alerts the bandits and cultists in **area B3**.

Holy Water Font. A half-moon-shaped stone font is set into the east wall, near the double doors. The edges and interior of the bowl are stained with what looks like dried blood, and a small knife sits precariously on the rim of the bowl. The phrase "Offer and Pass Freely" is carved into the stonework above the font. Characters with a passive Perception of 13 or higher notice an increase of foot traffic in the dusty prints along the floor here—more so than by the nearby doors.

The font conceals a **door**, which can be found and opened with a successful DC 12 Intelligence (Investigation) check. Characters that noticed the footprints in the dust on the floor can make this check with advantage. The door is opened by pushing against the font.

The knife and bloody bowl are there in the hopes of distracting intruders toward the trapped door nearby. A character making an "offering" using the knife takes 1 slashing damage, but the offering does nothing.

WHERE'S THE DOOR?

If the characters are taking a long time in this area, or if they successfully disarmed the trap without finding the concealed door, you can choose to have them simply notice the outline of the concealed door around the font with a successful DC 10 Wisdom (Perception) check.

B3. RITUAL CHAMBER

The bandits that dwell here are members of an infernal cult who are fascinated with the forces that drew Elturel into the Nine Hells. They are in the midst of a sacrificial summoning ritual. Beyond the concealed door, a flight of narrow steps leads into the ritual chamber below. Upon entering the chamber, read:

Atop a blood-soaked stone slab is a human, bound by chains and surrounded by humanoids wearing mottled green and black robes. One of them is in the process of carving a symbol in the man's chest with a jagged knife, while the others chant in haunting tones.

AREA INFORMATION

This area has the following features.

Dimensions & Terrain. The walls of this 40-foot-diameter cavern are covered in infernal sigils and markings. A stone altar takes up the center of the room. The stairwell on the east wall leads up to area B2.

Lighting. Decorative braziers to the north and south ends of the chamber cast bright light throughout the area.

Smells and Sounds. There is a faint sulfurous smell in the cavern. Even when the cultists are no longer chanting, faint whispers seem to carry along the air, seemingly from nowhere. The man bound to the altar whimpers in agony.

CREATURE INFORMATION

Three **bandits** and two **cultists** are in the middle of a ritual sacrifice of a fellow **cultist**.



If the characters triggered the trap in area B2, the cultists have had enough time to complete the summoning ritual. As the characters enter the area, the bound cultist dies as a **weakened spined devil** (see variant sidebar in Creature Statistics) tears its way out of the corpse.

What Do They Want? The **bandits** and **cultists** are focused on their ritual. Unless the party approaches stealthily, the cultists notice the characters as they're descending the stairwell and attack while one of the cultists remains at the altar.

What Do They Know? The bandits and cultists are members of the cult of Dispatar and are just as confused about Elturel's descent into the Hells as anyone else. The ritual sacrifice is intended to divine the cause of Elturel's fall, and to summon a powerful fiend to protect them.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

- **Weak:** The cultists don't conjure the **weakened spined devil**.
- **Strong:** Replace a **cultist** with a **cult fanatic**.
- **Very Strong:** Replace the **weakened spined devil** with a **spined devil**.

TREASURE

In the south end of the room, covered in tarps, are boxes filled with Wellum's inventory of weapons and supplies. A small bag containing a *potion of healing* sits atop one of the small boxes. One of the cultists wears some modest silver jewelry, while others have gold and silver coins in purses.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. If the cultists haven't already summoned the spined devil, the bandits and most of the cultists attack the characters, while one of them stays behind to complete the ritual. If the cultist uses its action every round to plunge the sacrificial dagger into the victim, after two rounds they will kill the offering and conjure the devil, who appears at the end of the third round.

Exploration. A successful DC 12 Wisdom (Perception) check made during combat spots the stolen weapons, hidden under tarps in the south corner of the room.

Social. If the **spined devil** is conjured during the fight, it is unsure why it was summoned. Moreover, if the cultist who summoned it is killed, a character that makes a successful DC 14 Charisma (Deception) check can persuade the fiend that there is no worthy bargain to be struck, after which the devil simply leaves. A character that speaks in Infernal makes this check with advantage. On a failed check, the devil suspects that the characters are trying to trick it and attacks them.

WRAP UP

Wellum rejoices at the recovery of his weapons. Even Dara cracks a smile. Wellum, Gordrick, and Vollis opt to join the caravan and help them on their way to Baldur's Gate.

From here, the characters can proceed to **Part 2: The Miller**, **Part 3: The Innkeeper**, or—if the characters have completed **Parts 1, 2, and 3**—to **Part 4: The Liar**.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold. However, if they reach 3rd level, they can't play any other mini-adventures in this adventure.

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic item:

- *Potion of healing*

DUNGEON MASTER REWARDS

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

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

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

CREATURE STATISTICS

This section details creatures that are encountered in this adventure.

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 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CULTIST

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

Hit: 4 (1d6 + 1) slashing damage.

