Yearning to Breathe Free



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A Dungeons and Dragons campaign for characters of levels 5-15.

Introduction: When a prominent Waterdhavian Noble is murdered in what appears to be a ritual designed to empower the Order of the Hellfire Hearth, things grow bleak for the tieflings of Faerûn. In response to the murder, the Lords of Waterdeep begin rounding up and jailing tieflings with no cause. The Order of the Hellfire Hearth does not take the accusation of murder lightly, nor do they respond well to the summary imprisonment and demonization of their tiefling brothers and sisters. This climate of intolerance, bigotry and fear spreads outward through the Sword Coast, for as it is often said, "as goes Waterdeep, so goes the North."

As heroes of the Sword Coast, it is up to the players to discover the truth about the murder, bring the parties responsible to justice, and if possible, relieve tensions across the Sword Coast before the fragile peace between various factions of the North is irreparably damaged.

by Travis Legge

Additional Writers
R P Davis
Rafa Martins
Dan Layman-Kennedy
Seth Rinker

Cartography
Long Road Cartography Stock Art ©
Derek Ruiz / Elven Tower Cartography
Cartography by Dyson Logos is licensed under a Creative Commons Attribution 4.0 International License.
Michael LaBossiere

Cover Art
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Interior Art
Above Average Creations
Bartek Blaszczec
Brett Neufeld
Brian Brinlee
David Revoy
Daniel Comerci @ danielcomerci.com
Gary Dupuis
Indi Martin © 2015
J.E. Shields
J.M.Woiak & Heather Shinn of the STINKYGOBLIN
Jack Holliday
Josh Soper
Matt Morrow
Miguel Santos
Patrick E. Pullen
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edited by
Saylor Ashman & Sarah Scharnweber

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A Dungeons and Dragons campaign for characters of levels 5-15.

Introduction

On the continent of Faerûn, tieflings are people without a homeland. Distrusted in many communities, the tieflings of the Sword Coast encounter prejudice and fear wherever they tread. Though the city of Neverwinter, which is arguably the most welcoming and cosmopolitan settlement on the Sword Coast, is officially welcoming to tieflings, the citizenry is often suspicious of the infernal-blooded. This leads to discrimination and fear on the streets of Neverwinter, even if such behavior is not officially supported by the city government.

Beyond the walls of Neverwinter, tieflings are treated less favorably by the other humanoid races. The smaller and more remote a settlement is, the less likely it is to be welcoming to those with "the blood of Asmodeus." Of course, there are some exceptions, as some small and remote villages celebrate their heroic tiefling residents, but such cases are exceedingly rare. Across the Sword Coast, tieflings are tolerated at best, feared and hated at worst.

In recent months, a new faction has gained some power, and a small foothold on the Sword Coast. The Order of the Hellfire Hearth is an organization formed to rescue young tieflings from those who would oppress them and build a permanent home for the tiefling people on the Sword Coast. Since its inception, the Order of the Hellfire Hearth has ventured into the Underdark to liberate enslaved tieflings and to protect the mothers of unborn tiefling children. In the wake of the Demon Lords running rampant through the Underdark, hundreds of women were left carrying tiefling babies. The Order of the Hellfire Hearth was able to free several of these women, bringing them into the fold and offering them protection and safety. The Order of the Hellfire Hearth has now set up two semi-permanent settlements in the North, straddling a gateway between the surface and the Underdark. On the surface side, stands Camp Brimstone, a quickly growing outpost-turned-village just south of Longsaddle. Below, Hrast Het stands as the Hellfire Hearth's Underdark home.

As the Order of the Hellfire Hearth has amassed lands and recruited tieflings and sympathetic humanoids from across Faerûn, they have also forged a few important political alliances in the North. Lord Neverember of Neverwinter has pledged to aid the Order of the Hellfire Hearth in any way he can, and King Bruenor Battlehammer of Gauntlgrym has befriended many of the leaders of the Hellfire Hearth, offering support and supplies to the tieflings. Many tieflings who have answered the call to settle the Order of the Hellfire Hearth's new holdings have connections to the Zhentarim, which can offer aid and support to the tieflings, for a price. Perhaps most importantly, the Hellfire Hearth has forged an alliance with the Harpell wizards from their nearest neighbors to the North: Longsaddle. Each of these alliances will be strained and tested by the course of this adventure.

When a prominent Waterdhavian Noble is murdered in what appears to be a grisly ritual designed to empower the Order of the Hellfire Hearth, things grow bleak for the tieflings of Faerûn. In response to the murder, the Lords of Waterdeep begin rounding up and jailing tieflings with little to no concern over whether or not those arrested have connection to the murder, or to the Hellfire Hearth. The Order of the Hellfire Hearth does not take the accusation of murder lightly, nor do they respond well to the summary imprisonment and demonization of their tiefling brothers and sisters. This climate of intolerance,



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bigotry and fear spreads outward through the Sword Coast, for as it is often said, "as goes Waterdeep, so goes the North."

As heroes of the Sword Coast, it is up to the players to discover the truth about the murder, bring the parties responsible to justice, and if possible, relieve tensions across the Sword Coast before the fragile peace between various factions of the North is irreparably damaged.

Adventure Options

Yearning to Breathe Free is designed as a sandbox adventure with a few unifying themes and connected events. Within this framework, there are a number of directions the campaign can take.

Investigation: Whether at the behest of the Open Lord, one of the PC's factions, or their own desire to see justice done, the characters in this scenario investigate the death of Malcer Kormallis. Competent investigation can uncover that the murder is not what it seems and that facts are being twisted to make the tiefling population in general (and the Order of the Hellfire Hearth in particular) appear guilty. This option places the characters (loosely) on the trail of the conspiracy to frame the tieflings of Camp Brimstone for the murder.

Saviors and Shepherds: this option introduces the characters to the events of the campaign at the onset or early development of the Brimstone Trail. In this approach, the characters focus their efforts on the safe transport of refugee tieflings fleeing hostile areas headed for Camp Brimstone. Such a collection of adventures could focus on repeat travel along the Brimstone Trail, with the PCs moving back and forth from one or two cities to Camp Brimstone and spending much of their time on the road. In such a campaign, the characters will likely try to avoid the Inquisition in the hopes of keeping their charges safe. Another way to approach this campaign would be to base the majority of events in a city that allows the Inquisition to operate freely, having the PCs trying to shelter and smuggle tieflings safely out of the city ahead of the inquisitors.

Crusaders and Champions: This scenario places the player characters among the ranks of the Inquisition. It falls to the PCs to hunt down and interrogate tieflings throughout the Sword Coast, under the auspices of the Holy Order of the Knights of Samular. Though the characters need not be members of the Knights of Samular, they are aligned with their goals and working under their supervision. Such a campaign can focus entirely on the Inquisition's impact in an area, with little attention paid to the larger picture until it comes to face the characters. Alternatively, the characters working alongside or within the Inquisition could begin to uncover clues to indicate the false flag assassination, encouraging such heroes to run their own investigation to find the truth.

Heroes of the Hellfire Hearth: In this campaign approach, the characters begin allied with the Order of the Hellfire Hearth. The characters have established relationships with the tieflings, dragonborn, and drow refugees in Camp Brimstone and Hrast Het, and they share the goal of creating a home for the tiefling people on the Sword Coast. Unless the PCs in such a scenario make investigation a very high priority, their story will likely focus on shoring up defenses in Hrast Het and Camp Brimstone in preparation for a potential siege by the Inquisition. In addition, such a campaign can easily lend itself to more political play, as the PCs seek out aid from allies in Longsaddle, Neverwinter, and other tiefling friendly territories.

Wrong Place, Wrong Time: This scenario introduces the characters to the campaign by sheer accident as they stumble upon a conflict between inquisitors and refugees on the Brimstone Trail. The PCs in such a scenario are forced to think on their feet and choose a side to defend (or just watch as the chaos unfolds)

Conspirators: This scenario tackles the themes of the campaign from an evil (or at the very least, utterly mercenary) angle of approach. In a conspirator scenario the PCs are in league with the conspiracy, aiding in planting evidence, smuggling the assassins, committing espionage to stoke the fires of mistrust between the Waterdhavian nobility and tieflings, and generally doing everything that can be done to destabilize relations, prevent negotiations, and obfuscate the true nature of the conspiracy and the death of Malcer Kormallis.

Backdrop: Though **Yearning to Breathe Free** is presented under the assumption that the events of **Tyranny of Dragons** and **Out of the Abyss** have already taken place, there is nothing preventing this storyline from occurring at the same time as those (or any other) campaign. Perhaps the Inquisition looms as an underlying threat while dragons and their cultists raze the land. The persecution of the tieflings may lead many, particularly those isolated from the hope of the Brimstone Trail, to join the Cult of the Dragon. The cults of Elemental Evil featured in **Princes of the Apocalypse** may use similar recruitment tactics, or in a particularly nefarious turn, these cults might align themselves with the Inquisition as a means of corrupting them. The looming threat of the Death Curse presented in **Tomb of Annihilation** adds an additional level of horror and finality to the actions of the Inquisition (as well as multiplying the rage of Malcer's kin.) The chaos sweeping the Sword Coast during **Storm King's Thunder** could dovetail easily into the turmoil brought about during **Yearning to Breathe Free**. Truly desperate refugees may find themselves receiving an offer of sanctuary in a distant land known as Barovia from strange travelers calling themselves Vistani, leading the characters to face the **Curse of Strahd**.



Adventure Background

Several locations and characters play a prominent role in this adventure. The primary locations are covered in detail in the following pages. Further information on these locations, as well as numerous additional locations that can easily be incorporated into **Yearning to Breathe Free** can be found in **Princes of the Apocalypse, Storm King's Thunder**, and the **Sword Coast Adventurer's Guide**.

Waterdeep

In addition to the information below, a detailed breakdown of the culture and geography of Waterdeep can be found in the **Sword Coast Adventurer's Guide**.

The People of Waterdeep

There are several people within Waterdeep and the surrounding area who have a role to play in the events of **Yearning to Breathe Free**. DMs may wish to expand on the list below with NPCs of their own creation, particularly if **Yearning to Breathe Free** is being incorporated into an existing campaign.

Waterdhavian Nobles

Harkas Kormallis

Lawful good male human paladin

Harkas Kormallis is a devout, some may say fanatical, servant of Tyr. So strong is his conviction, that he cut off his own right hand in religious emulation of the Maimed God. Harkas leads the knights under his command with strict observance of the rules and rituals expected of followers of Tyr.

Harkas is beside himself with grief and righteous fury at the murder of Malcer. This makes Harkas all too eager to play along with Helm's call for an inquisition, lending his voice to the call and pledging the full support of the Holy Order of the Knights of Samular to the cause.

Helm "The Torturer" Kormallis

Lawful evil male human knight

The monstrous, ill-tempered patriarch of the Kormallis noble house. While he may not have been especially fond of Malcer, he takes the public matter of a member of his house being murdered in such a disrespectful and brutal fashion as an insult and embarrassment to the Kormallis name. He begins applying pressure to the Lords of Waterdeep to begin the Waterdhavian Inquisition. By preying upon fear of tieflings, fears of cult activity (which has been a problem in the North in recent years) and

fear of appearing weak to the commoners, Helm easily manages to whip most of the Masked Lords into a frenzy of fear and retribution, clearing the way for the Holy Order of the Knights of Samular to act with virtual impunity.

Kylynne Silmerhelve

Lawful good female tiefling noble

Magistra Silmerhelve is a member of the Black Robes, a quorum of judges within the City of Waterdeep. Years of service to the city of Waterdeep and the temporal power associated with her noble family keep her beyond the Inquisition's reach. Magistra Silmerhelve sees the Inquisition for what it is from the outset: a witch hunt. Among the Waterdhavian nobility, Magistra Silmerhelve is the most vocal opponent of Kormallis's crusade. She acts as an advisor to Lady Silverhand, a voice of dissent to the Lords of Waterdeep, and whenever possible, a savior to tieflings brought to her court on trumped up charges. She has little fear of, and even less respect for, the Kormallis family's actions. She acts out of a sense of moral imperative and could make for a steadfast ally to characters seeking to restore the peace, support the Brimstone Trail, and discover the truth about the death of Malcer Kormallis.

Unbeknownst to Magistra Silmerhelve, she has a secret patron and protector keeping a close eye on her to ensure her safety during the events of this story. The **ancient bronze dragon** Nymmurh has spent centuries watching over and protecting the Silmerhelve family and has no intention of abandoning that practice in the face of the Inquisition. Should Kylynne be credibly threatened or placed in harm's way, Nymmurh will become directly involved to protect the Magistra, most likely acting in disguise as the ghost of a long dead member of the Silmerhelve family. For more details on Nymmurh see **Rise of Tiamat**.

Lady Laeral Silverhand

Chaotic good female human archmage

Lady Silverhand does not agree with the wisdom of holding an inquisition against the tieflings within Waterdeep, but quickly finds herself in opposition to the vast majority of the Masked Lords. Publicly, Silverhand offers resistant and subdued support to the Masked Lords. In private she stands in opposition to the Inquisition and everything it stands for. She seeks allies in the hopes that she might contain the damage from the Inquisition and prevent the Lords Alliance from shattering. Lady Silverhand will not risk her position as Open Lord of Waterdeep, nor will she seek a violent end to the Inquisition. She may support such ends indirectly, especially if the loss of life tied to the Inquisition becomes too great.

Malcer Kormallis

Neutral good male human paladin, deceased

Malcer was a member of the noble Kormallis family with ties to Harkas Kormallis (his older cousin) and the Holy Order of the Knights of Samular. Malcer was a retired paladin and a former member of the Knights of Samular, who was apparently slain in a violent and blasphemous ritual, aimed at defiling Tyr and drawing the favor of Asmodeus.

Waterdhavian Citizenry

Any alignment, any race.

The population of Waterdeep is one of the most diverse and cosmopolitan collections of humanoids in all Faerûn. As such, members of virtually every race and class in the Forgotten Realms can be found in Waterdeep. While most folk encountered on the streets of Waterdeep can be represented by the **commoner** stat block, the DM should feel free to include any NPC stat block from any official supplement or Dungeon Masters Guild supplement he or she sees fit to represent the wide array of NPCs that may be encountered while within the City of Splendors.

Waterdhavian Law Enforcement

City Guard

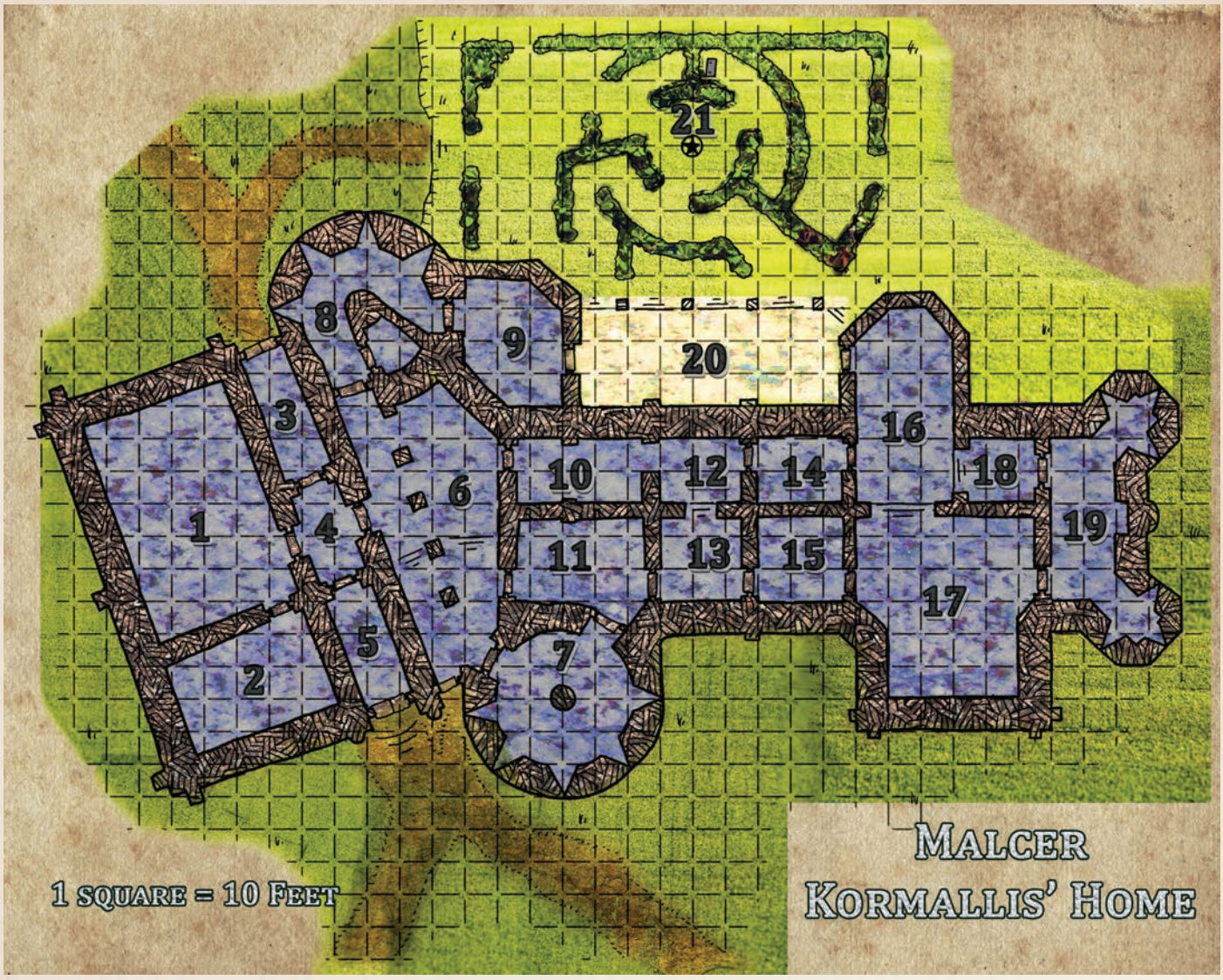
Any alignment, any race (though most are lawful humans, dwarves, or elves)

These are the standard city guard of Waterdeep, which may be represented by the **guard** stat block from the **Monster Manual**. Sergeants may be represented by the **veteran** stat block.