CULT FANATIC

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

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

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

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

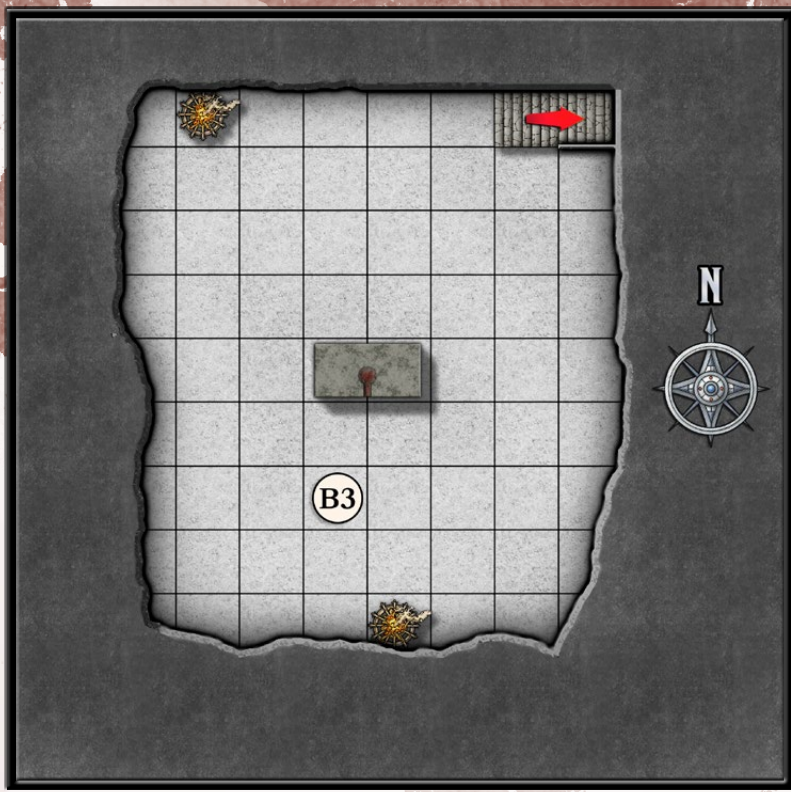
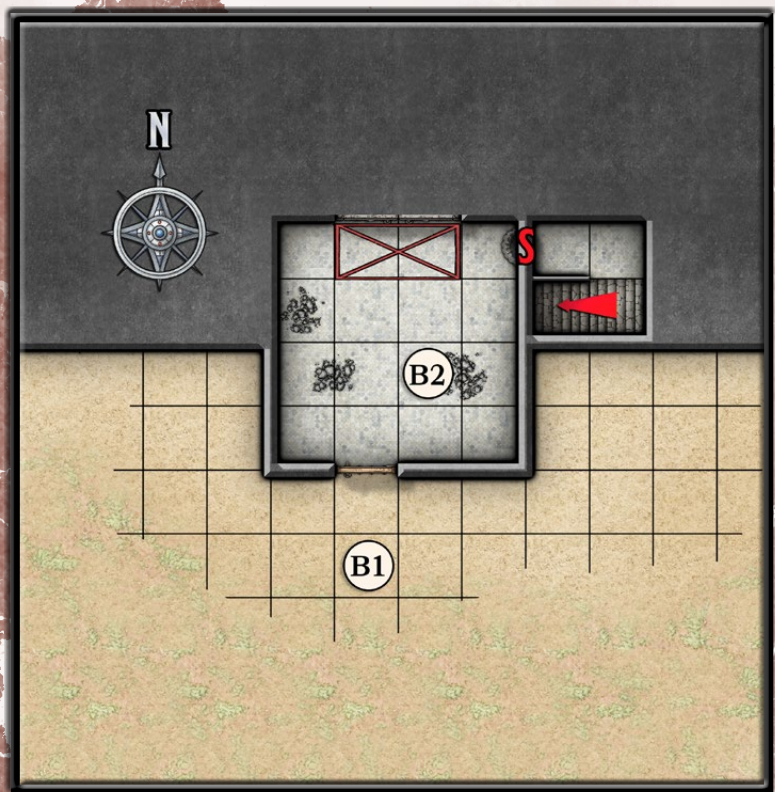
Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

VARIANT: WEAKENED SPINED DEVIL

This version of the spined devil has the following alterations to its stat block.

- Remove its Damage Resistance to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered (it still keeps its resistance to cold damage)
- Remove the Magic Resistance trait.
- Challenge Rating is reduced to 1 (200 XP)

MAP 2.1: BANDIT'S HIDEOUT





PART 2: THE MILLER

Estimated Duration: 1 hour

GHORIN POINTS OUT A DRAFT HORSE AND CART WITH HIS shepherd's staff and tells the characters that the vehicle belongs to a halfling named Ippon Waston, who runs the mill to the northeast. He asks them to take the cart to the mill and to stock it with as many supplies as it can carry. If they find Ippon or her assistant, Pal, they're to escort them back to the caravan.

A. FORTUITOUS MEETING

Along the road to the mill, the characters encounter Ippon and Pal, who need help recruiting another wayward refugee.

STORY OBJECTIVE B

Meeting with Ippon and Pal and convincing Billiam to join the caravan is **Story Objective B**.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The road leading to the mill is well maintained, making it an easy trip for the horse and cart.

CREATURE INFORMATION

Ippon (a LG male halfling **commoner**) and Pal (a LN human **commoner**) are easily spotted down the road as they call out.

What Do They Want? Ippon and Pal are already on their way to the caravan, but only with what they were able to carry. Spotting the empty cart, Ippon suggests they travel back to the mill to reorganize and get more supplies. Pal is eager to help, excited to learn more about what's happened.

What Does Ippon Know? Ippon knows nothing about Elturel's descent or the fate of the citizens. She heard about the caravan from a neighbor, and has been trying to send anyone she meets in that direction, but she wasn't able to convince the poet that lives down road. If the characters completed **Part 3** and mention Vasha, Ippon isn't thrilled about her being in a role of authority at the caravan, but she doesn't explain why.

What Does Pal Know? Pal knows about as much about Elturel as Ippon. In addition to helping with the supplies, he tries to keep Ippon from losing her patience, as she tends to take her tasks a bit too seriously. His levity, however, sometimes just puts her further on edge.

IPPON'S MILL

As Ippon starts to load the cart with supplies, Pal mentions that one of the nearby residents was resistant to Ippon's suggestions that he join the caravan. Pal asks the characters to check in on this reclusive poet named Billiam, who lives near the mill, and give him one last nudge to join the caravan. Pal has long appreciated Billiam's work and is sure he would be a useful addition.

B. THE POET

The characters reach the poet's home, a small house in a secluded area north of the mill.



IPPON



PAL



BILLIAM

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. The land surrounding Billiam's home is covered with scattered bits of brush and grassy patches. A small grove of trees sits near the poet's house.

The House. Though it appears to have been recently damaged, Billiam's house is well maintained.

CREATURE INFORMATION

Billiam Straodwall (N male human **commoner**), sits in a chair on his porch, writing in his journal. He calls out to the characters as they approach.

What Does He Want? Billiam doesn't meddle in local affairs. He does, however, try to keep abreast of what's going on; he fancies himself an amateur historian and wants to record as much information as possible in his journal.

What Does He Know? Billiam knows that something terrible has happened in Elturel and that a caravan of refugees is gathering. He admires Ippon for her efforts to coax him into joining her, but feels she should spend more time on others that actually need help.

CONVINCING BILLIAM

Billiam has heard stories of fiends and cultists in the area, but dismisses them as being far enough away from his home—there are others in more peril than he is:

“Besides, I'm naught but a simple poet. A sword, a smithing hammer, a ladel? I am benighted in all of their uses; of what use could I be to this caravan?”

Allow the characters to plead their case. Those who put forth a reasonable effort may make a DC 12 Charisma (Persuasion) check. If the characters successfully convince Billiam, they affect the end of **Part 2** (see “**From a Certain Point of View**”). Whether they succeed or fail on the checks, Billiam agrees to join the caravan, but only as long as the characters help him gather some materials necessary to prepare a journal suitable for life on the open road—a “travel” journal. After all, this grand adventure demands a proper chronicler.

The travel journal requires the following:

- **Ink.** A cluster of gallnuts and a handful of caroba berries from a nearby grove.
- **Paper.** A hundred-and-a-half pages of high-quality vellum bound in leather which can be bought from a nearby sage named Tilly Skye.
- **Quill Feathers.** No fewer than three special feathers found on the banks of a river island in the Chionthar River—but stick to the shadows!

Once these items are gathered, Billiam is more than happy to accompany the characters to Ippon's Mill and back to the caravan.

SUPPLY RUN

The characters can choose the order in which they gather supplies. The tasks for collecting each are outlined in the following sections.

ACCOUNTING FOR SPECIAL SKILLS

Though guidelines are provided for the most direct way to retrieve these materials, the party may have different special features, skills, or spells they can use to help this process, or even to find a different way of achieving their goals. Feel free to reward them for creativity and character-driven approaches to accomplishing the tasks.

C. EMRYN'S GROVE: INK

This area is the closest to Billiam's home. Here, the characters can acquire gallnuts and berries the poet needs to create his ink.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. This grove is secluded from nearby areas. The caroba berries can be found on low bushes while the gallnuts are high in the branches of towering trees.

Lighting. The area is well lit. Even with the few tall trees, there's plenty of natural light.

Sounds. The sounds of birds and other small animals can be heard within the area.

Caroba Bushes. These cluster-shaped berries are surrounded by sharp, poisonous thorns. A character who gathers a handful of berries must make a DC 12 Dexterity (Sleight of Hand) or DC 12 Wisdom (Nature) check. On a failed check, the character must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 hour. Either way, the character still recovers the caroba berries.

Gallnut Trees. Gallnuts are located on small branches about 20 feet above the base of the towering trees. Each of the tiny branches along the trunk has a cluster of gallnuts. A character can climb the tree with a successful DC 12 Strength (Athletics) check. Characters who use rope or similar climbing gear can make this check with advantage.

Wasp Nests. A character who succeeds on a DC 11 Wisdom (Perception) check notices several wasp nests along the trunks of the trees. Gathering gallnuts from the trees is easy enough, but doing so without attracting the wasps' ire requires a successful DC 12 Dexterity (Sleight of Hand) check. On a failure, the character is attacked by a cloud of stinging wasps. The character must succeed on a DC 12 Dexterity saving throw or take 5 points of piercing damage. A character who fails their save by 5 or more falls from the tree, taking 10 (3d6) of falling damage. The wasps then disperse, flying further up into the tree.

D. OPEN SKYE'S: PAPER

The characters find a shop at the edge of nearby village hoping to acquire vellum for Billiam.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. A wooden sign reading "Open Skye's" hangs in front of a small house at the edge of the road. The nearby houses have broken windows and doors, and appear to have been ransacked. The area is otherwise deserted. The interior of the 40-by-30-foot shop is in total disarray—no doubt someone left in a big hurry. Bits of paper, wood, and yarn cover the floor, which is splattered in ink and candle wax. An **unstable enchantment** wreaks havoc inside the shop.

The Shop Front. The ground in front of the entrance bears a scorch mark about a foot in diameter. A piece of parchment nailed to the door reads, "Closed Indefinitely Due to Infernal Incidents." A character who succeeds on a DC 13 Wisdom (Perception) check spots torn bits of green and black cloth. Characters that completed Part 1 identify the cloth as similar to that worn by the cultists near the smithy. The door itself is warded with a magical glyph shallowly carved into the wood behind the parchment sign. The glyph can be detected with the *detect magic* spell or a successful DC 13 Intelligence (Investigation) check. Opening the door triggers the glyph. When the glyph is triggered, creatures within 5 feet of the door must make a DC 11 Constitution saving throw, taking 10 (3d6) lightning damage on a failed save, or half as much on a successful one.

Unstable Enchantment. Inside the shop, a 5-foot-wide blue-white mass of magical energy swirls about 10 feet above the floor. A successful DC 14 Intelligence (Arcana) check reveals that this might be some form of magical ward or enchanted aura gone awry. A creature that touches the energy globe must make a DC 11 Constitution saving throw or take 4 (1d8) lightning damage. Every five minutes,

the globe unleashes a ripple of energy at two random creatures within 5 feet of it. These creatures must succeed on a DC 11 Constitution saving throw or take 4 (1d8) lightning damage. Since the orb is 10 feet off the ground, creatures that hug the wall or are prone are not targeted by the burst of energy.

Finding the Paper. Gathering all the pages of vellum takes a bit of time and energy. If the characters succeed on a DC 12 group Intelligence (Investigation) check, they find all the necessary paper and the leather binding in 10 minutes. Otherwise, it takes 20 minutes. If the characters try to collect the paper while remaining near the safe areas of the room, they gain advantage to their saving throw against the enchantment, but their Intelligence (Investigation) checks are made with disadvantage.

TREASURE

If the party spends an additional 10 minutes searching through the shop, they find a *spell scroll of protection from energy* hidden in one of the paper piles. A small lockbox behind the counter contains a handful of valuable gems.

E. RIVER ISLAND: FEATHERS

The characters climb down toward the Chionthar River and spot a stretch of land jutting out from the water. Even from the riverbank, the characters can see a number of feathers drifting about on the beach.

GETTING TO THE ISLAND

The island is 60 feet from the jagged shore. The river has a brisk flow in this area. There are a few ways to reach it.

- **Swimming.** Swimming to the island requires a successful DC 12 Strength (Athletics) check. On a failed check, the character is swept back into the rocky shore, taking 3 (1d6) points of bludgeoning damage.
- **Climbing and Jumping.** A long branch can be used to traverse a makeshift trail of large stones along the water to reach the island with a successful DC 12 Dexterity (Acrobatics) check. Failing the check causes the character to fall into the water and be dashed against the rocks, taking 3 (1d6) points of bludgeoning damage.
- **Using Survival Tactics.** The characters can use rope (or vines, branches, or similar materials) to hold as they slowly and safely make their way across with a successful DC 12 Wisdom (Survival) check. One character must take the rope across by swimming or climbing, as described above. Once the ropes are secure, each remaining character can cross one at a time. If more than one character attempts to cross at a time, the rope snaps, sending the characters into the rushing water, each taking 3 (1d6) points of bludgeoning damage.