The Waterdhavian Inquisition

Any lawful alignment, any race but tieflings (most are humans, half-elves, or aasimar)

These are the clerics and paladins in service of the Holy Order of the Knights of Samular. These worshippers of Tyr are represented by the **priest** stat block presented in the **Monster Manual** or the **war priest** stat block presented in **Volo's Guide to Monsters**. The Inquisition is ruthless in its interrogations, and unwavering in its convictions that the assassins who killed Malcer Kormallis can be found if the proper pressure is applied to the tiefling community, and the Order of the Hellfire Hearth are exposed.



Chapter One: Murder in Waterdeep

Malcer Kormallis lived in an opulent estate in the North Ward of Waterdeep. He was murdered in his home. Map: Malcer Kormallis's Home details the layout of the estate, as well as the location of his body and other physical evidence from the crime.

Malcer Kormallis's Home

1. Ballroom

This area serves as a ballroom or concert hall for guests of the Kormallis family. Depending on the arrangement of tables or other furnishings, the room can hold up to 300 guests comfortably. At the time of the murder, the room was dressed to host a ball and tables had not been moved in for a seating arrangement, so the room is largely empty. Stained glass windows line the outer walls every 20 feet. These windows are 20 feet off the ground, 10 feet high, and depict various scenes of the Knights of Samular in battle. Between each pair of stained glass windows, and along the interior wall from the exterior to the doorway leading to area 2, hang elegant tapestries which depict idyllic artist's renderings of the various wards of Waterdeep. Along the interior wall leading deeper into the building stand 10 marble busts, each depicting a previous patriarch of the Kormallis family.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that this room was undisturbed on the night of the murder.

Treasure. The tapestries are worth 25 gp each, and the busts are worth 125 gp each.

2. Service Antechamber

This room is set up to be a full-service pantry, kitchen, and storage area to support the ballroom. Tables and chairs are stacked neatly against the exterior wall, while the remaining walls are lined with cook's utensils, casks of wines, various dry food components, cutlery, and glassware.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that this room was undisturbed on the night of the murder.

Treasure. The glassware and cutlery in this room is sufficient to serve 300 guests and has a value of 500 gp. The collection of wines, ales, and meads here is worth 2500 gp.

3. Garden Entrance

This entryway leads out to the back garden of the Kormallis property. A silver candelabra hangs on each wall, providing illumination in the hallway.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the lock on the exterior door was picked with thieves' tools. If this check succeeds by 5 or more, the investigator will also be able to determine that two adult humanoids entered the room from the garden.

Treasure. The candelabras are worth 25 gp each.

4. Foyer

This room is set up as a sitting area for guests to wait for the host to greet them, or to take a reprieve from the ballroom during more raucous affairs. In each corner of the room sits a comfortable, overstuffed couch, which seats two adults comfortably. Light is provided by a single brazier in the center of the room.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the lock on the door leading to area 6 was picked with thieves' tools.

Treasure. None, but the couches are worth 25 gp each.

5. Street Entrance

This area opens onto the dirt walkway that leads to the street. The entryway itself is simple, with a banded wooden door leading to the outside. An oil painting of Malcer Kormallis hangs on one wall, while the other wall holds a silver candelabra for lighting.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the lock on the door was not disturbed in any way.

Treasure. The candelabra is worth 25 gp. The oil painting is worth 250 gp.

6. Lounge

This room is designed for socializing and light conversation. This is where Kormallis would entertain a small number of guests in something of a formal setting. Four pillars stand in the room, each holding a marble bust depicting a different god. The gods depicted are Helm, Tyr, Tymora, and Waukeen. Each of the pillars holds a sconce for a torch to be placed. When the torches are lit they illuminate the room but cast odd shadows on the faces of the gods, giving the busts the illusion of vibrancy and life. The walls are adorned with architectural sketches dating back to the construction of the Kormallis home, hung more for conversational purposes than artistic value.

Investigation. A successful DC 15 **Intelligence (Investigation)** check will reveal that the intruders traveled through the door leading to area 10. This door was not locked and did not require picking.

Treasure. The architectural drawings could net about 25 gp from the right buyer. The busts are valued at 125 gp each.

7. Lookout Room

This room appears to have been designed to aid in repelling a frontal assault on the home. Though there are no windows in this area, there are four arrow slits which are designed to allow crossbow bolts to be fired toward the front of the property. The center of the room holds a rack which was designed to stow crossbows and quivers. The rack has been repurposed to hold brandy bottles and snifters. Kormallis used this room for less formal entertaining and friendly conversation over a drink. Lighting is provided by two torch sconces, one by each door leading out of the room.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal a silken handkerchief on the floor beneath the bottles. This was dropped by a female visitor recently enough to still carry the scent of her perfume, a rare and expensive elven aroma, available only in the finest shops in Waterdeep. Clearly this belonged to a wealthy noblewoman.

Treasure. The glassware is worth a total of 5 gp. The entirety of the brandy collection is worth 50 gp.

8. Servant's Lookout

This room is designed in a similar fashion to area 7. The arrow slits look out over the rear garden, allowing the servants to watch for opportunities to perform their duties when Kormallis would enjoy the garden or entertain guests in the hedge maze. Rather than a rack for crossbows or bottles, this room contains a small pantry for storing essential items.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the only traffic into or out of this area in recent memory appears to be from the servants themselves.

Treasure. Foodstuffs, serving trays and beverages worth a total of 25 gp in the pantry.

9. Servant's Quarters

This room contains the bunks and personal effects of Kormallis's live-in servants, Dalkahm and Rosda. (Human **commoners**) An exterior door allows the servants to access the garden, as well as to come and go on their personal time, or on business for Kormallis, without passing through the rest of the manor.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the only traffic into or out of this area in recent memory appears to be from the servants themselves.

Treasure. The only items in the room are the personal effects of the servants, including quills and ink, parchment, two pouches, each holding 5 gp worth of coin in various denominations, servant's uniforms, common clothes, and a few other small items totaling a value of 20 gp.

10. Library

This library is well stocked with various texts from throughout Faerûn. The vast majority of these texts are histories, collections of poetry, or works of fiction. In

addition to the traditional reading fare, there is a small collection dealing with Waterdhavian law and a section highlighting the genealogy of House Kormallis.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the intruders entered the library from area 6 and disturbed very little as they passed through into the study in area 12.

Treasure. The library is sizable and contains a wealth of knowledge, but there is little in the room of monetary value apart from the books themselves.

11. Kitchen

This is the primary kitchen of the Kormallis residence. The room sees daily use but is well kept and thoroughly cleaned by the servants. Supplies in the kitchen are sufficient to prepare fine meals for a number of guests.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the kitchen has seen frequent traffic over the past several days from both entrances. There is no sign of lock picking or forced entry on either door. There is no evidence of struggle or intrusion in this area.

Treasure. The glassware and cutlery in this room is sufficient to serve 30 guests and has a value of 50 gp. The collection of foodstuffs and cooking supplies is worth 250 gp.

12. Study

This room contains a sitting chair and two sofas as well as a fully stocked desk for writing and doing paperwork. A fireplace sits along the exterior wall between two windows, each 10 feet off of the ground and 5 feet high. An ornate brass 10-foot pole with a hook on the end leans against the fireplace. This pole is used to open and close the wooden shutters on the windows. The shutters are closed when the characters arrive. In addition to the windows, light is provided from two lanterns hanging in the interior corners of the room. A silver candelabra also stands on the desk, providing additional light for writing and reading.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the intruders entered the study from area 10. The intruders used a lockpick to open the door to area 14. There is no door separating areas 12 and 13.

Treasure. The candelabra is worth 25 gp. The desk contains Calligrapher's supplies, valued at 8 gp, Cartographer's tools, valued at 5 gp, 10 map cases, valued at 1 gp each, a silver Dragonchess set, valued at 10 gp, an Hourglass worth 25 gp, 10 silver ink pens worth 1 gp each, and 10 vials of ink valued at 10 gp each.

13. Dining Room

This chamber is the private dining room of Malcer Kormallis. Used for personal meals and intimate gatherings, the room seats up to 10 people.

14. Master Bedroom

This room is the scene of the crime. Malcer Kormallis was slain in his bed, arcane markings drawn in his blood on the bed, the floor, and the walls. The silken sheets and blankets are soaked with gore. The grisly scene indicates a level of brutality in the attack that feels personal and foul.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the intruders entered the bedroom from area 12 by using a lockpick on the door. This will also reveal that in addition to the murder, and strange ritual, the room was ransacked by the intruders. Malcer's body remains in the bed, where he was killed. His blood was drained and used to craft sigils on the walls and floor. Writing, in Abyssal, is scattered throughout the runes. The killers left through the door leading into area 16, which they were able to unlock from the inside of the room. If characters achieve a result of 15 or higher on their **Intelligence (Investigation)** checks, they determine that the blood splattered around the room must have been flung from the blades of the weapons that Malcer was mutilated with. This result also confirms that there was no blood spray from the body. This level of success will also indicate that the room was ransacked after the mutilation and vandalism occurred, and that nothing was taken. This gives the investigators the impression that the killers wanted to make it look as though Kormallis was robbed. An **Intelligence (Investigation)** check result of 20 or higher reveals that the assailants divided their efforts. One assailant worked on desecrating the body while the other made the markings of blood throughout the room. Once completed, both assailants trashed the room. Armed with this information, a successful **Wisdom (Insight)** check at DC 15 reveals that the room was tossed in a deliberate and staged fashion, perhaps to add a layer of deception to the crime scene but taking deliberate care not to obscure the nature of the ritual, nor the references to the Hellfire Hearth in the ritual writings. The entire incident likely took less than five minutes.

A successful **Intelligence (Arcana)** check at DC 10 recognizes the writings as a primitive ritual designed to blaspheme Tyr while funneling the soul energy of the victim to Asmodeus as payment for debts incurred by the Order of the Hellfire Hearth. Characters who roll a 15 or higher on this check recognize that the ritual symbols were drawn inaccurately, likely ensuring the failure of the spell. Characters who succeed at this degree and speak Abyssal will recognize that several of the words are misspelled, as if they had been sounded out phonetically from Infernal. If characters receive a result of 20 or higher on their **Intelligence (Arcana)** check, it becomes apparent that the ritual was not designed with any actual power or theory supporting the symbolism. This invites the conclusion that the ritualists were either magically inept, or more concerned with creating arcane theater than actual results.

A **Wisdom (Medicine)** check at DC 15 reveals that the various wounds on Malcer Kormallis's body were inflicted after he was already dead. The blood did not spray from

the wounds, but simply seeped out. The most likely cause of death was either magic or poison. If the **Wisdom (Medicine)** check result is 20 or higher, the character discovers a needle-sized hole in Malcer's neck, indicating that he was pierced with a blow dart or needle while he slept. It seems very likely that the victim never even noticed his attackers.

Treasure. This is the private bedchamber of a Waterdhavian Noble of some standing. Everything in the room is opulent and expensive. Multiple sets of fine clothing, silver and mother-of-pearl inlaid personal grooming items, various trinkets and heirlooms fill the wardrobe, foot lockers and nightstand in the room. Much of this finery is drenched in blood, but very little is permanently damaged. It appears as though nothing is missing. If the items in the bedroom are cleaned, they would have a combined value of 2500 gp.

15. Wine Room

This chamber is temperature controlled through an enchantment, reducing changes in heat and humidity to assist in preserving the wines. Bottles, casks, and butts of various beverages of diverse vintage line the walls and shelves.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the wine room has seen frequent traffic over the past several days from both entrances. There is no sign of lock picking or forced entry on either door. Though the room is very well stocked, there are a dozen open spaces for bottles on the shelves.

Treasure. The rarity and volume of alcohol in the room gives the contents a total worth of 2500 gp.

16 Game Room

This room is set up with play areas for various games. Two golden Dragonchess sets sit along one wall. A large table, seating up to eight, is set up for playing Three-dragon ante or Talis. Another table of equal size is set up for Traitor's Heads (using silver pieces in the shape of goblin skulls).

Investigation. An **Intelligence (Investigation)** check at DC 10 will reveal that the killers ran out of room 14 and made their way to the exterior door in this room, unlocking it from the inside and escaping into area 20. If the result of this **Intelligence (Investigation)** check is 20 or higher, the character will notice that one of the pawns is missing from the Dragonchess set nearest to the exterior door. This is the only item that appears to be missing in the home.

17. Trophy Room

This room is a display area for various treasures, art objects, curios, and keepsakes collected in the various adventures of the Kormallis family. Though most of the truly rare and valuable items remain with those who discovered or acquired them, Malcer had curated something of a family museum. The walls are decorated with three fine tapestries bearing the Kormallis crest, valued at 250 gp each. There are two masterpiece paintings on display, valued at 2,500 gp each. Several small ivory and stone statues from throughout Faerûn are displayed on shelves and stands throughout the room. These statues range in value from 250 gp to 2,500 gp.

At the DM's discretion, there may be 1d4 magic items among the treasures in this room. These can be items specifically chosen by the DM or can be randomly selected by rolling on Magic Item Table B in the Dungeon Master's Guide.

18. Sporting Storage

This chamber is designed to hold various sporting equipment. Within the room are four archery targets, full equipment for two teams to play shinty, jousting equipment, cricket and croquet sets, and bags targets.

19. Lavatory

This chamber is designed for luxury bathing. Each drum tower holds a private loo with a tunneled latrine leading out of the compound. Each room also boasts two water basins. The first holds room temperature water, while the second is warmed over a brazier, providing hot water for cleaning. In addition, each antechamber holds a collection of soaps, lotions, and perfumes worth 50 gp.

The center section of this room houses a large bathtub, with enough room for eight people to bathe comfortably. The bath has benches constructed along the inner wall, allowing bathers to sit and relax while soaking in the tub.

20. Garden

The rear garden contains four benches for sitting and enjoying the Waterdhavian weather. There is access to the garden from the servant's quarters (area 9), allowing for the needs of Kormallis or any of his guests to be addressed with haste. There is also direct access to the garden from the game room (area 16).

Investigation: An **Intelligence (Investigation)** check at DC 10 will reveal that someone attempted to pick the lock on the door leading into area 16 from the outside but were unsuccessful. If this is discovered, the characters may reason that the killers attempted to come in this way first. This piece of information, along with knowledge of the path the killers took to get through the house, indicates that the killers had a solid working knowledge of the layout of the Kormallis home, including which means of entry and exit were most likely to go unnoticed.

21. Hedge Maze

The hedges of this maze stand 10 feet high and are meticulously groomed to keep the edges smooth and clean. The maze is not particularly complex, serving more of an aesthetic purpose than one of security or challenge. At the center of the maze stands a statue of Westra Kormallis, a matriarch of Malcer's branch of the Kormallis family dating back to the age of Ahghairon. At the far end of the maze rests Westra's grave. Malcer would frequently visit this area for quiet contemplation and reflection.

Investigation. There is nothing germane to the crime or its aftermath in this area. The killers never entered or passed through the maze, though a thorough investigation of the area will reveal that the grounds are well kept, and frequently visited by a single humanoid.

Questioning the Witnesses

The servants, Dalkahm and Rosda were present on the night of the murder. It was Rosda who discovered Malcer's body the following morning. She screamed in terror upon discovering the scene, which brought Dalkahm running to her aid. Dalkahm guided Rosda to a sofa in the study and then ran out the front entrance in area 5 to summon the city guard. Neither of the servants report seeing or hearing anything unusual on the night in question, and both claim to have been sound asleep in their chambers. A successful **Wisdom (Insight)** check at DC 10 will reveal that the servants are not being deceptive, and their account of the events in question will not change under magical compulsion or scrutiny.

The servants are able to provide access to Kormallis's social calendar for the tenday leading up to the murder. During that time, he spent six nights alone in the home, and entertained guests the other four nights.

Eight nights before the murder, Malcer was visited by Marshal Ulder Ravengard (male human **warlord** LN) and five members of the Flaming Fist (male and female human **champions** LN), who were in Waterdeep to discuss matters of military importance with the Masked Lords. While Ravengard's purpose in Waterdeep was official business, his visit to Malcer's home was a social call. The two had known each other for many years, having met as youthful soldiers. They maintained a friendship over the years and routinely visited one another when circumstances would allow. According to Rosda, who handled the service of food and drink during the visit, the conversation was light and friendly. The group spent the majority of their time in the game room, though they did retire to the garden for a game of horseshoes late in the evening. While Marshal Ravengard was familiar to Rosda, she had not previously met any of the men or women who accompanied him that evening.

Five nights prior to the murder, Malcer was visited by Harkas Kormallis (male human paladin LG, see **Appendix A: NPCs**). According to Dalkahm, the two were discussing a family matter involving financial interests in Triboar. While Dalkahm admits that the conversation was cold and tense, he did not think it to be exceptionally volatile. Harkas did not stay long, perhaps half an hour. After Harkas left, Dalkahm and Rosda did note that Malcer's mood became grim and aggravated.

Three nights before Malcer's death, he was visited by Quarion Falone (male half-drow rogue NE, see **Appendix A: NPCs**), a former Waterdhavian noble whose title was stripped when Lady Silverhand restored the noble houses of Waterdeep and ended the practice of selling titles. Quarion had been a business associate of Malcer's in the past, though he had never visited the Kormallis home. Malcer gave him a tour of the manor before the pair retired to the garden for drinks and conversation. Rosda remembers Falone as exceptionally kind and unfailingly polite.