AREA INFORMATION

This small stretch of land is well hidden behind two rock faces on either side of the river.

Dimensions & Terrain. The island is two hundred feet long and about half as wide at its largest point. The ground is covered in grass and several small trees grow along the edges of the island. Bits of twigs and brush are scattered over the grass. The air here is cool.

Lighting. Though the sun is high overhead, only dim light filters through the ever-present haze of smoke and dust.

Sounds. It's unusually quiet in this area, and the sound of the surrounding river is almost completely muted.

Feathers. A dozen feathers can be spotted lying in the grassy area and can be gathered easily. The characters can choose to heed Billiam's warning and stay within the shadows of the trees by making a DC 12 group Dexterity (Stealth) check at the beginning of each round. If they do not attempt to hide, they automatically fail. On a failure, a pegasus residing elsewhere on the island flies ahead of the characters as they return to Billiam's home (see **Winged Fury**).

BACK TO BILLIAM

After collecting all of the supplies, the characters can return to Billiam.

WINGED FURY

If the characters failed to stealthily collect the feathers on the river island, they return to find Billiam being attacked by a **pegasus** (if they succeeded, proceed directly to **Wrap Up**). Read or paraphrase the following:

As you reach the clearing, you hear the blaring sounds of a horse neighing in the direction of Billiam's house. Billiam has successfully managed to avoid the celestial beast's rage so far, but he may not last long!

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. If the pegasus is reduced to half its hit point maximum, it flies away.

Exploration. If the characters choose to watch and wait instead of attacking right away, Billiam locks himself inside his home. The pegasus bangs its hooves against the house for three rounds before flying away.

Social. The characters can try to get the pegasus's attention and calm it down. If they succeed on a DC 13 Charisma (Persuasion) check, the pegasus is willing to leave them alone, convinced that they mean it no harm and were collecting the feathers with peaceful intent.

REASONS UNKNOWN

Once the encounter is over, Billiam thanks the characters for their assistance (provided they gave any). He says he has no idea why the pegasus suddenly attacked him. If the characters inquire about any past actions experiences that may have prompted the attack, he says he can't seem to think of any.

WRAP UP

With the supplies recovered, Billiam packs up his belongings and joins the party on the trip back to the mill, then back toward the caravan with Ippon's supplies.

FROM A CERTAIN POINT OF VIEW

Billiam begins writing into his new travel journal. If anyone peeks at his writings, they notice he lists his meeting with

the party as his first entry. If the characters successfully persuaded Billiam at the beginning of this encounter, he writes that he was inspired by their heroism. If they failed, they're instead are portrayed as extremely desperate and it's noted that he agreed to accompany them only out of pity.

From here, the characters can proceed to **Part 1: The Smith**, **Part 3: The Innkeeper**, or—if the characters have completed Parts **1, 2, and 3**—to **Part 4: The Liar**.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold. However, if they reach 3rd level, they can't play any other mini-adventures in this adventure.

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items.

- *Spell scroll of protection from energy*

DUNGEON MASTER REWARDS

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

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

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

CREATURE STATISTICS

This section details creatures that are encountered in this adventure.

PEGASUS

Large celestial, chaotic good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

Senses passive Perception 16

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 2 (450 XP)

ACTIONS

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

Hit: 11 (2d6 + 4) bludgeoning damage.





PART 3: THE INNKEEPER

Estimated Duration: 1 hour

THE PARTY TRAVELS TO THE FABLED FAWN INN TO ESCORT the proprietor and guests back to the caravan.

A. THE FABLED FAWN

The inn is under attack by devils. Vasha, the inn's proprietor, has barricaded herself inside along with a guest named Hastrine. The nearby barn caught fire during the attack and Segren, Vasha's husband, is unconscious inside. Read or paraphrase the following:

As you make your way up the road, you spot fiendish creatures hammering at the inn's front door. Thick black smoke rises from the roof of the nearby barn, which has been set ablaze. Voices can be heard inside the inn, shouting and cursing at the encroaching devils. As you watch, the devils smash the door open and charge into the inn.

STORY OBJECTIVE C

Rescuing and protecting Vasha Hall, Segren Hall, and Hastrine Leafender is **Story Objective C**.

AREA INFORMATION

Refer to **Appendix: Fabled Fawn Map** for locations. The inn has the following features.

Dimensions & Terrain. Broken chairs and benches are scattered about the inn's common room. The front door was forced open. The barn has been burning for some time and the flames appear to have spread throughout the majority of the structure.

CREATURE INFORMATION

The inn is under attack by nine **lemures**. Five of them are in the main room near the storage closet while another four are coming up from the down stairwell. Vasha Hall (LG female human **noble**), has barricaded herself inside a storage closet, along with a traveler named Hastrine Leafender (NG nonbinary elf **scout**). They're marked as "V" and "H" on the map.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

- **Weak:** Remove two **lemures**.
- **Strong:** Add two **lemures**.
- **Very Strong:** Add four **lemures**.

What do They Want? Vasha and Hastrine anticipate having to deal with the devils directly once the barricade comes down. Vasha's larger concern is for her husband, Segren, who is trapped within the burning barn. The devils want to get inside the closet and eat the tasty things that are making all of the noise.

Dual Dilemma. Vasha hears the characters outside and shouts from inside the closet, "Please save my husband! He's in the barn!" At this point, the party must choose between dealing with the immediate threat of the devils or running to the barn to save Segren. Dealing with the devils now might save Vasha and Hastrine from facing them, but the longer the party takes here, the more likely Segren perishes in the fire. Once Vasha calls out to the characters for the first time, they have 7 rounds to rescue Segren before he dies. A character that succeeds on a DC 13 Wisdom (Insight) check notices from the window that the flames are spreading rapidly, leaving little time to waste. The devils aren't terribly bright, but they smell fear coming from inside the inn—and fear is delicious.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Upended tables can be used for partial cover during the fight. Characters can also climb over the bar, which counts as difficult terrain.

Exploration. While in the barn, a character who succeeds on a DC 14 Wisdom (Survival) check can locate a weaker segment in the flame wall, taking only 3 (1d6) fire damage when passing through the flames.