Two nights before the murder, Malcer entertained a woman. Dalkahm and Rosda both deny knowing the woman's name or identity, however a successful **Wisdom (Insight)** check at DC 10 reveals that they are being dishonest. If pressed, the servants will admit that the lady visitor was Ariel Jhansczil (female human **noble** LN), consort of Harkas Jhansczil (male human **noble** N). The two had met previously on a handful of occasions and had apparently developed something of a discreet affair. While Dalkahm is insistent that no one outside the household was aware of this adultery, the possibility that Harkas Jhansczil may have discovered Ariel's infidelity certainly grants a motive for murder.

Additional Investigators

Tehss Maerklos (female human **diviner** LN) is a seer and a member of the Watchful Order. She is also nobility, so she is taking this investigation rather personally. Tehss knows that the lives of the Waterdhavian nobility can



Dalkaham



Rosda

be complicated and fraught with enemies and intrigue, so she is reluctant to accept any answer at face value, particularly an easy answer. She wants to find the truth, regardless of who it may embarrass, harm, or exonerate. Upon investigating the scene (perhaps before the characters, or at the same time, depending on how the DM chooses to introduce the scenario) Tehss is aware that the murderers were tieflings. Her investigative acumen at the murder scene allows her to reconstruct the ritual that was being used during the crime if the characters fail to do so. Once the details of the ritual are established, she has reason to suspect that there is something amiss about the accusations being levied. Something seems off about the ritual and the performers, but she cannot quite put her finger on it. As such she is cautiously keeping an eye on events following this investigation and could serve as both a font of information for the characters and an ally among the Lords of Waterdeep.

Pursuing the Suspects

It is conceivable that all four of the visitors to Malcer's estate in the tenday leading up to his murder might be considered suspects by the players. Of the four mentioned, the most difficult to track will be Quarion Falone, as he left Waterdeep immediately after his visit with Malcer. Finding out where he went will be extremely unlikely unless the characters have connections in Amphail, which is the first stop Quarion makes on his way out of town. Unless he is intercepted by the characters, Quarion travels to Longsaddle to enjoy an extended stay at the Ostever home. He travels by means of the Long Road with an entourage of three human **veterans** and three half-elf **veterans** who act as his bodyguards. The characters may attempt to follow Quarion via the tracking rules described in the Dungeon Master's Guide, though he will have a minimum two-day headstart and is moving on a well-traveled road. Characters may also attempt to employ magic to locate Quarion. He has no particular protection against scrying or tracking magic, but the characters will likely only have a vague description of Quarion (treat as secondhand knowledge for the purpose of scrying spells and the like).

By the time Malcer's body is found, Marshal Ulder Ravengard is over halfway to Baldur's Gate. If the characters wish to pursue him as a potential lead or suspect, they will need to travel to the Gate. If the characters choose to take this course of action, allow it. While they make their way in pursuit of Ravengard, the Waterdhavian Inquisition will have some time to pick up support among the nobles of Waterdeep.

If the characters make haste in their pursuit of Ravengard, they will reach him before he arrives at Baldur's Gate. In this case, they will also reach him before he has received news of his friend's passing. Upon learning of Malcer's death, Ulder becomes distressed and upset, though he maintains the decorum of a soldier. A **Wisdom (Insight)** check at DC 10 reveals that Ravengard's sorrow is genuine, should the characters doubt him.

If questioned, Ulder will have no insight into what may have transpired on the night of his friend's murder. He can add no enemies to the list of potential suspects, nor is he aware of the illicit affair Malcer was having with Ariel Jhansczil. Ulder by no means thinks his friend was free of enemies, and he assumes that any of a dozen political rivals could have been responsible for the killing. Such is the risk of nobility on the Sword Coast.

Approaching Ariel Jhansczil presents a number of difficulties. The characters will need to decide how they wish to handle the sensitive (and potentially quite embarrassing) matter of Jhansczil's affair with the deceased. Such accusations are not to be made lightly, particularly of the nobility. To further complicate matters, Harkas Jhansczil is highly unlikely to permit any investigator to speak with his consort without first knowing the nature of the inquiry. The characters may wish to tread carefully here, either presenting Harkas Jhansczil with a false pretense for questioning or trying to find a means of reaching Ariel outside the estate. Neither of these options will be particularly easy. Harkas is not easily fooled and Ariel rarely leaves the estate alone. Ariel is usually escorted by two human **guards** whenever she leaves the estate. In truth, these guards are more loyal to Ariel than to Harkas Jhansczil, but short of extensive shadowing and investigation, the party will not be aware of this fact.

Alternatively, the characters may choose to simply tell Harkas Jhansczil the truth. The characters could do so

out of a sense of moral obligation, out of a lack of other ideas about gaining access to Ariel, or in a bid to gauge Jhansczil's reaction in the hopes that he will say or do something incriminating when confronted about the affair.

Harkas Jhansczil will become enraged if he is informed of Ariel's liaisons with Malcer Kormallis and is likely to accuse the party of insulting the honor of his consort. A successful **Wisdom (Insight)** check at DC 10 will reveal that Jhansczil's anger and surprise are genuine. If the characters discovered the silken handkerchief in area 7 of Kormallis's home, this can be presented to Jhansczil as evidence of Ariel's escapades. Harkas will recognize the scent as a perfume Ariel wears, and will be eager to cooperate with the investigation from that point forward.

If the characters manage to keep Ariel's affair from Harkas, he will work alongside the Kormallis family to spark the Waterdhavian Inquisition. If Harkas discovers the truth of Ariel's infidelity, however, he will stand in strict opposition to any proposal from House Kormallis, seeking to undermine the family out of spite for Malcer's actions. Harkas Jhansczil is a petty man and is not a particular staunch ally in either event, though his word does carry some weight with the other nobles of Waterdeep.

For her part, Ariel has no idea who could have wanted to murder Malcer. The fact that Harkas Jhansczil is unaware of the affair (or was unaware until now if the characters revealed it) effectively removes him from the suspect list. While Ariel clearly had a vested interest in keeping her rendezvous with Malcer secret, questioning her offers no evidence or indication that they were on the outs, had any intention of discontinuing the affair, or had the slightest resentment toward one another. The largest gain of this line of investigation is the elimination of another set of suspects.

If the characters move first to question Harkas Kormallis, he can likely be found in the Halls of Justice, where he seeks the counsel of his fellow Knights of Samular. This early on in the investigation, he will not yet have had the occasion to discuss the plans for the Waterdhavian Inquisition with his father, Helm. If they pursue any of the other potential suspects first, Harkas will have heard his father's plea to break the cult of Asmodeus by rounding up and questioning every "fiendish half-breed" on the Sword Coast.

In either case, Harkas will co-operate fully and enthusiastically with any investigator who comes to speak with him, unless a tiefling accompanies the party. In Harkas's mind, the investigators are doing a holy service that would be blessed by Tyr. If there are tieflings in the party, Harkas will insist that they take no part in the interrogation and wait outside. The death of his cousin has cemented his pre-existing prejudices against tieflings, whom he associates with the worship of Asmodeus and the cause of evil.

When questioned about the content of his conversation with Malcer, Harkas admits that he visited his cousin to discuss a plan to repurpose the family's horse ranch in Triboar, to serve as an outpost for the Knights of Samular. Malcer was tasked with overseeing that particular set of holdings, and Harkas had hoped to convince his cousin of the import of the outpost. The ranch was profitable, and the financial impact of closing operations would not go unnoticed by the family, but Harkas believes that recent events on the Sword Coast demand a stronger presence from the Knights in the Triboar region. Harkas will also volunteer that Malcer grew frustrated when Harkas questioned his dedication to the ideals of Tyr. Harkas will admit disappointment in Malcer, who at one time adventured as a servant of Tyr but turned his back on the cause in exchange for the comforts of a noble estate and a stocked wine cellar. A **Wisdom (Insight)** check at DC 10 will reveal that beneath his talk of honor, duty, and justice, Harkas feels genuine affection for his cousin, and is pained by his loss. By the end of the discussion with Harkas Kormallis, it should be clear that he was not



Ariel Jhansczil

involved with Malcer's murder. It should also be clear that he intends to bring the killers to justice no matter the cost.

Aftermath: The Waterdhavian Inquisition

By the time the party has interviewed witnesses and conducted this phase of the investigation, the Waterdhavian Inquisition begins. At first, the Order of the Knights of Samular just begin rounding up and questioning tieflings, but within a tenday of Malcer's death, Helm Kormallis will use his influence to call together the Masked Lords of Waterdeep and request formal permission to begin incarcerating tieflings in the interest of rooting out the Hellfire Hearth. The Masked Lords grant Helm and the Knights of Samular the authority to act unencumbered in the city, over the strong objections of Lady Silverhand.

The location of the characters as these events unfold will determine the timeframe by which they learn of the Inquisition, their involvement (if any) in the early activities of the Inquisitors, and their ability to respond to these events. If the party is still in Waterdeep at this point, they may well attend the meeting at which the Masked Lords give formal authority to the Inquisition. If they are in pursuit of one of the witnesses to Malcer's death, they may not learn of the creation of the Inquisition until they return to Waterdeep.

Reactions to the Inquisition

There are a number of factions throughout the Sword Coast who will rapidly become involved as the Waterdhavian Inquisition spreads. These factions, and their positions regarding the Inquisition, are detailed below.

The Harpers

Harper involvement in this adventure occurs on three fronts, with each involved collection of Harpers pursuing a different goal with extremely limited knowledge of the actions of the other Harpers. The first Harper faction springs to action, assisting the Order of the Hellfire Hearth in the creation and operation of the Brimstone Trail. These Harper agents help smuggle tieflings from location to location along the Brimstone Trail, protect the strongholds along the trail, and interfere with any inquisitors who attempt to hunt tieflings near the paths of the trail. Suitable NPCs to represent these Harpers would be either the **priest**, **war priest**, or **veteran**.

The second Harper faction is working to oppose the Inquisition's actions in Waterdeep and Amphail. This faction works to protect the tieflings in their homes and prevent the inquisition from doing too much harm. Members of this faction can be represented by the **priest**, **spy**, or **noble**.

The third Harper faction is running an independent investigation to try and discover the true nature and circumstances of Malcer Kormallis's death. These Harpers suspect some sort of misdirection or conspiracy is at work, but they have no inkling of the scope, identities, or motivations of the conspirators. This faction consists of **diviners** and **champions**. If the party investigated the murder in any official capacity, it is very likely that this faction of the Harpers will attempt to contact them for information. Whoever reaches out to the party is highly unlikely to identify themselves as a member of the Harpers unless the party also includes known Harpers.

The Order of the Gauntlet

Watchful Vigilance. The Order of the Gauntlet is hesitant to involve itself in the internal matters of the Waterdhavian government. Having said that, the Inquisition goes against much of what the Order of the Gauntlet believes in. For the moment, the Order of the Gauntlet waits and watches, but it will not take much for the Inquisition's actions to incur the full wrath of the Order of the Gauntlet, at which point direct conflict will be inevitable.

Zealous Indignation. The followers of Tyr within the Order of the Gauntlet find the actions of the Holy Order of the Knights of Samular to be reckless to the verge of blasphemy. Any meeting between the more zealous members of these two orders runs a high risk of turning violent in a hurry.

The Emerald Enclave

Uninterested. The Emerald Enclave doesn't care much about the death of some Lord in Waterdeep. It simply doesn't interest them.

Neutral Ground. The Emerald Enclave will likely offer succor to any troubled traveler encountered in the wilds, whether a band of tieflings on the run or a group of inquisitors scouting in the woods. Members of the Enclave will help keep anyone they encounter fed, warm, and safe, so long as that person respects the land.

The Lord's Alliance

Divided. Once the Inquisition gets underway, the Lord's Alliance undergoes severe strife as its members respond strongly, (and some very unfavorably) to the idea of rounding up tieflings who have no apparent connection to the crime in question. Amphail, Baldur's Gate, Mirabar, and Waterdeep support the Inquisition in full, allowing its operatives to work unhindered within their cities (bringing their horrendous, racist policies and practices with them).

Daggerford, Longsaddle, Silverymoon, and Neverwinter oppose the Inquisition, refusing to allow Inquisitors into their territories. These regions will happily investigate direct accusations of commission of a crime on behalf of the Inquisitors, provided some proof substantiating the suspicion can be provided to the town's leadership. The Inquisitors themselves are not even allowed to enter

these territories on official business or while bearing the accoutrements and papers of their office.

The remainder of the Lord's Alliance remains neutral, permitting Inquisitors to enter their cities, but only to question residents. The Inquisition does not have the authority to apprehend anyone within these territories and must defer to the local watch.

Unlikely Alliance. Lord Neverember of Neverwinter, seeing the genuine reluctance and distaste Lady Silverhand has for the decree of the Masked Lords of Waterdeep and the actions of the Inquisition, privately offers to assist Lady Silverhand in uncovering the truth about the death of Malcer Kormallis. This unlikely alliance could blossom into a viable avenue of investigation (and an incredible source of resources) for the player characters, should they become aware of it.

The Zhentarim

Self-Preservation. In all things: the Zhentarim come first. As such, the Zhents will be doing everything in their power to shield their own tiefling members from the Inquisition. This does not stop the Zhentarim from offering its non-tiefling members as mercenaries and bounty hunters to aid the Inquisition in its investigations.

The Zhentarim leadership knows that no contract was taken out with them to assassinate Malcer Kormallis, and they are reasonably certain no contract was taken out with any other faction or organization of consequence. This has led the Zhentarim to the conclusion that the assassins were either truly cultists, or they were independent contractors.

The Xanathar Guild

Official Non-Involvement. The Xanathar has commanded his lieutenants to stay the hell out of the mess with the tieflings and the Inquisition the greatest degree possible while maintaining existing business concerns. The Xanathar has no feelings either way regarding the tieflings of Waterdeep or their treatment by the government.

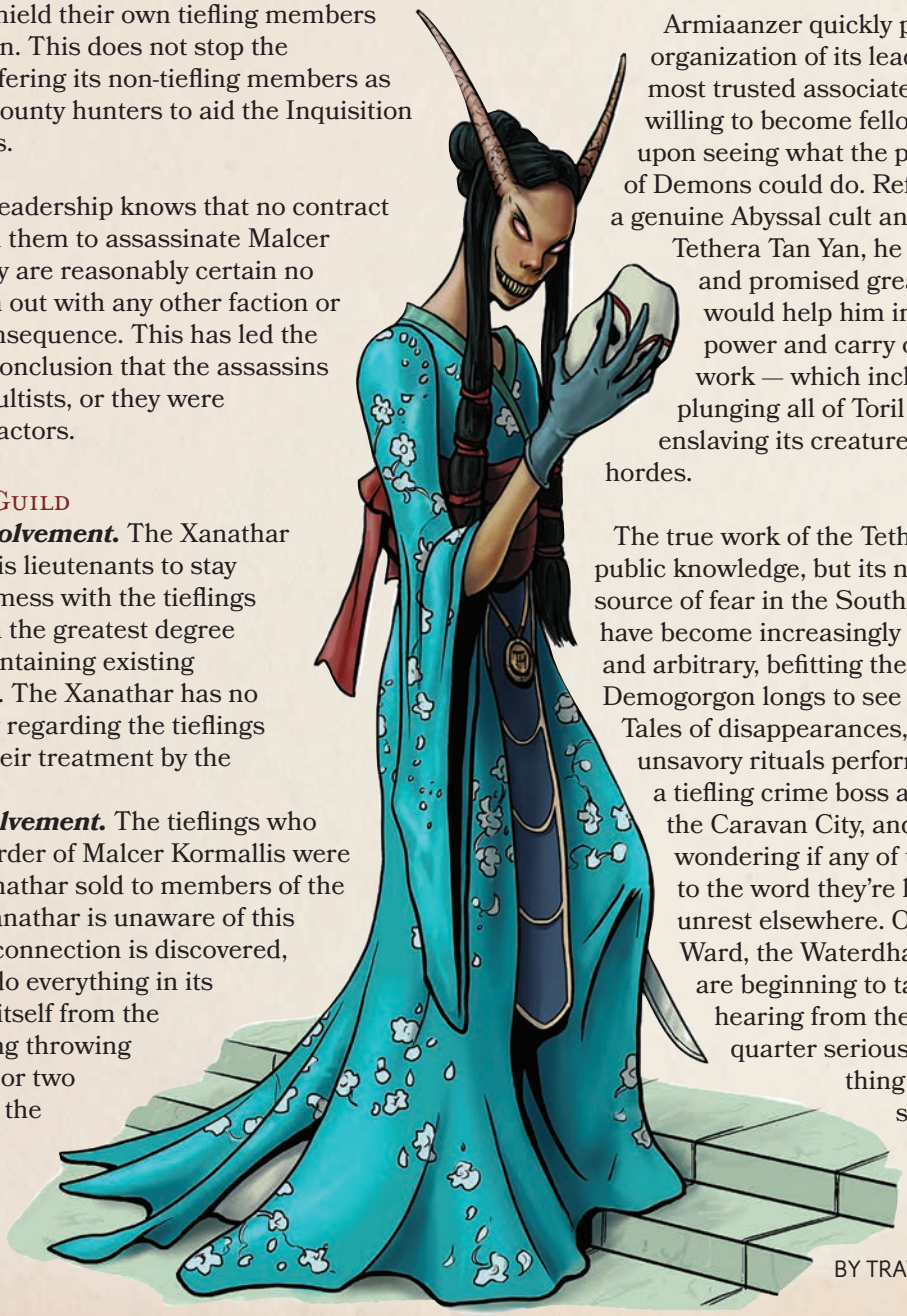
Peripheral Involvement. The tieflings who committed the murder of Malcer Kormallis were slaves who the Xanathar sold to members of the conspiracy. The Xanathar is unaware of this connection. If the connection is discovered, the Xanathar will do everything in its power to distance itself from the revelation, including throwing the odd lieutenant or two onto the swords of the Inquisition, should the need arise.

Side Quest: The Tethera Tan Yan

Introduction

In Waterdeep's South Ward, tension has been building in the makeshift bazaars and tenements of those the City of Splendors has enriched the least. Here in the Caravan City, many folks are used to making arrangements with less-than-savory organizations as a matter of course, but now a group calling itself the Tethera Tan Yan has been testing the patience of even these jaded denizens.

The Tethera was until recently the local branch of a Shou triad operating out of Marsember's Xiousing district. That changed when Abyssal energy flooded the Underdark and the demon lords gained a brief foothold on the material plane. A tiefling enforcer named Armiaanzer, infiltrating the triad on behalf of the Zhentarim, found himself the recipient of the gifts of Demogorgon himself and destined to be the Demon Prince's own prophet on Faerûn.



Armiaanzer quickly purged the local organization of its leadership and all but his most trusted associates — those who were willing to become fellow true believers upon seeing what the power of the Prince of Demons could do. Reforging the triad into a genuine Abyssal cult and renaming it the Tethera Tan Yan, he took over its assets and promised great things to those who would help him increase Demogorgon's power and carry out his dark master's work — which includes, ultimately, plunging all of Toril into the Abyss and enslaving its creatures to the demonic hordes.

The true work of the Tethera isn't widespread public knowledge, but its name is already a source of fear in the South Ward as its tactics have become increasingly brutal, merciless, and arbitrary, befitting the chaos and misery Demogorgon longs to see spread in his name. Tales of disappearances, vicious murders, and unsavory rituals performed at the behest of a tiefling crime boss are spreading through the Caravan City, and the locals are wondering if any of this has connections to the word they're hearing of tiefling unrest elsewhere. Outside the South Ward, the Waterdhavian authorities are beginning to take what they're hearing from the city's poorest quarter seriously; the only real thing staying their hand so far is reluctance to damage the revenue streams the district represents.

BY TRAVIS LEGGE

Ultimately, all of this is a bit of a red herring; Armiaanzer and the Tethera are dangerous and insane but have no connection to the murder of Malcer Kormallis or the activities of the Hellfire Hearth. In the current powder keg of racial tensions pervading the North, however, that may not be a distinction the Lords of Waterdeep or its citizens care much about. Unless the truth is brought to light, things could end up going very badly for not just the tieflings of Waterdeep, but for all of the South Ward and its resident Shou as well.

Background and Hooks

The Tethera might have been able to continue lying low despite their increasingly unsavory practices, save that the cult just now managed to get the attention of the Waterdhavian authorities beyond the South Ward. A few nights ago, a visiting merchant named Jyothi Raju was being entertained as a guest of Kasim el Rifat, owner of several import ventures with previous triad entanglements. While they dined, Tethera cultists, including one of Armiaanzer's tiefling enforcers, broke into Kasim's house and began butchering everyone inside. Jyothi escaped with her life — barely — but not before seeing her host, his entire household, and her own retinue all fall under the Tethera's blades.

The unusual brutality of the crime and its connection to tieflings, themselves rumored to serve a mystical tiefling master, raised the hackles of the City Watch. Beyond that, the details that have gone into public circulation further implicate the local Shou community, who are now suspected of being in league with the forces of the Lower Planes and spreading "sinister Kara-Turan influences" in Waterdeep's markets and beyond. The Watch wants to move quickly to get to the truth of this — particularly since the nobility want this problem rooted out before Waterdhavian trade suffers for it. This means they're all too happy to place adventurers on their payroll for the short term if needed, especially while their resources are stretched thin elsewhere.

The Watch sergeant in charge of the investigation is Swordcaptain Perseverence "Sevy" Azar (LG female tiefling **scout** with an Intelligence score of 14 and Investigation +4), who is young, nervous, and intensely aware of the pressure she's under to uncover the truth of this case. The South Ward is her beat; she knows many of the locals (and was on friendly terms with the late Kasim) but has only a very general knowledge of the local presence of the triad, and the emergence of the Tethera was news to her at the same time as it was for everyone else. Sevy is definitely torn by recent events — she hates seeing public opinion turn so badly against her people, but she's also eager to be seen as a "good" tiefling and be sure justice is done swiftly and fully, no matter who the perpetrators are. She's made it a personal mission to protect Jyothi from further harm and visits her daily at St. Milo's to be sure the merchant's recovery is proceeding and she feels safe. Sevy will be glad to have additional help from adventurers in her current investigation, but she'll also want to be very sure she can trust them before she brings them on board or shares too much information.

So far, Sevy's been able to uncover that the Tethera Tan Yan is a cult of some kind that emerged from the triad and cleaned house once they took power, and that it's rumored to be headed by a powerful tiefling with other tieflings serving as his lieutenants. She also knows that Shou citizens and enterprises that once did business with the triad have been particular targets of the cult, but she hasn't been able to get many specifics; the Shou in the South Ward have so far been reluctant to open up to officers of the Watch, even though many of their neighbors have begun treating them with increasingly naked hostility since rumors of the Tethera have spread.

Encounters and Locations in the South Ward

The Temple of St. Milo the Afflicted

Located almost exactly on the border of the South and Dock Wards, this small shrine to Ilmater is where the Watch is temporarily keeping Jyothi Raju under guard while she recovers from her injuries. Access to her is restricted to those on official Watch business, and then only in the company of a senior Watch officer. The Temple is under the care of Revered Sister Lyonessa (LG female Illuskan human **priest**) and her three **acolytes** Alec, Thomas, and Vladimir, and the Watch keeps two **veterans** and a **knight** stationed by Jyothi's chamber at all times.

Jyothi Raju (LG female Durpari human **noble**) is staying in a small but comfortable cloister in the Temple and is happy to supply any information she can. She previously only knew Kasim el Rifat through correspondence and reputation. Jyothi had travelled a long distance from Heldapan in Durpar to enjoy Kasim's hospitality and discuss business. She's upset at the lost opportunity, but even more, she genuinely liked Kasim — a canny, well-learned, generous man, who knew how much he needed to do to make up for the mistakes of his past.

The attack on Kasim's house was swift and vicious; hooded cultists dressed in robes marked with Abyssal glyphs (which Jyothi recognized but couldn't read), led by a purple-skinned tiefling who Kasim recognized and addressed as Constancy, entered the house and surrounded them while they were at table for their evening meal. Jyothi remembers distinctly the words with which the tiefling addressed Kasim: "The Tethera Tan Yan does not relinquish its claims. You denied to parley with Aameiul; your reward is the wroth of Hethradiah." Then the cultists drew scimitars from their robes and set upon them. Jyothi herself escaped only through sheer luck, and because her bodyguard Govindar sacrificed himself to give her time to get out.

She didn't recognize the names Constancy used, but a successful DC 18 **Intelligence (Arcana)** check recalls that Aameiul and Hethradiah are the names of the two heads of Demogorgon.

The House of Kasim el Rifat

Kasim's residence was located on the second floor of one of the less dilapidated tenements in the northern end of the South Ward, above one of his import shops selling goods from Calimshan, Lantan, and Chult. The shop itself has been raided and its inventory emptied out by the Tethera, who are moving quickly to liquidate the treasure to fuel their further schemes in Waterdeep and beyond.

Two Watch patrolpersons (**guards**) remain to watch over the crime scene and prevent it being disturbed while the investigation unfolds. The bodies have long since been removed, but the rest remains untouched: bloodstained and overturned furniture, the spilled remains of a half-eaten meal, the marks of blows from scimitars and other weapons that tell of a brief, violent struggle.

Most prominent at the scene of the massacre, however, is three lines of Abyssal writing, scrawled in blood on one wall. The Watch has not been able to translate them yet (their resources with that type of skill are tied up elsewhere, many of them with the Kormallis case), but anyone who can read Abyssal can decipher the following:

OCUNNINGAAMEIULMASKOURDECEITS
OMIGHTYHETHRADIAHAIDOURDESTRUCTION
HAILHAILHAILGREATPRINCEOFTHEABYSS

As with his merchandise below, most of Kasim's valuable goods have been pilfered, including the contents of a locked chest in his bedchamber that was hacked apart with axes. Half an hour of careful searching and a successful DC 16 **Intelligence (Investigation)** check uncovers a secret cache under the floorboards of the study, in which sits a sturdy brass box the size of a large book, covered in silver scrollwork and worth 250 gp. The box is unlocked and contains 50 pp, 200 gp, a jeweled dagger worth 500 gp, a *potion of greater healing*, and a sealed roll of parchment. The seal bears Kasim's personal signet, and if opened, the parchment reads as follows:

I write this as a last resort, should I be taken by surprise. My colleagues of the old business from Xiousing are gone, and what has replaced them, the TETHERA TAN YAN, is a foul nest of villains far worse than I ever was or could be. They serve the dread Powers of darkness, with which no good or sane man must traffic if he value his soul, and that I must hold more high than profit if I have hope of the gods' mercy.

If I am no more, this ink must speak for me when I no longer can. My deeds and notes of business are in the keeping of my most constant mistress, at her house in Telshambra's Street, whereat my executor shall carry out such details as still are needful. All that remains to me passes to my cousin Parvana in Memnon, to dispose of as she sees most fit. The rest I must entrust to the celestial Powers, for whom I fear I have done too little service, and in whose beatitude I place, unworthy as I am, my eternal disposition.

This do I swear and testify, being sound of mind and hale of body,

Kasim ys Abas el Rifat

A character with sufficient local knowledge (at the DM's discretion) can attempt a DC 15 **Wisdom (Insight) check** (with advantage if the character has the Acolyte or Guild Merchant background or is proficient in Religion) to understand that "my most constant mistress" is a reference to the goddess Waukeen, and that the House of the Harbor Moon in Telshambra's Street is likely where Kasim stashed his legal documents. If the PCs choose to visit that location and present this letter, Wilburga Munt rewards them with a 50 gp finder's fee for doing so. The dagger is a family heirloom, and Wilburga also rewards the PCs with 20% of its value for returning it to her for safekeeping.

Roleplaying Jyothi

Jyothi Raju, like most Durpari, is a follower of the way of the Adama, a doctrine of prosperity and tolerance that once made the people of the Shining Lands the greatest and most successful trading culture in Faerûn. Now still recovering from the devastation of the Spellplague that drowned nearly a third of the Durpari homelands, the chakas (merchant clans) have sent their emissaries across the continent to reforge lines of commerce and rebuild their nations.

Jyothi is, despite her injuries and trauma, calm, well-spoken, urbane, and gentle. She particularly embodies the Adama precept of hospitality; even in the confines of a cloister, she does everything she can to make visitors feel at home. She speaks Draconic, Dwarvish, and Elvish in addition to Common, and may address obvious speakers of those languages in their native tongue if she feels it might put them more at ease. She also shares the common Durpari admiration for arcane spellcraft and is likely to address wizards with particular respect.

One of the central tenets of the Adama is that "all crime is theft" — that every transgression against civilization, from murder to bearing false witness, is a form of taking what is not yours. Jyothi definitely embraces this ethos, and one of the few tells of her remaining shock is the vitriol with which she calls her attackers "thieves and robbers" — the worst epithets she can think of to ascribe to them.

She also feels a pang of guilt and responsibility for having added to the strife of tieflings, a race which she holds in great respect for struggling against the distrust of their neighbors for so long. She knows that giving information to the Watch was the right thing to do, but she fears that adding fuel to the fire of tiefling oppression has violated the Adama doctrine and stained the honor of her chaka — a prospect that weighs heavily on her and spurs her to do whatever is in her power to help undo the damage.

Kasim and the Tethera Tan Yan

Kasim el Rifat was in many ways a bad man who was trying to be a better one. Once a willing and enthusiastic partner of the Xiousing triad, he aided their smuggling operations, housed contraband in his stores and warehouses, informed on their enemies, and paid his dues like clockwork. When the triad remade itself into the Tethera, he was seized with regret seeing what he'd aided in creating; he wanted no part of a demoniacal cult and declared himself out. Armiaanzer gave him a last chance to reconsider; he refused, thinking the organization too weakened by the cult leader's purge to be a real threat. That miscalculation cost him his life.

Forging a trade agreement with Jyothi on behalf of her chaka was part of his long game to go fully legitimate; she was going to help him create a mercantile inroad to the interior, possibly as far as the Sea of Fallen Stars if things went well. He was up-front in a general way with her that he'd had shady dealings in the past and was trying to cut ties with them, assuming — correctly, as it turned out — that his honesty and desire for redemption would appeal to her sense of honor and good nature.

Kasim's dealings with the triad were an open secret among most of his associates, most of whom bore him no ill will for it — after all, many merchants in the area were compromised in the same way, and any fallout from that tended to get shrugged off as "just business." After, when he defied the Tethera, he was equally open about his refusal to involve himself with the cult and was beginning to persuade others to unite with him in opposition. As a respected and charismatic member of the South Ward merchant community, his defiance was an intolerable affront to the Tethera, who needed to make an example of him as quickly and as messily as they could.

His disclosures concerning the nature of the Tethera Tan Yan did not, however, extend to the City Watch, as this would have opened the door to implicating far too many of his colleagues in their own long-standing extralegal affairs. Though he was fond of Sevy Azar and happy to maintain friendly relations with the local Watch, he was cautious and cagey about what he spoke to them about, preferring to try and clean up his own mess without their help.

Caravan Street Rarities and Wondrous Treasure Emporium

Located near (but not on) Caravan Street in the Sethma's Court alley, this shop is better known to locals as "Murgh's" after its proprietor, Murgh Pandev (N male Durpari human **commoner**). Nicknamed Murgh Manyfine after his most common verbal tic when wheeling and dealing his customers ("Ah, yes, saer, I believe I have many fine items in stock of the type you're seeking"), Murgh is a voluntary exile from his chaka after finding himself insufficiently dedicated to the ethos of the Adama. His shop is a narrow, cramped, cluttered hallway lined with shelves that overflow with what is mostly second-rate knockoffs and gaudy junk that he prices at 2-5 times their real value (though an hour and a DC 15 **Intelligence (Investigation)** check yields 1d4 common magic items, potions, and/or scrolls hidden among the dross).

Murgh is under no illusion that his wares are other than what they are and is delighted any time he actually manages to make a sale. Most of his income is not from his shop, but from the services he provides as eyes-and-ears to the Harpers — his real gift is looking harmless and insignificant so that people talk around him, and in being sure nothing he says gains him a reputation for having a loose tongue. Despite his famously shoddy goods, Murgh Manyfine's shop is well known to be a safe meeting space for all sorts of dubiously legal conversation, and it's out of the way enough that being interrupted or overheard by the Watch is vanishingly unlikely. Murgh's Harper contact is Linaria Morncedar at the Safehaven Inn, who he visits at least once a tenday to report any rumors and information he's picked up. This will most definitely include news of adventurers looking for leads about a local demonic cult.

For his part, Murgh has heard of the Tethera Tan Yan in vague terms and has managed to infer their connection to the old triad, but he doesn't know details. If asked about such matters, he protests that he keeps himself out of "disagreeable business," but tries to find out, in a roundabout way, where he can contact the PCs (perhaps under the guise of following up on an item they've expressed interest in purchasing, should he have one in stock soon). Then, he'll pass this information to Linaria, who may pay them a visit herself or send out another of her agents to arrange a meeting — the exact nature of which depends on how trustworthy the Harper wizard thinks the adventurers are.

The Shadowed Eye

This shop, occupying half the ground floor of a dilapidated tenement in a back corner of the Street of Nine Steps, is the South Ward's primary source of arcane and occult materials and supplies. Inside, it's a dimly lit, dusty chamber lined with tall shelves, watched over from behind a massive, cluttered worktable by its proprietor, Kyris Vraithoth (CN nonbinary half-elf **warlock of the Great Old One**) and Quisquose, their notably horrible-looking and lopsided **homunculus**.

Kyris' wares are stored on the shelves in no particular order and consist of roughly half random trinkets and useless baubles for wannabe mages (a sign in the back reads RESULTS NOT GUARANTEED — YOUR SATISFACTION IS YOUR OWN RESPONSIBILITY) and half items of actual magical interest: spell components, arcane foci, common and uncommon potions, and books of occult lore. At any time, the Eye is likely to have in stock 2d4 common magic items, and there is a 50% chance of a single uncommon item being present. An hour of searching and a DC 15 **Intelligence (Arcana)** check is needed to sort out the useful items from the frippery. Kyris tends to charge 150–300% of the usual market rate and won't be bargained down once they set a price.

Some of the representative arcane tomes in stock at the Eye are as follows:

- *The Reckoning of the Pit: Being a Partial Accounting of the Later Blood War* by Ilex Columbid is a vast, scholarly, mind-bogglingly dense work, complete with plates of line drawings by the author, that originates

from Sigil and purports to tell some of the history of the ageless conflict between demons and devils. Its historic accuracy is difficult to attest, but it is also a thorough catalogue of the nature of fiends. Any character that spends at least two hours consulting this work has advantage on up to three **Intelligence (Arcana)**, **Intelligence (History)**, or **Intelligence (Religion)** checks to discover information regarding demons, devils, yugoloths, or their kin. Kyris' asking price for this is 500 gp.