Social. If Vasha is asked where in the barn they can find Segren, she mentions he was going to tend to one of their horses.

SPLITTING TASKS

The characters have a choice to make: fight the devils or find Segren in the barn. It's likely that the characters decide to split their forces, some to fight the devils while the rest head to the barn. If they choose this option, have everyone roll initiative. This makes it easier to track the time Segren has while allowing characters to switch their focus between tasks.

THE BURNING BARN

Refer to **Appendix: Fabled Fawn Map** for locations. The barn has the following features:

Lighting. The flames are extremely hard to see through, and the excess smoke inside the barn reduces visibility in the area to 20 feet.

Wild Horses. There are two horses running rampant throughout the barn. Unless directed toward the door, they pose a potential hazard for the characters (see **Complications**). Each horse can be herded to the barn door with a successful DC 12 Wisdom (Animal Handling) check.

Navigating the Flames. A creature that moves through or ends its turn in a square occupied by flames takes 5 (1d10) fire damage.

CREATURE INFORMATION

Segren Hall (a **commoner**) lies unconscious in one of the bays within the barn (marked as "S" on the map). When the devils attacked, one of the horses kicked Segren in

the head, knocking him out cold. Finding amidst the surrounding flames and rescuing him is a far more complicated task than battling the fiends.

Finding Segren. Segren can be spotted with a successful DC 13 Wisdom (Perception) check. A character on the upper level of the barn makes this check with advantage. A ladder leads down into the bay from the upper level, which is the only way to reach Segren without passing through the flames. Traversing the ramp requires a successful DC 11 Dexterity (Acrobatics) check. Segren is unconscious and must be carried out. Healing magic does not wake him.

Complications. At the end of each round, characters inside the barn can be affected by the spreading fire and damage to the barn. Each character must roll a d8 and consult the effects as described on the table, below.

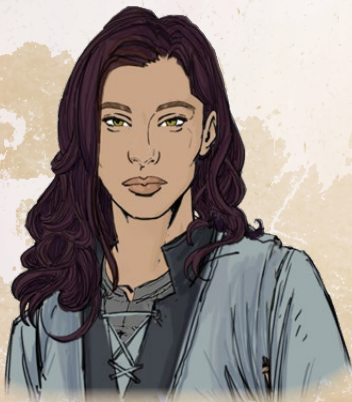
BARN COMPLICATIONS

d8 Complication

- | | |
|-----|---|
| 1 | A beam falls from above. You must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) bludgeoning damage. |
| 2 | A draft sends a swarm of embers in every direction. You must make a DC 12 Wisdom saving throw to spot a clear path. On a failed save, you take 3 (1d6) fire damage. |
| 3 | You're caught in a cloud of thick black smoke. You must succeed on a DC 13 Constitution saving throw or become poisoned until the end of your next turn. |
| 4 | You're rushed by a horse running through the area. You must succeed on a DC 12 Strength saving throw or take 4 (1d8) damage and be knocked prone. If the horses have been removed from the barn, nothing happens. |
| 5-8 | Nothing happens. |

TIME IS RUNNING OUT!

Make sure you're keeping track of game time during this encounter. If 7 rounds pass and the characters have not rescued Segren, a flaming wooden beam falls from the barn's ceiling, crushing Segren and killing him.



VASHA



HASTRINE



SEGREN

WRAP UP

Regardless of the outcome, the surviving NPCs accompany the characters back to the caravan.

Segren Lives. If the characters save Segren, he appears to be physically unhurt. However, he doesn't regain consciousness, even with healing.

Segren Dies. If Vasha survived, but Segren did not, she remains silent through most of the journey and doesn't accept any form of comfort or consolation.

From here, the characters can proceed to **Part 1: The Smith**, **Part 2: The Miller**, or—if the characters have completed Parts 1, 2, and 3—to **Part 4: The Liar**.

TREASURE

If both the Halls and Hastrine were rescued, Vasha gives the party a *potion of healing* and a pouch of various coins as a reward for their aid.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold. However, if they reach 3rd level, they can't play any other mini-adventures in this adventure.

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items.

- *Potion of healing*

DUNGEON MASTER REWARDS

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

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

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



CREATURE STATISTICS

This section details creatures that are encountered in this adventure.

LEMURE

Medium fiend (devil), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 0 (10 XP)

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

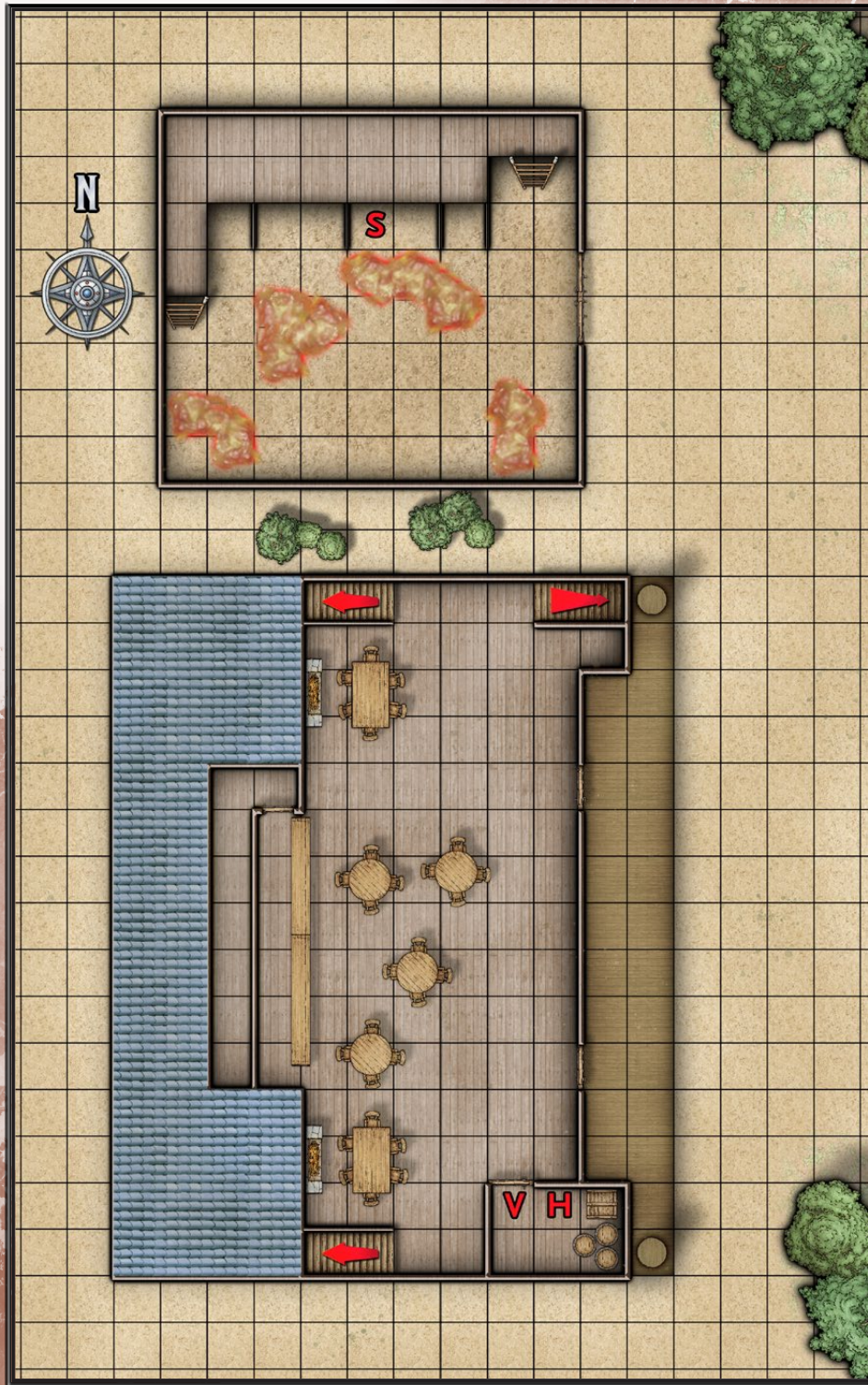
Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bless* spell cast on that creature or its remains are sprinkled with holy water.