- *The Aberrant Descent: A Quasi-Natural History of the Progeny of the Far Realm* by Opilio Asella is a massive, heavy folio, lavishly illustrated with intricate woodcuts, detailing the nature and biology of aboleths, beholders, and illithids. An hour spent consulting this book grants a +1 to **Intelligence (Nature)** checks dealing with any of these creatures. Kyris is selling this work for 100 gp.
- *The Manifold Key; or, the Seventeen Transmogrifications* by Fei Chan is a rare work of obscure Shou elemental and transmutational mysticism. Printed in Starmantle in the year before the Spellplague, only nine surviving copies are known. A wizard who studies this work over a period of at least 20 downtime days can, once per short or long rest, copy a divination or transmutation spell into their spellbook for half the cost and time, as if they possessed the Savant feature of that school. (This does not stack if the wizard is already a Divination or Transmutation Savant.) Kyris will not let this hard-to-find gem go for less than 2,500 gp.
- *The Itinerary Tenebrous* by an unknown author is a small octavo-sized volume bound in black leather, stamped with a rust-colored glyph in the shape of a broken ring surrounding a single alien eye. Characters who have had experience studying or fighting aberrations or Great Old Ones may attempt a DC 20 **Intelligence (Arcana)** check to know that there are a number of copies of the *Itinerary* in circulation, no two exactly alike, and that it represents a guide to places where extraplanar incursions, especially those from the Far Realm, have broken through to the Prime Material. This particular version will, given an hour to consult it, provide advantage on an **Intelligence (Arcana)**, **Intelligence (History)**, **Intelligence (Nature)**, or **Intelligence (Religion)** check to locate or identify such places in the Sword Coast region and the Underdark lying beneath it. A character in possession of the *Itinerary* must succeed on a DC 13 **Charisma saving throw** once every ten days to avoid acquiring long-term madness. Kyris' price for this is 50 gp.

Kyris also has two additional works of note, stored under lock and key in the back of the shop, which they will not part with for any price, but which they might allow PCs to consult at the rate of 100 gp for an hour of supervised reading. Kyris will only consider making this offer to a character they consider a worthy colleague — an arcane spellcaster who succeeds on a DC 13 **Charisma (Persuasion)** check to inquire after anything in a "special collection" or similar. These books are as follows:

- A partial manuscript copy, hand-lettered in Abyssal calligraphy, of the *Demonomicon of Iggwilv*. A character that can understand its contents and spends one hour reading it must succeed on a DC 15 **Charisma saving throw** or take 2d10 psychic damage (halved on a success). The character's hit point maximum is reduced by the psychic damage taken, which heals at a rate of 1d4 per long rest. Until the psychic damage completely heals, the character gains the following benefits:
  - The character has advantage on **Intelligence (Arcana)**, **Intelligence (History)**, and **Intelligence (Religion)** checks to recall information about demons, cambions, incubi, and succubi, and advantage on **Charisma (Intimidation)** and **Charisma (Persuasion)** checks when dealing with these creatures.
  - The character may choose one first-level spell from the Warlock spell list, including the bonus list of spells from the Fiend patron. Once per long rest, the character can cast that spell at first level, using their proficiency bonus and Charisma as their spellcasting ability.
  - Once per long rest, the character may use an action to speak a word of power and draw an arcane glyph in the air to attempt to turn a demon, cambion, incubus, or succubus that the character can see within 30 feet, calculating the save DC using the character's proficiency bonus and Charisma modifier. If successful, the creature is turned as per a cleric's Turn Undead ability.
- *The Viscid Revelations; or, the Noisome and Heterodox Sacraments of the Elder Eye* is a tome devoted to Ghaunadar, Kyris' patron, a manuscript quarto written in a combination of Deep Speech and Primordial and filled with horrifying illuminations, weird formulae, and mind-bending diagrams illustrating obscure principles of extraplanar metaphysics. A character that can read its contents must attempt a DC 17 **Intelligence (Arcana)** check to understand the ideas it contains; on a failure, the character takes 1d8 psychic damage and gains no benefits. On a success, the character must then succeed on a DC 15 **Charisma saving throw** or take 3d8 psychic damage (halved on a success). The character's hit point maximum is reduced by the psychic damage taken, which heals at a rate of 1d6 per long rest. Until the psychic damage completely heals, the character is afflicted by a random Indefinite Madness effect, and gains the following benefits:
  - The character may choose one first-level spell from the Warlock spell list, including the bonus list of spells from the Great Old One patron. Once per long rest, the character can cast that spell at first level, using their proficiency bonus and Charisma as their spellcasting ability.
  - The character may choose one first or second-level spell with the Ritual tag from any spell list. The character can cast the spell as a ritual, using their proficiency bonus and Charisma as their spellcasting ability.
  - A number of times per long rest equal to their Charisma modifier (minimum 1), the character may use an action to speak an arcane formula and draw an eldritch glyph in the air to attempt to turn any number of aberrations or oozes that the character can see within 30 feet, calculating the save DC using the character's proficiency bonus and Charisma modifier. If successful, the creatures are turned as per a cleric's Turn Undead ability.



The Safehaven Inn

Located in the southwestern end of the South Ward, this is a genuine place of relative quiet in the Caravan City, a large, prosperous inn with many rooms and large cellars. Notable among its current guests is Linaria Morncedar (CG female half-elf **enchanter**), a Harper wizard who has an ear to the ground concerning matters of underworld happenings in the Ward. She does this mainly through Murgh Manyfine and a handful of street urchins she makes sure to slip a few silvers to on her rounds, giving her several means by which to have heard of the PCs if they've been doing anything remarkable (which certainly includes going around the South Ward in the company of the Watch).

If the PCs are having trouble piecing together information about the Tethera Tan Yan, bringing in Linaria is an excellent way to fill in the gaps. She definitely knows about the nature of the cult and the rumors that Armiaanzer may be more than another mad fanatic, and she's put together the clues that the Abyssal incursion into the Underdark may be responsible for this new development. She won't help the PCs directly — she has a mission of her own gathering information on the Xanathar Guild — but she can supply knowledge and guidance, and if the adventurers stay on her good side, she offers a 500 gp bounty on behalf of the Harpers to eliminate Armiaanzer as a threat to the city and the Realms.

The other possible contact at the Safehaven is the proprietor, Oswyn Sun (LN male Shou human **noble**), who was visited by the Tethera in an attempt to recruit him shortly after the abolishment of the old triad. Oswyn is a descendent of refugees fleeing the Tuigan horde; his family has been in Waterdeep for generations now, and he feels both offended and bewildered that the Tethera would target him simply because of his heritage. He's certain they'll return sooner or later to attempt their usual extortion game once they've finished with easier, more vulnerable targets. He heard that Kasim el Rifat intended to form a coalition of merchants to resist the Tethera, but Kasim was eliminated before Oswyn could contact him to learn more. Oswyn is on the verge of involving the Watch, but has been hesitant to do so, not knowing if the cult has been able to infiltrate even there — he's unsure if he can trust Perseverance Azar, knowing the Tethera is led by a tiefling (and having heard of the troubles elsewhere in the city as well).

The House of the Harbor Moon

A small temple of Waukeen located halfway down Telshambra's Street, this is one of several such sacred houses scattered throughout the South Ward dedicated to the favorite deity of merchants and caravaneers. The House of the Harbor Moon is run by Wilburga Munt (LN female halfling **priest**) with the aid of two or three **acolytes**. Wilburga is the executor of Kasim el Rifat and has in her keeping his legal documents, including the deeds to his properties and businesses and his will passing ownership of all his goods and holdings to Parvana el Rifat, his cousin in Calimshan. Wilburga is brusque and businesslike and has little time or patience

for the nonsense of adventurers, but if presented with Kasim's letter and goods willingly gives out as much information as she deems prudent. (She also knows exactly what he stashed away in his hidden box, and to distrust the PCs if they claim not to have found his money or the heirloom dagger; she still pays the finder's fee for the letter but is not forthcoming in answering any other questions they have, taking them for unscrupulous thieves attempting to profit from her associate's death.) Wilburga knows about the Tethera and is concerned about their growing influence, though she's kept her distance as much as possible. If the PCs stay on her good side and show themselves as principled in matters of property and commerce, she provides them with one lead they haven't obtained from elsewhere.

Caravan Court

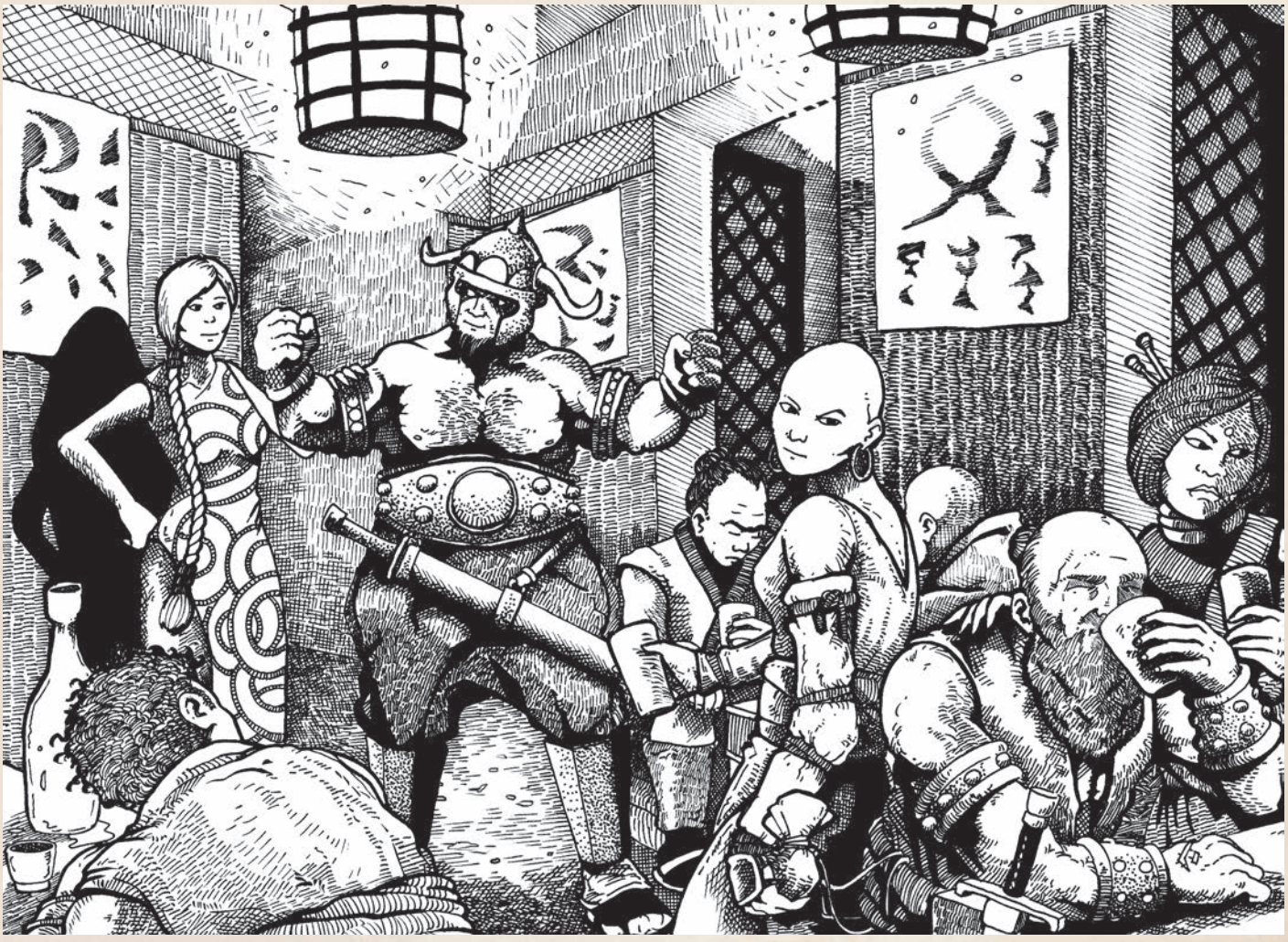
The heart of the South Ward, or at least of its commerce, Caravan Court is an open square in the northeast of the district where a daily crowd of tents, stalls, carts, and wandering hawkers form an ever-changing bazaar. It's a loud, crowded, chaotic place, and one that's easy to get lost and distracted in — but also a potentially rich source of information if you know who to ask. In the press of the Caravan Court throng, there are a few particularly useful personalities that PCs might encounter:

Nolly Josquin

Chaotic good male Illuskan human bard

Nolly is a busker who has traveled from Neverwinter to make his fortune in the City of Splendors — a venture that's taking a little longer than he'd like it to. He comes daily to Caravan Court to strum his torban (a large, many-stringed lute) and collect whatever coins the busy passersby leave in his bowl. Nolly's quite talented, but also a little down on his luck, and knows in his heart that his real place is as the court troubadour of a Waterdhavian noble (a rich, attractive one for preference) if he could only get the chance.

Nolly's happy to talk to adventurers, and even happier if they're generous in slipping him some coin for his time. (He's also a shameless and indiscriminate flirt, and singles out particularly pretty, dashing, or charismatic adventurers to talk to if the party has anyone remotely meeting those qualifications.) He enjoys hearing and passing along gossip and has certainly heard the local rumors of the Tethera Tan Yan and the name Armiaanzer spoken in connection with it, along with some idea of who they've been harassing recently. If they treat him at all decently, use Nolly to pass the PCs up to three leads they haven't been able to obtain otherwise.



BY TRAVIS LEGGE

Rolanda Gatiz

Neutral female Tethyrian human noble

Rolanda is a merchant from Amn who imports rare goods from Maztica, brought over by her cousins in Athkatla. She operates out of a small donkey-drawn wagon, and leaves most of the handling of the merchandise — mainly chillis, maize, and other True World foodstuffs, but also tabacco and the occasional treasure recovered from ancient ruins — to her porters, Ferro, Laurus, and Victor (LN male Tethyrian human **thugs**), while she negotiates with customers, usually smoking a massive and fragrant black cigar. Rolanda is haughty and imperious and has little time or patience for people who aren't spending money, but she deals fairly and is willing to speak to adventurers provided they buy something first. If asked about the Tethera, she reveals that she was approached by them twice — first by heavies making thinly veiled threats, then later by a portly, oily priest named Zhu Chou who tried being conciliatory and hinted vaguely at rich rewards for those who came in as willing partners and investors. She knew Kasim only as an associate (he sometimes stocked his shops with her merchandise), but he warned her off in the strongest terms when she mentioned the encounter to him, saying he was planning on bringing some of his colleagues together to put an end to this extortion once and for all. Two nights later, he was dead. Rolanda's glad she took his advice, but she's more nervous than she likes to admit that the third time the Tethera asks won't be nearly as pleasant.

Makh

Chaotic neutral male Tuigan human commoner

Makh is a seller of extremely dubious meats, peddling gristly sausages and greasy kebabs out of the shabby wooden pushcart he trundles around the Court. He's loud, graceless, boorish, and abrasive, and he gets away with it mostly because he's the only vendor in the square who sells a quick meal that's no more than a handful of coppers — a real boon for busy, thrifty merchants who are willing to avoid looking too closely at what they're eating. If approached as a possible former triad associate, he laughs out loud ("You idiots think I'm Shou? Ha! This is the blood of khans you're looking at, highnose!"), but he's also forthright about having seen the Tethera's known enforcers hanging around the same place he gets his ingredients: The Shank, the shop of Rau Hus, the Slop Street butcher.

Bren Draenen

Neutral good female wood elf druid

Bren runs a small stall selling herbs, unguents, medicines, and similar supplies, including having 2d4 *potions of healing* in stock. PCs can also replenish the contents of a healer's kit or herbalism kit at her stall for 3 gp each. Bren is friendly and cheerful, specializing in herbal medicinal solutions for a number of delicate personal afflictions, which she queries after with utter and unselfconscious frankess with little or no provocation. She hasn't had a direct run-in with the Tethera, but she did see when Rolanda Gatiz was approached by Zhu Chou and felt immediately repulsed by him for reasons she can't explain — a visceral and intuitive reaction to sensing the demon resident underneath the human flesh. She can say only that she felt in him something "*unnatural* — evil and wrong, and more than he seems to be."

Ayyub el Hasib

Neutral good male Calishite human commoner

Ayyub is an aging luthier who makes beautiful, intricately carved and inlaid instruments and sells them out of a small tent in the Court. He's struck up a particular friendship with Nolly Josquin, who longs to buy one of his pieces once he can afford to do so. Ayyub was approached recently for protection money by the Tethera Tan Yan, who saw in him an especially vulnerable target: an old man with valuable but fragile merchandise, with no obvious security of his own. They haven't returned since, and he doesn't know why.

The reason for this is that his niece and assistant, Fayruz (N female Calishite human **spy**), moonlights doing odd jobs for the Xanathar Guild, and dropped a word in the ear of one of her contacts after the Tethera's initial visit. Word got around soon afterward to the cult that they needed to back off. Neither the Guild nor the Tethera is ready for an all-out gang war at the moment, though the incident now has both of them eyeing each other warily; the Tethera certainly means to grow powerful enough to snuff out all such rivals, while the Guild is sizing up the demon cult to see if they constitute a threat that needs quashing. If she feels she can trust any of them, Fayruz discreetly lets one or more of the PCs know that there might be a substantial reward available to a freelance contractor who makes this problem go away before it gets to be a real inconvenience.

Number One Kirin

A tiny hole-in-the-wall located just off Caravan Court, this eatery promises "AUTHENTICK Shou Lung Cuisine," most of which is the invention of its owner, Fan Ba (LN male Shou human **commoner**), who has been creating "Faerûnized" versions of traditional Shou dishes for the palates of local customers for the better part of the last twenty years. Managed with the assistance of his surly, laconic apprentice cook Khutgana (N male Tuigan human **commoner**), Fan Ba's kitchen is a popular spot for the merchants and other businessfolk of the Caravan City.

Ba was a reluctant associate of the triad and is an even more reluctant associate of the Tethera, to whom he's careful to pay his extortion money on time and in full; his business is too vulnerable to do otherwise. Adventurers coming around and asking about such things will rouse him to an immediate panic as he tries to shush them for fear of being overheard by spies — anyone succeeding on a DC 8 **Wisdom (Insight)** check will be able to tell

there's real fear underneath his protests. Getting him to talk will be a challenge (DC 17 **Charisma (Persuasion)** check), but even on a failed roll he'll drop at least one piece of information the PCs don't already have about the Tethera Tan Yan or their victims. On a success, he'll come clean: he's been paying the triad for as long as he's been in Waterdeep; the triad was a menace but played by the rules; when the demon cultists took over under Armiaanzer, payments went up and harassment of local businesses, especially Shou-run ones, got worse. Ba has figured out that the Tethera are demon worshippers, but he doesn't know inside details beyond that — and he doesn't want to know, either.

Kuangchiu Silks and Sundries

This clothier's shop, located on the south end of the High Road near Carter's Way, specializes in Shou Lung and other Kara-Turan fabrics and fashions. Its proprietor is Hu Buxing (LN male Shou human **spy**), a slight, nervous man who vacillates between obsequiousness and impatience when dealing with customers. He has reason to be anxious; he's the last surviving member of the old triad in Waterdeep, kept alive because of his bookkeeping skills in tracking the debts and payments of the Tethera's unwilling clients (a log he keeps in a coded ledger behind a wall panel in the back room of his shop; a DC 16 **Intelligence (Investigation)** check is required to find it, and one hour and a DC 16 **Wisdom (Insight)** check is required to decipher the contents). Nothing collected by the Tethera is stored without being recorded by Hu Buxing first, which means the cult's hitters have been observed making frequent stops here at all hours. Buxing is getting increasingly desperate to find a way out and get back to Marsember, where he hopes the leaders of the Xiousing triad will send reinforcements to crush the traitorous demon-worshippers (and with any luck, he can retire in peace somewhere well away from all of it). He's not quite ready to make alliances with the Zhentarim or the Xanathar to make that happen — he's loyal to the triad and reluctant to compromise himself with other obligations — but as the noose tightens around him and the pressure to join the Tethera as a true believer increases, he may have little choice. Buxing's shop is by now well known for its association with the cult, though what most people outside believe is that he's simply being extorted by them; his further collaborations are much less well known, though it's possible Kasim el Rifat (who was aware of Buxing's role from the triad days) may have passed that information along to someone he trusted.

Nathlan Alley

Though Waterdeep lacks a distinct "Shou-Town" district, a large number of Shou residents, many of them emigrants from Nathlan in the Dragon Coast, have settled along the curve of Coach Street between the High Road and the Way of the Dragon, earning it the local nickname "Nathlan Alley." Many targets of the triad's attention, and subsequently the Tethera Tan Yan's, are found in this neighborhood. While the PCs are unlikely to uncover much new information from these residents, encounters with them may help to build sympathy for the victims of the Tethera; if the adventurers seem too mercenary or cavalier about the case, Sevy Azar may insist they speak personally to some of the people here to put a human face on what's happening in the South Ward.

Shou and Outsiders

The Shou form a tight-knit community and are generally reluctant to share information with outsiders. Parties without a Shou character may find it more difficult to glean information from members of the Shou community. The Dungeon Master may wish to impose Disadvantage on non-Shou characters questioning Shou about affairs involving other Shou. This can seem harsh and present a challenging roadblock to making progress in this side quest. Clever parties should be able to find ways around this obstacle through magic, social interaction, or taking an alternate investigative tactic, such as spying and shadowing prominent NPCs. Making favorable contact with a respected member of the community can lead to the characters becoming accepted and overcoming this inherent challenge. Exceptional displays of goodwill, knowledge of Shou language, culture and tradition, and impeccable manners may also earn the party some measure of trust. The party may even consider hiring a Shou NPC to act as a liaison/mouthpiece for the party when questioning locals.

Unless noted otherwise, these are all Shou human **commoners**, likely to be lawful good or lawful neutral in alignment. If the PCs don't speak with Makh the sausage-seller in Caravan Square, one or more of these characters might point the party in the direction of the Shank on nearby Slop Street as the suspected hideout of the Tethera.

Ya Jiang

Ya Jiang is the owner of Dayan, a small restaurant serving traditional Shou cuisine. Like many of the locals, he hated the triad but accepted that making payments to them was unavoidable. Now the Tethera is bleeding him dry, and his restaurant was recently defaced by non-Shou locals, who sometimes shout, "Devil's lackey" and "Dragon worshipper go home" at him on the street. Unable to pay for repairs, he's terrified that he'll be on the streets himself before long.

Sha Gua

Sha Gua is a local laborer who used to be employed by the triad to do non-criminal odd jobs around the neighborhood. He's strong (Str 14) but simple (Int 7) and utterly naïve, with a sweet, gentle disposition. The Tethera has no use for him and has cut him loose, and he doesn't understand why no one wants him to work anymore. Though he's beloved among the locals, who scrape together what they can to keep him fed and clothed, being squeezed by the Tethera has made that increasingly difficult for everyone.

Mistress Wong

Mistress Wong runs the Scarlet Orchid, a small, tidy brothel near the High Road that was one of the triad's more profitable ventures for years. In return, she used to



Ah Bao

be able to count on the triad's protection to guard both her establishment and the young women and men she considers her charges. Now that protection has vanished while her payments have gone up; what's worse, two of her girls have gone missing in the last month, and she suspects (quite correctly, alas) that they've fallen victim to the Tethera's dark rites.

Shun Wei

Shun Wei is the proprietor of Golden Way Trade, a small shop selling Shou goods imported from Nathlan. The business was set up as a front for the triad and has never been profitable on its own; Wei's wife An-Mei was a triad member who was purged by Armiaanzer. Now the Tethera Tan Yan is demanding payments while leaving him unsupported, forcing him to rent out his back rooms to the Xanathar Guild as gambling dens just to keep himself above water.

Ah Bao

Lawful good female Shou human acolyte

Ah Bao is the caretaker of the Pool of Serenity, a small shrine to Eldath tucked between Coach Street and the Dancing Court. The style of worship practiced here is a syncretic marriage of Faerûnian and Kara-Turan religion with roots in Thesk, heavily influenced by the Shou Lung practice of The Way. Ah Bao is young but clear-headed and knows that it's only a matter of time before the Tethera Tan Yan move to destroy this pacifist affront to the cult's brutal ethos, but she means to stand fast, even as she goes along for now with passing along most of the few coins in her collection bowl to Armiaanzer's brutes.

Widow Jun

Widow Jun is the unofficial "mayor" of Nathlan Alley, the leader the rest of the local Shou community looks to for guidance and wisdom. The inheritor of a modest fortune her late husband made trading with Chiang Clan, she considered the triad a necessary evil for protecting Shou interests in the west and sees the Tethera Tan Yan as an abomination despoiling what little good their predecessors did. She was ready to stand with Kasim el-Rifat in opposing the Tethera, but his death underscored how vulnerable she truly is. She does her best to spread her coin around the community but is painfully aware that her coffers are not bottomless. Jun certainly supports any effort to rid the city of the demon cult but is wary of adventurers and non-Shou acting on behalf of her people.

Esmay Hark

Neutral good female Shou human illusionist

Esmay Hark is a second-generation Waterdhavian whose parents were part of the initial wave of Nathlan Shou moving into the Coach Street tenements. She considers herself a citizen of Waterdeep (the city that allowed her to pursue her natural talent in the Art) first and a Shou second and finds herself frustrated by the insular attitudes her neighbors seem to have brought over from their homeland. Nonetheless, Esmay feels protective of her community and wishes her magic gave her more power to fight back against the Tethera; as it is, she does her best to lend what support she can by sharing the small income she makes as a performer in the courts of various minor nobles in the North and Castle Wards.

The Tethera Tan Yan

The cult of the Tethera Tan Yan keeps their headquarters in an old, crumbling tenement on Slop Street near the Way of the Dragon, a structure once owned by a debtor to the triad who came to a bad end. Only the first two floors are usable, the rest collapsing slowly into ruin from long neglect. The cult conducts business on the first floor, with the second floor for used for rituals and inner-circle meetings.

There are two entrances to the first floor. One is through the back of the Shank, a butcher's shop that takes up a third or so of the floorplan and is run by Rau Hus, who has a justly-earned reputation as the worst butcher in Waterdeep. The second is a back entrance through a hidden hallway and a cellar corridor that runs beneath the adjoining alley behind the building, opening up half a block away to provide an escape route if the cult comes under attack. From inside the building, it takes a successful DC 18 **Wisdom (Perception)** or **Intelligence (Investigation)** check to spot the wall panel that slides away to give access to this hidden route; from the outside, a successful DC 20 **Wisdom (Survival)** check is necessary to discern that the alley entrance connects to the building. The first floor also has an arched doorway that once was the main entrance to the building, but the

opening has long since been closed off with a patchwork of bricks and stone and mortar.

The second floor is accessible only by a single stairway in the back corner of the first floor's main chamber — once a lobby serving as a landing for the apartments on the upper stories. The stairway is guarded by at least two **cultists** at all times. Upstairs, much of the second floor has been gutted, creating a central open room with exits to Armiaanzer's private chambers, sleeping quarters for the inner circle, a locked treasure room, and a small meeting room for the cult leadership to conduct private business.

The main chamber is where Armiaanzer holds court, surrounded by his advisors and trusted inner circle, hearing news brought to him by his spies and giving orders for his minions to carry out. At any time, this room is likely to hold Armiaanzer, Zhu Chou, at least one of the two tiefling lieutenants, at least one or two of the inner circle members, 1d4 of the cult's enforcers, and as many **cultists** and **acolytes** as will make the encounter interesting. Timur Pang, Zao Fang, and Stained Glass Shattering are more likely to be encountered elsewhere, either tracking down PCs who have been asking too many questions or as "lieutenant bosses" on the first floor.

At any given time, the cultists on the second story are likely to be conducting rituals of obeisance to Demogorgon, prostrating before a great double-headed idol of black stone placed at the center of the back wall. They chant a liturgy in Abyssal, audible from the staircase below, which translates as follows to anyone who can understand it:

Tremble all ye impotent and unfit Powers!
The Worlds shall crack and sunder, and all who are base and faithless
Fall before Him who is Three, and Two, and One:
Thrice-named, twinned, sole Prince of Demonkind.
O cunning Aameiul, mask our deceits;
O mighty Hethradiah, aid our destruction;
O great Demogorgon, matchless among Thy brethren,
Lend us Thy power.
In Thy name, for Hate and Wroth and Havoc unrivalled,
We strike at the heart of Creation.
Hail, hail, hail! Great Prince of the Abyss!



Notable Members

Al-Irem and Constancy

Chaotic evil male tiefling master thieves

Al-Irem and Constancy are Armiaanzer's two lieutenants and command the cult's enforcers out on business in the city. They rarely travel together but are each usually accompanied by one or two enforcers and two or three **cultists**. In many ways, they are the most feared face of the Tethera, representing to those under the thumb of the cult the otherworldly influence that displaced the harsh but orderly triad.

Yi Genban, Pu Yao, and Zhong Jia

Chaotic evil Shou human cult fanatics

These three make up the inner circle of the Tethera Tan Yan — all former triad leaders who became true believers after Armiaanzer's rise. They advise Demogorgon's prophet and direct his lieutenants on where to strike. They rarely leave the cult headquarters, but when they do, they are always guarded by an enforcer and at least four **acolytes**.

Chun, Golzar, Huang, Yee, and Harun

Chaotic evil Shou and Calishite human thugs

The Tethera's enforcers are a collection of vicious hitters and leg-breakers who have come up in the ranks since the days of the triad. Like the inner circle, when not in the cult's headquarters they never travel alone but are always accompanied by at least three **cultists** when not being directly commanded by one of the inner circle members or lieutenants.

Timur Pang

Neutral evil cambion

Timur Pang is Armiaanzer's favorite weapon, a gift from his patron to spread chaos and death among his most potent enemies. Often appearing as a handsome Shou man, his true form is as a blue-skinned, baboon-faced **cambion**, the descendant of one of the by-blows of the Prince of Demons himself. Going cloaked and hooded when he cannot use *alter self* to disguise his true features, Timur is sent on missions requiring skills the tiefling lieutenants don't have and is being readied to assassinate major figures in the local Zhentarim chapter and the Xanathar guild. He is also likely to pay the PCs a visit if their investigation becomes too much of a thorn in the side of the Tethera.

Zao Fang

Chaotic evil male Shou human bandit captain

Zao Fang is a former triad enforcer and button-man who now lives to serve Armiaanzer and the Abyss. Armiaanzer values him for his sharp mind, sound judgment, and winning personality, and often uses him as an initial negotiator to test what alliances can be made before blunter measures are called for; he's the cult member who first paid calls to Kasim, Oswyn Sun, and Rolanda Gatiz, and the one who is keeping the closest eye on Hu Buxing to see which way his loyalties will ultimately fall. He's also frequently in the company of Timur Pang as backup on the cambion's missions.

Stained Glass Shattering

Chaotic evil kenku

Stained Glass Shattering is a female **kenku** who the cult employs as a spy and living recorder. She's not a particularly devoted demon worshipper, but she really, *really* likes breaking things, so Armiaanzer finds her amusing and useful to keep around. She often works with Zao Fang as he negotiates with the cult's clients, startling would-be doublecrossers by reciting their perfectly mimicked words back to them. Glass (as she's usually nicknamed by her associates) wears a *hat of disguise* she's decorated with shiny coins, buttons, and bits of costume jewelry, allowing her to appear as a delicate young Shou woman when walking about the city.

Rau Hus

Chaotic evil human thug

Rau Hus, in addition to manning the butcher's shop that serves as the front for the Tethera's presence, also acts as a first line of defense should their sanctum come under attack. Rau is a near-constant presence at the Shank, sleeping little and bending over his bloodstained counter even by lamplight, surrounded by hooks hung with skinned and unidentifiable carcasses. (The Shank does very little outside business, but supplies most of the food to the cult, who aren't picky about where their meat comes from.) There is a 50% chance at any time that he is assisted in the shop by up to three **cultists**. Rau is a big Damaran man with a shaved head and maggot-pale skin, his right arm branded with a sigil that a successful DC 15 **Intelligence (Arcana)** or **Intelligence (Religion)** check recognizes as demonic (a success by 4 or more reveals it specifically as a symbol of Demogorgon).

Rau has the statistics of a **thug,** with the following modifications:

- His alignment is chaotic evil.
- He has 45 hit points.
- He has the Brute feature, adding an extra die of damage to his melee attacks (included in the attack below).
- Instead of a mace, he wields a heavy cleaver, treated as a handaxe: *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage in melee, or 5 (1d6 + 2) slashing damage when thrown. He has three cleavers on his person at all times, and 1d6 additional ones stashed in various areas around the shop.
- His challenge rating is 1 (200 XP).

Zhu Chou

Chaotic evil Shou "human" cult fanatic

Zhu Chou is Armiaanzer's most trusted advisor, another remnant of the old guard of the triad and the first to swear his allegiance to the new leader and his patron. He now holds a "first among equals" place in the inner circle, rarely leaving Armiaanzer's side except when he has need of an especially persuasive negotiator elsewhere. In truth and unbeknownst to Armiaanzer, Zhu Chou is there to ensure Demogorgon's prophet follows the path laid out for him; the former triad leader is possessed by a **nalfeshnee** named Bor'kvoz-Num sent by the Prince of Demons to watch over his latest chosen one. In his human body, he retains the demon's Intelligence, Wisdom, and Charisma scores and skills but uses the other statistics of a **cult fanatic**.



If he takes on his true shape (either by choice, bursting free of his host's body as a bonus action, or if forced out of it by speaking his true name), he retains the cult fanatic's spellcasting feature, increasing the to-hit bonus for spell attacks and spell save DC both by 3. He avoids showing his true nature if he can (though he does read as a fiend to features such as a paladin's Divine Sense), preferring to escape to the Abyss if possible should things go badly for the cult, but if truly backed into a corner he sheds his human disguise and fights back with all the viciousness he can muster.

Armiaanzer

Chaotic evil tiefling warlock

Armiaanzer is the undisputed leader of the Tethera Tan Yan and a true monster, warped by the touch of his abyssal patron into a cruel, chaotic agent of the Demon Lord in Faerûn. Once a spy sent by the Zhentarim to infiltrate the Xiousing triad, Armiaanzer turned on both his former masters once he made his pact with Demogorgon and intends to find the means to open a new gate and return the Prince of Demons to Toril.

Armiaanzer is rake-thin and stands nearly seven feet tall, his skin covered with violet scales and bursting with greenish pustules and tumors. His tail is forked, the twin branches of it constantly lashing even when he sits still. Worst of all, he has a second face emerging from the side of his neck, its features a twisted and grotesque mockery of his true ones, that sneers and chortles and sometimes even speaks in order to spit invective at his underlings or foes. When not shapeshifted or invisible to hide its mischief, his **quasit** familiar, Ib Nrab, clings to his shoulder and sometimes whispers in his ear, keeping close by so he can maintain the benefit of its Magic Resistance trait.

Armiaanzer uses the statistics of a **warlock of the fiend**, with the following modifications:

- His alignment is chaotic evil.
- He speaks Abyssal, Common, and Infernal.
- He is resistant to fire damage.
- His Innate Spellcasting ability includes the *thaumaturgy* cantrip, and the ability to cast *hellish rebuke* and *darkness* once per day each.
- Instead of *feeblemind*, he can cast *dominate monster* once per day using his Innate Spellcasting feature.
- He carries a *rod of the pact keeper* bearing Demogorgon's twinned visage, adding +2 to his spellcasting to-hit bonus and spell save DC when using his pact magic, and allowing him to use an action to regain one of his spell slots once per long rest.
- Instead of the warlock's mace attack, he wields *Souldrainer*, a +2 magic whip: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 9 (2d8) necrotic damage. This item requires attunement by a warlock with a fiendish patron to deal necrotic damage on a hit.
- He gains the following feature: Legendary Actions. Armiaanzer can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Armiaanzer regains spent legendary actions at the start of his turn.