ACTIONS

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



APPENDIX: FABLED FAWN MAP





PART 4: THE LIAR

Estimated Duration: 1 hour

WITH ALL THE REFUGEES GATHERED, THE CARAVAN BEGINS its journey to the city of Baldur's Gate. Along the way, tragedy leaving the caravan in a state of fear, confusion, and suspicion.

MURDER IN THE NIGHT

Billium Straodwall, the writer-poet recruited by the characters (see **Part 2: The Miller**), was murdered when the caravan stopped for the night! It's up to the party to discover the culprit and confront them. Read the following:

Everyone in the caravan is abruptly awoken by blood-curdling screams! Looking around, you notice several refugees gathered around Billium's tent—pushing one another aside for a better view. Gasps, cries, and curses clearly indicate that something horrible has happened.

STORY OBJECTIVE D

Uncovering Vollis as the killer and defeating her is **Story Objective D**.

AREA INFORMATION

The area has the following features.

Dimensions & Terrain. Billium's camp, made up of a small tent and fire, is set 90 feet away from all the others in the caravan. There is no sign of any large animals or vehicles passing through other than those of the caravan itself.

Lighting. The sun casts an early morning light over the horizon, though it's still dark enough to see the stars in the sky above. The campfire near the tent has long since died out.

The Victim. Billium's body is splayed out on its back in front of the small tent. His throat is brutally slashed open. A deep red stain encircles his head and shoulders where his blood has soaked into the grass and dirt. A strange symbol, about 8 inches long, is carved into his chest.

The Scene. The tent and camp itself appear to be mostly untouched. Billium's travel gear, food, and writing supplies have been left undisturbed and there are no apparent signs of conflict. A character who makes a successful DC 13 Wisdom (Perception) check notices that Billium's journal isn't among the items in the tent.

CREATURE INFORMATION

The characters find several refugees already gathered around Billium's corpse, proposing various theories of who might have done this. Unbeknownst to them all, Vollis Foote (see **Part 1: The Smith**) is the killer. She does everything she can throughout the investigation to divert the characters' blame while she plots her next move (see **Concluding the Adventure** for more information regarding Vollis' mission).

TO FIND A KILLER

Dara arrives shortly after the characters, accompanied by Ghorin. Dara is visibly shaken by the scene. Ghorin then quickly blocks her view, slapping a calloused hand over her eyes before demanding that everyone but the characters leave the area. Vasha Hall steps in to shoo away the refugees that linger a bit too long.

DARA'S PLEA

Dara assures the characters that they're the only people in the caravan with no obvious motive for murdering Billiam. As such, she would like them to investigate and discover the identity of the killer and subdue them so they can be brought to justice.

WHERE TO BEGIN?

Ghorin thinks it's unlikely that a stranger could make it into and out of the camp without being seen by the watch, so the murder was most likely committed by someone in the caravan. With that in mind, Ghorin and Dara suggest the characters question prominent members of the caravan familiar with Billiam:

- Gordrick Ironarm
- Hastrine Leafstender
- Ippon Waston
- Pal Tithrin
- Vasha Hall
- Vollis Foote
- Wellum Smith

Trust No One. If the characters suggest Dara or Ghorin may be possible suspects as well, Dara commands their desire to be thorough. Though many can verify seeing them at the very front of the caravan throughout the night, she encourages the characters to confirm everything they can.

EXAMINING THE SCENE

If the characters choose to investigate the scene themselves, a successful DC 12 Intelligence (Investigation) check confirms Ghorin's theories. The characters can also perform additional DC 12 skill checks and gain information about the scene, as defined on the following table.

FINDING CLUES

Ability Check	Clue Revealed
Intelligence (Arcana)	The carving on the chest was likely part of some kind of ritual.
Intelligence (Religion)	The symbol is the mark of the archdevil Zariel.
Wisdom (Medicine)	The carving on Billiam's chest was made either immediately before or after he was killed.
Wisdom (Perception)	Billiam's journal is not among the items in or around the tent. (A character with a passive Perception of 12 or higher also notices this.)
Wisdom (Survival)	The campfire was extinguished, rather than burning out on its own.

THE USUAL SUSPECTS

Without evidence pointing to one of the NPCs, the characters are left to question all of them in the hopes of finding out which one might be the killer. Refer to the following sections on each NPC, which details the information they can provide.

If multiple NPCs are in the same location when the party questions them, they're listed together.