Abyssal Invective. Armiaanzer's second face speaks, casting *vicious mockery* on a target in range using his Innate Spellcasting spell save DC.

Whip. Armiaanzer attacks with *Souldrainer*.

Move. Armiaanzer moves up to his normal speed without provoking opportunity attacks,

- His challenge rating is 8 (3,900 XP).

Resolution, Rewards, and Development

If the PCs are successful in defeating the Tethera Tan Yan, an investigation of the cult's headquarters reveals that there is no connection to the case of Malcer Kormallis, nor are the Tethera in any way affiliated with the Hellfire Hearth. The bulk of this evidence is in the cult's treasure room; the door is locked, but relatively easy to pick (DC 14 **Dexterity check using thieves' tools**) or break (AC 9, 15 hit points), and every inner circle member carries a key that is easily found — the cult was less concerned about being robbed by outsiders than with avoiding casual larceny by its members. Even a perfunctory search of that room (no check required) turns up a journal kept by Zhu Chou, written in Abyssal on unsettlingly leathery vellum — a DC 18 **Intelligence (Nature)** or **Wisdom (Medicine)** check reveals that it is, unsurprisingly, made from human skin — detailing the Tethera's rise from its triad origins and calling the Hellfire Hearth "our natural enemies" (the nalfeshnee considered the infernally-identified tieflings obvious foes and rivals on account of the Blood War), while grudgingly acknowledging that whoever was behind Malcer's death did the Tethera a favor simply by adding to the hate and chaos in the city. The journal also reveals the existence of Hu Buxing's ledger and its location, in case the PCs haven't discovered it already, which contains a record of every payment taken from each of the cult's victims. In addition, Zhu Chou recorded a great many of the "eliminations" carried out by the cult (mostly uncooperative commoner merchants and prostitutes up until the death of Kasim), allowing the Watch, or perhaps even virtuous-minded PCs, the opportunity to bring closure to the families of at least some of the Tethera's victims.

The treasure room also contains three chests — locked but using the same inferior locks as the room door, and openable with the same skeleton key — that all together hold 10,279 gp worth of coins, gems, and assorted art objects. Much of this, of course, represents property stolen or extorted from the Tethera's victims, which virtuous PCs may wish to return to its rightful owners. With the aid of Hu Buxing's ledger and a tenday of research and footwork, the PCs and the Watch are able to return all but 2d10% of the treasure to those the Tethera liberated it from. The watch is then content to let the adventurers keep the remainder as spoils well earned.

A successful DC 15 **Intelligence (Investigation)** check while spending no less than half an hour looking through

the Tethera's headquarters will also reveal a hidden cache behind a wall panel in Armiaanzer's otherwise spartan quarters containing 3 *potions of greater healing*, 1d6 + 1d4 scrolls of 2nd–5th level warlock spells, an *eversmoking bottle*, and a *manual of flesh golems*. His chambers also contain his private altar, in the center of which is a dark green jade figurine of Demogorgon worth 500 gp (though Kyris Vraithoth at the Shadowed Eye will pay an additional 5d4% of its value to add it to their collection), and his book of unholy rites and meditations written in Abyssal. A character who spends more than 10 minutes perusing this book and who can understand its contents must succeed on a DC 12 **Charisma saving throw** or take 2d4 psychic damage. The book is worth 35 gp to most collectors of such materials (Kyris will offer double that if given an opportunity).

If the PCs are employed by the Watch as adjunct investigators, Sevy Azar pays them each 20 gp at the conclusion of the job, and they gain the following benefits:

- **Friends of the Watch:** This small enamel badge is recognized throughout Waterdeep and entitles the wearer to one free meal a day at a Watch barracks. In addition, the character can work for the Watch when practicing a profession during downtime to maintain a modest lifestyle.
- **Letters of Recommendation:** Each of the PCs receives a leather folio containing a letter from Sevy's commanding officer, Civilar Aldreda Falconbrand. This letter provides access to the minor nobility of Waterdeep and to any Watch officer with the rank of Captain or below, and grants advantage on the first **Charisma (Deception)** or **Charisma (Persuasion)** check made when dealing with such a contact.

If the PCs made an arrangement with Linaria Morncedar, she presents the party with 500 gp and a plain-looking copper pin engraved with a Harper glyph, allowing the wearer and their companions safe haven in any Harper stronghold in Waterdeep or the Sword Coast.

If the PCs caught the attention of the Xanathar Guild, they receive a reward of 1000 gp for completing the job, along with a note that the Guild looks forward to its next opportunity to employ such remarkable talent.

It's possible some of the cultists escape when confronted by the PCs, especially if the tide of battle turns against Armiaanzer and the inner circle. The Tethera has a number of safehouses in cellars and sewers beneath the city, where its remnants can hole up until they can regroup. Even shattered, the last of the Tethera Tan Yan can represent a danger, and if any of the inner circle or lieutenants survive, Demogorgon may forge a new pact rather than give up on this avenue of exerting his power on Toril. Hunting down the last of the Tethera Tan Yan might make an exciting follow-up to this chapter, either before or after resolving the case around the death of Malcer Kormallis and the Hellfire Hearth.



Chapter Two: The Dessarin Valley

Stretching from Amphail and Goldenfields to the south to Triboar and Conyberry to the north, the Dessarin Valley has been a primary thoroughfare to the Sword Coast for as long as anyone can remember. The Dessarin Valley was rocked recently in a series of attacks by cultists dedicated to the forces of Elemental Evil (the full details of which are covered in detail in **Princes of the Apocalypse**.) This has left the valley's populace on alert for similar nefarious activities.

Dessarin Valley Commoners

Any alignment, mostly human

The hearty folk of the Dessarin Valley are mostly humans but dwarves and elves are also fairly common. Halflings and half-elves are also not unheard of, though they are less common. The majority of them are **commoners**.

A large number of the people who call the Dessarin Valley home make their living off the land as hunters, shepherds, or foresters, and are thus represented using the statistics of the **scout**.

Dessarin Valley Defenses

Often made up of volunteers from each city, many Dessarin Valley towns and villages are protected by a number of locals trained as **guards** looking to protect their homes and families. Other settlements, notably groups of Waterdhavian guards patrolling from Rassalantar protect Amphail village.

Whether home-grown or from the surrounding regions, the recent cult activity has allowed a significant number of these guards to get firsthand experience dealing with life-and-death situations and real combat. This has led to the defenses of each settlement having an otherwise disproportionate number of higher ranking and more respected **veterans.**

Additionally, the region's long tradition of protecting their livestock from both hungry predators and monsters with bows and slings has allowed the local guard forces to train large numbers of **archers** to aid in the defense of the towns and villages.

Mirabar

Referred to by some as "the armory of the north," the wealthy city of Mirabar consists of a human city atop an enormous dwarven cavern. Despite the surface city's substantial human population, the mining dependent conclave of Mirabar is formally considered a dwarfhold. (See **Sword Coast Adventurer's Guide** page 50 for additional details.)

Mirabar Leadership

Led by a hereditary dwarf leader called the Marchion and a ruling body of dwarves and humans known as the Council of Sparkling Stones, the authorities in Mirabar have determined that they will go along with the Inquisition. They feel that to go against the will of the Masked Lords would simply be bad for business.

Selin Raurym

Lawful Neutral male shield dwarf champion

Selin Raurym is the Marchion of Mirabar and has proven to be an effective and capable leader for the city. His attention kept firmly fixed on the bottom line, Raurym decided to go along with the Masked Lords' decision to support the Inquisition to ensure that business dealings

would continue unabated. As his city lacks even a single tiefling citizen (as far as the official records show, at least) he does not expect the Inquisition's activities to affect Mirabar in the slightest.

Mirabar Defenses

Towering walls of mighty stones and a standing army of over 2,000 dwarf and human **guards**, **veterans**, and **knights** known as the Axe of Mirabar ensure that there is virtually no crime in the city. Activities that may not actually be illegal but may be considered suspicious are also be reported to the city's professional investigators, who are known collectively as the Shadow District. Shadow District investigators use the **spy** stat block. For these reasons, the Brimstone Trail leaves a wide berth around Mirabar.

Red Larch

The town of Red Larch is detailed extensively in **Princes of the Apocalypse**. The timeline of events in your campaign, and if the Elemental Evil story arc has taken place or not will determine the general behavior of the Red Larch populace and their reaction to the current situation. If the Elemental Evil story arc has not yet occurred, the people of Red Larch are likely behaving in a manner consistent with what is found at the beginning of that story arc, which is outlined in Chapter 2 of **Princes of the Apocalypse**. If the events of the Elemental Evil story arc have already occurred than the people will behave the manner discussed in Chapter 4 of **Princes of the Apocalypse**.

Red Larch Leadership

Depending on when and if the events of *Princes of the Apocalypse* have taken place Red Larch could be controlled by one of three different potential parties. In all cases the town leadership has decided to take no formal stance on the matter of the inquisition.

The events of Elemental Evil have not taken place yet. In this case, the town of Red Larch has no mayor. Leadership responsibilities fall to an informal group of town elders, many of which belong to a secretive organization known as "the Believers." In this case, the elders cannot agree on a stance in the matter of the Inquisition but agree that their small town is not open willy-nilly to tiefling refugees. In this instance, the town should be treated as very mildly hostile to the tiefling refugees and their cause.

The events of Elemental Evil have recently occurred. Harburk Tuthmarillar, the town constable has become a sort of interim mayor after the scandal surrounding the exposure of the Believers. With so much on his plate Tuthmarillar has simply not had time to make a decision on the Inquisition but has not heard good things. In this case, the town should be assumed to be neutral to the tiefling refugees and their cause.

The events of Elemental Evil occurred some time ago. Leadership of the town has passed to the town's butcher Jalessa Ornra (female Illuskan human commoner), who has long been active in civic affairs, and is now formally the town's mayor. She is well known for her common sense and kindness and is no fan of what she has heard about the Inquisitions activities but has not made her feelings a matter of policy. In this case, the town should be assumed to be very slightly friendly to the tiefling refugees and their cause.

Red Larch Leadership

The leadership of Red Larch will be different depending on the events that have occurred. See **Princes of the Apocalypse** and the "Red Larch Leadership" sidebar for full details.

Red Larch Defenses

The town's constable, Harburk Tuthmarillar, and his staff of four trusties (human **guards**) handle peacekeeping in Red Larch. As the town has neither a jail nor court, the four stone structures that make up the local butcher's workshop and residence often serve these purposes.

Harburk Tuthmarillar

Lawful good male Tethyrian human veteran

The town constable and peacekeeper. A man who thinks deeply about matters of law and law enforcement, Harburk feels that the inquisition is behaving unfairly, and is not inclined to help them. He is unaware of the Brimstone Trail but would be willing to assist with it if he were. Full details about Harburk can be found in **Princes of the Apocalypse** throughout chapters 2 and 6.

Brimstone Trail Allies

Though Red Larch has not taken a formal side on the matter of the Inquisition and the Order of the Hellfire Hearth; some members of the town have chosen to assist the Order.

Feng Ironhead

Chaotic good male half-orc veteran

Owner of the arms and armor shop the Ironhead Arms, the former sell sword and caravan guard Feng Ironhead has become involved with the Brimstone Trail through an old friend from his mercenary days. He now puts up tiefling refugees in the back room of his shop and in his home. He helps ferry them along to the next stop along the trail, an inn called the Dran & Courtier.

Inquisition Allies

Some of the residents of Red Larch have chosen to keep their eyes open for signs of anything that they can pass along to the Inquisition, hoping that it will get them noticed by the Lord's Alliance.

Halvur Tarnlar

Lawful Neutral male Tethyrian human commoner

Halvur Tarnlar and his wife Maegla Tarnlar (LN female Tethyrian human **commoner**) are the owners of the only quality clothing store in the Dessarin Valley. They have four daring and adventurous children, for whom they wish to make a better life. The couple hopes to help their children climb the social ladder by becoming friendly with the Lord's Alliance. To do so they have been on the lookout for anything that they can tell the Inquisition, assuming that this will lead to the favor of the Lords.

Triboar

An ancient military muster point turned settlement; the town of Triboar has become heavily involved in the conspiracy that murdered Malcer Kormallis. Located where the Evermoor Way and the Long Road meet, Triboar is a lively commercial town where a traveler or caravan master can purchase just about anything they could need for their journeys. In addition to the information presented here, more details about Triboar are located on page 37 of **Princes of the Apocalypse**, and pages 53-62 of **Storm King's Thunder**.

Triboar Citizenry

Any alignment, any race

The population of Triboar consists primarily of humans, though it is not uncommon to see individuals of other races in the town. Most people encountered in Triboar are reasonably represented by the **commoner** stat block, but the DM should feel empowered to include other NPC types, as they feel necessary. As a mercantile town on a major trade route, all types of folk are likely to pass through on their travels.

The Twelve

City Guard

Good aligned human veterans mounted on riding horses

Triboar's militia regulars take it in turn to serve as members of The Twelve, the town's mounted guard force. In the event of an emergency, a force of fifty militia soldiers can be mustered overnight, and three hundred by the middle of the next day.

The Lion's Share

Recently purchased and refurbished by the Yartar-based Lionshield Coster merchant company, this shop in Triboar is the current hideout of the tieflings who committed the murder of Malcer Kormallis. The Lion's Share is a two-story building with a shield mounted above the front door. The highly polished shield depicts a stylized golden lion emblazoned upon a blue field. Anyone from this region knows that this is the symbol of the Lionshield Coster.

Upon entering the front door, the first room is more-or-less square, about 25 feet wide and 25 feet long. Sitting atop a scrupulously clean wooden floor, boxes, barrels, and shelves display traveler's provisions and animal fodder, all arranged as attractively as possible. An open doorway straight across from the front entrance leads to the back room, where weapons, armor, and adventuring gear is available for purchase. This second room is slightly longer, but just as wide; about 30 feet long and 25 feet wide. Though also tidy and clean, this room is more cramped. There are stairs in the northeast corner leading to level two, and a back door in the center of the eastern wall.

The second floor holds a small apartment. the eastern room is a common living area with a stove, hearth, and sitting room all together. The western room is a small sleeping quarters, with a simple mattress on the floor. There is a footlocker along the south wall of the room, which is empty apart from three suits of common clothes and a single Dragonchess pawn. A successful DC 10 **Intelligence (Investigation)** check reveals that this pawn matches the set in Malcer Kormallis's home, provided the character making the check is aware of the missing piece (see **Chapter 1**: **Murder in Waterdeep**)

The Proprietors

Narth Tezrin

Chaotic good Tethyrian human male merchant

Narth is Quarion's connection in the town of Triboar. Quarion has some blackmail material on Narth which he is using to compel Narth's aid in hiding and smuggling Amnon and Nemeia. Narth is not specifically aware of why the tieflings are being smuggled, and once the Inquisition begins, he becomes very nervous as he waits to pass the tieflings along to their contact from Yartar. See page 254 of **Storm King's Thunder** for Narth's statistics. If **Storm King's Thunder** is unavailable, you may use the **bandit** stat block to represent Narth.

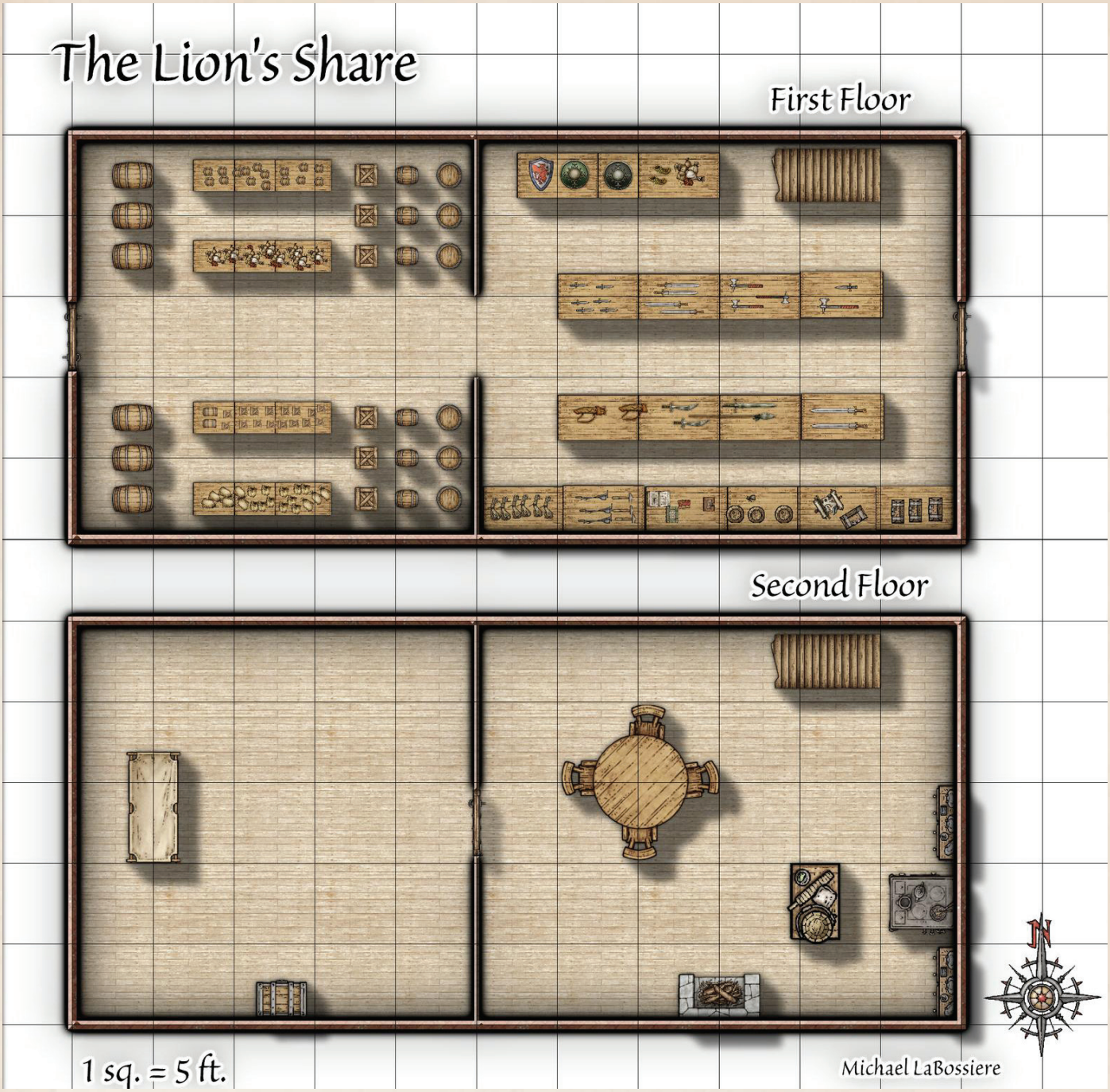
Alestra Ulgar

Neutral good human female commoner

Alestra is Narth's business partner and friend. She is completely unaware of Narth's dealings with Quarion, and she believes the tieflings to be hiding from an evil warlock. She does not grow suspicious when the Inquisition begins, as she befriends and trusts Nemeia.