RUNNING THE WHODUNNIT

Make sure you read through the interactions below before presenting them to the players. Some may require adjustments. As an example, if Vasha died during **Part 3**, you could instead place Ippon in her scenario. Regardless of the information obtained, the evidence should eventually lead the party to the conclusion that Vollis, after talking with Gordrick, went to Vasha's tent to plant the journal, then went to see Billiam.

If the players don't come to the conclusion, you can give them additional clues if they succeed on a DC 12 Wisdom (Insight) check. If all else fails, Ghorin can help them come to the same conclusion. Otherwise, use the alternate scenario presented in "Confronting the Killer."

GORDRICK IRONARM

Gordrick claims that he was on watch during the evening shift. He didn't see anyone strange entering or leaving the caravan. Billiam had visited him for the third night in a row asking for permission to write a story about him. After he left, Vollis Foote had kept Gordrick company for a couple of hours before she headed toward Vasha's tent to speak with her. If the party mentions Pal and Wellum's altercation (see "Pal Tithrin and Wellum Smith," below) and succeeds on a DC 13 Charisma (Persuasion) check, Gordrick tells the characters that Pal and Wellum's animosity may have to do with the fact that they both have affections for Hastrine, but have been keeping it to themselves.

HASTRINE LEAFTENDER

Hastrine is walking the outskirts of the caravan camp. They claim to have meditated through the night, but went for a walk just before final light. They saw Billiam talking with Vasha—who waved in greeting—during their walk, but they didn't want to disrupt the conversation. Hastrine doesn't know who would want to kill Billiam. The poet kept to himself, though Hastrine did see him often talking with Ippon and Vollis.

IPPON WASTON

Ippon is near her supply cart. She insists this all wouldn't have happened if Vasha had better organized the watch. She also points out that Vasha had been acting a bit on edge, especially after the situation with her husband (referring to either his death or his unending unconsciousness). Vasha can't provide any other information as the poet often kept to himself. She did, however, overhear him saying horrible, hurtful things to himself.

PAL TITHRIN AND WELLUM SMITH

Pal and Wellum are in the grips of a heated argument. "Liar!" Wellum shouts, then he punches Pal in the face and the two begin to scuffle. If the party doesn't break it up, they both stop when they see the characters approach.

Wellum's Side. Wellum has clearly had too much to drink. He spotted Pal with papers that looked like Billiam's handwriting. Wellum confronted Pal, but he was being elusive as to why he had them. Wellum drunkenly storms off after speaking with the characters.

Pal's Side. Pal is distraught over Billiam's death. The day before, he had asked the poet to help him write a love poem for Hastrine (though he doesn't reveal who the simple sonnet about beauty and love is actually for). Wellum spotted him practicing reciting the poem and got angry. Pal tells the characters they can keep the poem—it makes him sad now.

VASHA AND SEGREN HALL

Vasha appears to be examining something intently, but quickly hides whatever it is when the characters arrive. Characters with a passive Perception of 12 or higher recognizes it as Billiam's journal. Even if the characters don't see it, she reveals it to them if pressured. She claims she found the journal in her pack after Billiam was discovered and doesn't know who to trust.

She blames herself for Billiam's death: he was distracted and went on about how useless and pathetic he was, and instead of helping him, she admonished him. She could have tried a softer approach, but needed to get back to the tent to tend to Segren. She didn't see anyone else for the rest of the night, but her tent flap was disturbed when she returned. She just assumed someone came to see her but left. The journal contains Billiam's poetic tale of the journey to Baldur's Gate, but the dates stop at the day before yesterday. There is no entry for the day he died.

VOLLIS FOOTE

When the party speaks with Vollis, she expresses her condolences for Billiam and wishes to help them as best she can. She mentions that Pal visited Billiam often, as did Vasha, who appears to have lately been acting quite erratic and on edge. If the party asks Vollis if she met with Vasha last night, she says she spoke with Vasha to discuss her helping out more in the caravan, but they didn't talk long (of course, this is a lie). Characters speaking with Vollis who succeed on a DC 12 Wisdom (Insight) check notice that not only does she seem disingenuous, her entire demeanor is different from what they remember when they had first met her.

CONFRONTING THE KILLER

After talking with the suspects, the characters should be ready to confront Vollis Foote (LE female half-elf **cult fanatic**) as the killer. Once they do, she curses at them in Infernal and attacks. If they make it obvious that they suspect her before they confront her, she surprises them. In either case, she fights to the death.

If the party doesn't confront Vollis as the killer, or instead concludes that it was someone else, Gordrick rushes to the characters, saying he can't find Wellum or Vollis anywhere, and asks the party if they can search for them. After a bit of searching, they happen upon Vollis standing over an unconscious Wellum holding a knife.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this scene:

- **Strong:** Vollis conjures two **devilspawn**.
- **Very Strong:** Vollis conjures three **devilspawn**.

TREASURE

Vollis carries an *amulet of proof against detection and location* as well as a handful of coins made of unusual green steel.

CONCLUDING THE ADVENTURE

Once Vollis is defeated, the refugees gather to deal with the aftermath. The presence of a cultist of Zariel troubles Dara and her companions greatly. As Vollis's true motive remains unknown, they encourage everyone in the caravan to stick together and remain vigilant, as it seems the journey to safety may be far from over.

STORY AWARD

If Vollis is knocked unconscious rather than killed, the characters earn the **Cooler Heads Prevail** story award.

DIRE FORESHADOWINGS

Though Vollis has been revealed as a cultist of Zariel, the truth is that she was possessed by an unknown devil. Before this, Billiam had been serving as the devil's host, which was the real reason for the celestial pegasus's ire. After meeting with Vollis Foote, he carved an infernal sigil into his own chest—freeing the devil to possess Vollis, who then killed the now-useless Billiam. The only thing that the characters are able to deduce at this time is that something dire is afoot. The story continues in *DDAL09-02 Stopped at the Gate*.





REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold. However, if they reach 3rd level, they can't play any other mini-adventures in this adventure.

GOLD

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

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

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 1**:

- *Amulet of proof against detection and location*

STORY AWARD

The characters may earn the following:

Cooler Heads Prevail. You have spared the murderer, Vollis, in the hopes that she will be brought to justice upon arriving in Baldur's Gate.

DUNGEON MASTER REWARDS

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

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

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

CREATURE STATISTICS

This section details creatures that are encountered in this adventure.

CULT FANATIC

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

DEVILSPAWN (ABYSSAL WRETCH)

Medium fiend (devil), chaotic evil

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	11 (+0)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 9

Languages understands Infernal but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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



APPENDIX A: DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

BILLIAM STRAODWALL (BILL ee uhm STRODE wall)

Male human. Morose and frequently visited by bouts of self-doubt, Billiam was a writer who lived in a secluded home somewhat near Ippon's mill. He is frequently found writing of his experiences his journal—so much so that he often bumps into things or neglects whatever other duties he might have been charged with. Often argues with and says hurtful things to himself.

- **What Do They Want?** Billiam wants to write the greatest chronicle ever to be read in the Realms as his life's work. It needs to evoke joy and sadness and wonder... it *must* be perfect.
- **Delusions of Grandeur.** Though sure that he's destined for greatness, knowing and doing are two different things. Billiam is often plagued with doubt and lambasts himself for his own decisions.

DARA

This young woman was fostered by priests of Ilmater and raised in the Tower of Willful Suffering, a temple of Ilmater in Eshpurta, Amn.

- **What Do They Want?** Dara wishes to complete her pilgrimage to Baldur's Gate. Her primary concern for the moment, however, is to find help and get survivors safely out of Elturgard.
- **For One So Young.** Dara carries an air of reason and composure far beyond her apparent years. She stays focused on the current task at hand, but never forgets the overall importance of the mission.

GHORIN & CLYDE (GORE inn)

Dara's companion is an elderly man nearing seventy years of age. He's a dottering old man who wears dusty clothes worn thin from years of hard work. He walks with a stooped gait supported by a long, smooth yew staff. He's frequently accompanied by an equally old goat with grey fur named Clyde.

- **What Do They Want?** Ghorin lives to serve Dara and to keep her safe from harm—no matter the cost. Given that Clyde is a constant companion to the two of them, it's safe to presume that he wants the same.
- **Grim Stoicism.** Despite his apparent age, he's still sharp as a tack, no nonsense, and has a story about everything. His keen eyes miss nothing and he never let Dara out of his sight.

GORDRICK IRONARM (GORE drick)

Male dwarf. Wellum's assistant. Has shaved his beard regularly since his exile from his home in the Spine of the World. Forlorn and prone to bouts of despondent depression since arriving as he feels he will die without having redeemed his family's honor. Tight-lipped about the circumstances behind his exile.

- **What do They Want?** Gordrick is eager to help the refugees, excited for the chance to visit Baldur's Gate for a good cause.
- **Path of Redemption.** Gordrick strives to redeem his family's honor but feels very much out of his depth in the current events. He hopes being with Wellum and the caravan can keep him from getting killed before he can find a way to return home.

HASTRINE LEAFTENDER (HA streen)

Hastrine, a nonbinary elf, is a traveler who was passing through the area when Elturel descended into the Hells. A furrier and herbalist by trade, they've joined the refugees in the hopes that their skills can be of some use. They speak in cryptic rhymes due to the lingering effects of a long stint in the Feywild.

- **What They Want?** Hastrine hopes their journey with the refugees is their first step to discovering how they can best aid all those affected by events at Elturel.
- **Not from Around Anywhere.** A wanderer at heart, Hastrine has a deep passion for discovering new people and places. They're a staunch defender of nature and all those living within its cycle.

IPPON WASTON (IP uhn WAY stunn)

Female halfling. A miller who has taken to accounting for and guarding the supplies that the refugees salvaged from the ruins of their homes. Very no-nonsense.

- **What do They Want?** Ippon makes her way providing goods and services to her neighbors and intends on doing the same for all the refugees in the caravan.
- **No Excuses.** Ippon takes her charge to the caravan very seriously, almost too much so. She has little patience for those who shirk responsibilities.

PAL TITHRIN

(TITH rinn)

Male half-elf. Ippon's assistant. Competent, but contrasts Ippon's seriousness with his wildly inappropriate sort of gallows' humor. Despite this, he's charming and hard to dislike.

- **What do They Want?** Pal has no clue what's to come and so he's chosen to live in the moment, helping Ippon and the caravan until he finds solid footing.
- **It Only Hurts When You Laugh.** Pal's vibrant enthusiasm and somewhat twisted sense of humor may be a bit much, but it also keeps him and those around him from falling into despair.

VASHA HALL

(VAH shuh)

Vasha, a female human, is the owner and proprietor of the Fabled Fawn, once a modest inn and tavern on the outskirts of Elturel. Since joining the caravan, she's become the de facto leader of the refugees.

- **What They Want?** Vasha is focused on tending to her husband's recovery, but doesn't want to let the refugees down, as they're relying on her to lead them to safety.
- **By Any Means.** Vasha is quick to bear the weight of a situation herself, and often slow to trust others to help with matters of importance. This causes her to sometimes bend the rules in order to get things done.

VOLLIS FOOTE

(VOE liss FOOT)

Female half-elf. Another out-of-towner, Vollis is a cultist of Zariel in the service of a devil named Gharizol. She's been dispatched from Baldur's Gate to hide among and spy upon the refugees. She is ensorcelled by powerful magics and cannot reveal the cult of Zariel or Gharizol during this adventure.

- **What They Want?** Vollis is secretly a cultist of Zariel in search for a specific sort of prey—descendants of Hellriders.
- **A Wolf in Sheep's Clothing.** Vollis is a perfect actor—skilled in guile and possessive of a silver tongue.

WELLUM SMITH

(WELL uhm)

Male human. Smithy from the same village as the Halls. He and Vollis are likely the only two refugees that are competent with a sword.

- **What do They Want?** Besides a drink? Wellum is eager to help the refugees get to Baldur's Gate and is willing to donate his wares to accomplish this. However, he does expect a bit of compensation once they get there.
- **Just a Nip to Take the Edge Off.** A bit too fond of the drink; the lack of booze has had him on edge, he's secretly stashed away a bottle of wine that he found.



APPENDIX B: CHARACTER REWARDS (MAGIC ITEMS)

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

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors. This item can be found in the *Dungeon Master's Guide*.

APPENDIX C: CHARACTER REWARDS (STORY AWARDS)

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

STORY AWARD

The characters may earn the following:

COOLER HEADS PREVAIL

You have spared the murderer, Vollis, in the hopes that she will be brought to justice upon arriving in Baldur's Gate.

APPENDIX D: DUNGEON MASTER TIPS

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

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

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PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

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

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

Party Composition	Party	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