BY TRAVIS LEGGE



The Murderers

Amnon "Torment"

Chaotic neutral tiefling sorcerer

Amnon was one of the murderers who assaulted Malcer. Having been sold by the Xanathar Guild to representatives of the Conspiracy, Amnon and his accomplice, Nemeia, were forced through intimidation to commit the murder and perform the "ritual" (which was, in reality, a piece of arcane theater designed to appear like a ritual to Asmodeus, but lacking in any true magical potency). After completing their assigned task, Amnon and Nemeia were smuggled out of Waterdeep and taken to Triboar, where they are being held in the care of the proprietors of The Lion's Share awaiting transit to Yartar.

Nemeia "Weary"

Lawful neutral tiefling rogue

Nemeia was a street urchin who fell deep in debt to the Xanathar Guild and was enslaved when she was unable to pay up. She regrets her actions and involvement with the death of Malcer Kormallis but continues to act as much out of loyalty to Amnon as she does out of a sense of self-preservation. She feels that she owes her life to her companion and will behave accordingly. Appealing to her loyalty to Amnon may be the best way to secure Nemeia's cooperation, as she will happily turn herself in if it means leniency or escape for her friend.

Apprehending the Murderers

In the event that the players arrive at The Lion's Share before the Late Inquisition period **Amnon Torment** and **Nemeia Weary** are still staying there, having not yet transferred to Yartar. Should the players begin asking questions about the murder, the tieflings will attempt to sneak out the back of the Lion's Share and try to make their own way to their contact in Yartar. A DC 20 **Wisdom (Perception) check** allows the characters to notice the tieflings' escape attempt.



Amnon and **Nemeia** are fearful of anyone that may try to stop them from leaving and will not hesitate to attack the party if they feel that there is no other way to escape. A slave and an indebted street urchin, respectively, the tieflings are capable combatants, but not very willful ones. At the DM's discretion a DC 15 **Charisma (Persuasion)** check can convince the tieflings that the party is there to help get to the bottom of the conspiracy, not to punish them specifically. This argument would hinge on the fact that they were unwilling participants in the murder, and thus might be treated with leniency. Alternatively, at the DM's discretion a DC 20 **Charisma (Intimidation)** check will cause them to drop their weapons and surrender.

If a fight breaks out, the proprietors of the Lion's Share run to get help, which appears in 1d10 turns. The town guard arrives in the form of 1d12 members of The Twelve (human **veterans** who arrive mounted on **riding horses**, which they leave outside, taking an additional turn to get inside the building) who will attempt to break up the conflict. **Amnon** and **Nemeia** are scrappy opponents who make use of their surroundings to disadvantage and harm the party. Whenever possible **Nemeia** will use her Fast Hands thief ability to take the Use an Object action to push over crates, throw merchandise, and otherwise cause havoc in the shop. At the DM's discretion, this may create areas of difficult terrain, create cover, or may even cause damage. For example, she may attempt to knock over a stack of crates in order to cause them to fall on a pursuer to cause damage and potentially knock them prone.

Westbridge

The elders of this small village located between Red Larch and Triboar have formally declared neutrality in the matter of the Tieflings and the Inquisition. However, many of the people in the town have been refugees themselves due to the earthquakes that occurred during the events of **Princes of the Apocalypse**, and thus tend to be sympathetic to the tiefling refugees. If the Elemental Evil story arc has not yet occurred, the people of the village still tend to be compassionate to the tieflings, though perhaps slightly less so. Additional information about Westbridge can be found in **Princes of the Apocalypse**, page 38, and throughout chapter 5.

Brimstone Trail Allies

Though officially neutral, it is a somewhat open secret among the close-knit locals that the Harvest Inn is a part of the Brimstone Trail.

Herivin Dardragon

Neutral Good male halfling commoner

The owner of The Harvest Inn, Herivin Dardragon has lived through adversity before, and was saved by the kindness of strangers. Looking to pay his good fortune forward he jumped at the chance to help tiefling refugees along the Brimstone Trail. Full details about Herivin can be found in **Princes of the Apocalypse**, page 114.

Interrogating Amnon and Nemeia

If the party captures Amnon and Nemeia, a great deal of information can be gained through successful interrogation of the tieflings. If the party can persuade, intimidate, cajole, or deceive the tieflings into talking, the following facts can be learned.

- The tieflings were sold to a half-drow named Quarion six months ago. Their previous owners were slavers of the Xanathar Guild.
- Quarion devised and taught the tieflings the ritual used during Malcer's murder. It was entirely staged and devoid of arcane power. Quarion indicated that he thought the ritual would be tied to some group called the Hellfire Hearth, which neither tiefling has previously heard of.
- Nemeia stole the pawn out of a sense of irony.
- They are to be transferred at some point in the next few days to Yartar, where they will meet with an associate of Quarion's whose name they were not provided. From there they are to be smuggled to Anauroch and freedom. They believe this plan to be true (it isn't. They are to meet an assassin in Yartar, who aims to kill them at the earliest opportunity)
- Narth Tezrin is unaware of the pair's circumstances. He is simply a man who owed Quarion a favor and has shown the pair nothing but kindness.
- The pair have no idea why Quarion wanted to kill Kormallis, nor why he wanted to frame this Hellfire Hearth. They did overhear him mention taking some well-earned rest and relaxation in Longsaddle.

Xantharl's Keep

This impressively fortified village is, in truth, little more than a vassalage of its northern neighbor Mirabar. For this reason, like Mirabar, the village supports the Inquisition. For more information about Xantharl's Keep consult **Storm King's Thunder**, page 114.

Xantharl's Keep Leadership

Narbeck Horn

Neutral male shield dwarf knight

Narbeck Horn reports directly to the Marchion of Mirabar using a magical sending stone. He is little more than an extension of Selin Raurym's will in Xantharl's Keep. Full details about Narbeck Horn consult **Storm King's Thunder**, page 114.

Xantharl's Keep Defenses

With formidable fortifications and a garrison of one hundred and fifty **veterans**, Xantharl's Keep is extremely well defended. For more details, consult **Storm King's Thunder**, page 114.

Brimstone Trail Allies

Due to the fortifications and enormous garrison relative to the population size, those following the Brimstone Trail avoid Xantharl's Keep as much as possible. However, when this is impossible, the Falling Orc Inn and Tavern has opened its doors to refugees.

Arzastra

Lawful Good female half-ogre

The kindly and formidable proprietor of the Falling Orc Inn and Tavern has never been one to turn away those in need of refuge. She has offered up the services of her inn for those following the Brimstone Trail. For more details about Arzastra, consult **Storm King's Thunder**, page 114.





Chapter Three: The Brimstone Trail

In the face of the Inquisition, a network of individuals forms to protect tieflings from persecution at the hands of Harkas Kormallis and his brutes. The primary function of this coalition is smuggling tieflings out of areas where the Inquisition is allowed to operate freely. Though the tieflings who travel along the trail are free to stop off in any location here the Inquisition is not permitted to operate, most make their way to Camp Brimstone, heeding the call to form a tiefling community. It is from this destination that the Brimstone Trail derives its name.

The Long Road

Much of the travel along the Brimstone Trail takes place on or near the Long Road, which is the primary route from Waterdeep to Mirabar. Whenever possible, travelers along the Brimstone trail will avoid the road itself, sticking to parallel trails or cutting across fields and hills. Despite these efforts, a good portion of travel between locations on the Brimstone Trail occurs on this lengthy path.

Long Road Travel Times

A healthy party traveling by foot and taking normal rests can make it from Waterdeep to Longsaddle in about 18 days if they are not sidetracked.

Due to doubling back, moving to locations well off the road, and safeguards taken to foil pursuers, characters traveling the Brimstone Trail take approximately 30 days to reach Camp Brimstone.

Long Road Random Encounters

The Long Road winds its way through the entire length of the Dessarin Valley, a wild and sometimes dangerous wilderness. Both wildlife and monsters are abundant in the region.

Frequency. Check for a random encounter by rolling 1d20 four times per day, in the morning, afternoon, evening, and midnight while traveling along the Long Road. A random encounter occurs on a roll of 18 or higher. In the event of an open warfare scenario, a random encounter occurs on a roll of 16 or higher. If a random encounter occurs, roll 1d8+1d12 and use the sum of those rolls find the appropriate row of the applicable table.

Range. Not all encounters need be combat. Place encounters at a range that fits the story that you are telling. Many encounters may provide roleplaying

opportunities or may occur under circumstances that allow the players to avoid the encounter all together.

Tables. Random encounter tables are provided for several potential phases of the conflict between the Inquisition, the tieflings, and the Order of the Hellfire Hearth. At the beginning of the adventure, use the "Early Inquisition" random encounter table. As the Inquisition gains steam and becomes more active in along the Long Road, use the "Late Inquisition" random encounter table. Should the Inquisition and the Order of the Hellfire Hearth enter into open conflict, begin using the "All-Out War" random encounter table. The "River Travels" random encounter table is to be used at any point when the players are traveling on or very near the Dessarin River. This table is appropriate for all periods of the conflict.

Note. Encounters marked with an asterisk have additional information and story details that are presented after the tables.

Early Inquisition

Day	Night	Encounter
2	--	1d4+1 Wyvern
--	2	Tiefling Refugees*
3	3	1d4 Hill Giants
4	4	Gnoll Raiding Party*
5	5	1d4 Elementals (Appropriate to Environment)
6	6	Elk Tribe Hunters*
7	7	Inquisition Scouts*
8	8	Highwaymen*
9	9	Caravan*
10	10	Trader*
11	11	Shepherds*
12	12	Homestead*
13	13	Traveling Entertainers*
--	14	1d6+2 Ogres
14	--	Noble and Retainers*
--	15	1d4+1 Wereboar
15	16	Orc Raiding Party*
16	--	Miners*
17	--	Pilgrims*
18	--	Inquisition Soldiers*
19	--	Storm Giant
--	17	1d6 Vampire Spawn
--	18	1d8+2 Ankheg
--	19	1d4+1 Wereboar
20	20	Knights of the Order of the Hellfire Hearth*

Caravan. A caravan is a party including a merchant and his or her support staff traveling to or from the nearest settlement. A caravan group usually consists of 1d6+1 **guards**, 1d10+1 **commoners** consisting of the merchant, the merchant's family, employees, or business associates, and a caravan leader (**spy**). There is a 5% chance that the caravan is secretly transporting tiefling refugees from one location along the Brimstone Trail to another.

Late Inquisition

Day	Night	Encounter
2	--	1d4+1 Wyvern
3	2	1d4+1 Hill Giants
4	3	Gnoll Raiding Party
--	4	1d4+1 Wereboar
5	5	Elk Tribe Hunters*
6	6	Highwaymen*
7	7	Inquisition Checkpoint*
--	8	Tiefling Refugees*
8	--	Caravan*
9	9	Inquisition Spies*
10	10	Trader
11	--	Shepherds*
12	11	Inquisition Soldiers*
13	12	Inquisition Conflict*
--	13	Knights of the Order of the Hellfire Hearth*
14	14	Homestead*
15	15	Shepherds*
16	--	Miners*
17	16	1d6+2 Ogres
--	17	Orc Raiding Party*
--	18	1d4 Elementals
18	--	Pilgrims*
19	--	1d8+3 Ankheg
--	19	1d6+1 Vampire Spawn
20	20	Storm Giant

River Travels

Roll	Encounter
2-3	1d4 Water Elementals
4-5	3 Sea Hags (Coven)
6-9	River Pirates*
10-14	Keel Boat*
15-16	2d4 Merrows
17-18	1d6 Chulls
19-20	1d2 Hydra

Elk Tribe Hunters. The Elk Tribe of the Uthgardt consider much of the Dessarin Valley to be their territory. A hunting party of Elk Tribe members includes at least one **berserker** and 1d6+1 **tribal warriors**. They are quite hostile. Additional details can be found on page 39 of **Princes of the Apocalypse**.

All-Out War

Day	Night	Encounter
2	--	1d4+1 Wyvern
--	2	1d4+1 Hill Giants
3	3	Highwaymen*
4	4	Mercenaries*
5	5	Elk Tribe Hunters
--	6	1d6+2 Ogres
6	--	Caravan*
7	--	Trader*
--	7	Inquisition Encampment*
8	8	Inquisition Checkpoint*
9	9	Homestead*
10	10	Inquisition Conflict*
11	11	Inquisition Soldiers*
12	12	Inquisition Spies*
13	13	Knights of the Order of the Hellfire Hearth*
14	14	Hellfire Hearth Scouts
--	15	Hellfire Hearth Encampment
15	--	Miners*
16	--	Pilgrims*
--	16	1d4+2 Wereboar
17	17	Shepherds*
18	18	1d8+3 Ankheg
--	19	1d6+2 Vampire Spawn
19	--	Storm Giant
20	20	Pitched Battle*

Gnoll Raiding Party. This group of gnolls may include any combination of the following: 1d12 **hyenas**, 1d8 **giant hyenas**, 1d6+1 **gnolls**, 1d6+1 **gnoll hunters**, 1d4+1 **gnoll flesh gnawers**, 1d4 **pack lords**, 1d2 **fang of Yeenoghu**, and may include a **flind**. There is a 10% chance that this band is transporting booty, slaves or other spoils of a successful raid.

Highwaymen. These nasty or desperate individuals wait in ambush to prey upon passersby. A band of highwaymen consists of 1d6+1 **Bandits**, 1d4 **Bandit Captains**, a **Swashbuckler**, and a **Master Thief**.

Inquisition Checkpoint. A **knight** of the inquisition leads this armed group of 1d4 **veterans** and 1d6 **guards**. They have created a barrier across the road, where they are looking for tieflings to question about the murder of Malcer Kormallis. If the characters' traveling companions include a tiefling (or someone that the inquisitors find dodgy) then the whole group will face tough questions, or even a fight. If not, the inquisitors offer a simple "hail and well met!" to the characters, and wave them through.

Inquisition Encampment. This group of inquisitors includes a **knight**, a **priest**, 1d4 **veterans** and 1d6 **guards** who have bivouacked after their day's journey. About 25% of their party keeps watch at a time while the others relax, sleep, or focus on other tasks. Characters aligned with the Inquisition will find themselves in good company, while others may be firmly but politely asked to find another place to camp.

Inquisition Soldiers. This heavily armed band of inquisition members is on patrol and ready for armed conflict with those who oppose their views. The warband consists of 1d2+1 **knights**, 1d2 **priests**, 1d3+1 **veterans**, and 1d6+2 **Guards**. Characters aligned with the Inquisition may be given a friendly word or kind nod, but these soldiers are on the move and well disciplined.

Inquisition Spies. This group of 1d4 **spies** and 1d4 **scouts** is on constant lookout for any information that may lead to the capture of tieflings by the Inquisition.

Keelboat. This river trader's keelboat is crewed by 1d6+2 sailors (**commoners**), a pugnacious first mate (**bandit captain**) and a captain (**swashbuckler**). They are happy to offer passage to adventurers heading in the same direction, viewing them as good company and free guards.

Knights of the Order of the Hellfire Hearth. This group of 1d4+1 tiefling **knights** and 1d6+1 tiefling **veterans** are searching for tiefling refugees that they can assist on their journeys to Brimstone Trail safe houses. Characters that are known Inquisition sympathizers will face pointed questioning which may escalate into to combat. Otherwise, the Knights make good company.

Mercenaries. Hired to assist one of the sides in the conflict between the Order of the Hellfire Hearth and the Inquisition this group of sell swords consists of 1d4+2 mercenary recruits (**scouts**), 1d4 elite mercenaries (**gladiators**) and a **conjurer**. A fearsome leader (**champion**) commands the group. There is a 60% chance that they are in the employ of the Inquisition, a 20% chance that they work for the Order of the Hellfire Hearth, and a 20% chance that they have just arrived in the area after hearing about the conflict and are seeking employment. A large enough bribe could be enough to sway this venal band.

Miners. A band of miners traveling to a new worksite consists of 1d8 **scouts**, primarily shield dwarves, and a charismatic mine foreman or forewoman (**bard**). There is a 50% chance that the miners have aligned with the Inquisition, a 25% chance that they oppose it, and a 25% chance that they are undecided.

Noble and Retainers. A **noble** and their retainers are traveling to or from the nearest settlement. 1d6 **commoners**, 1d4 **swashbuckler** bodyguards, and a **mage** functionary serve as the noble's retinue. There is a 25% chance that the Noble has aligned with the Inquisition, a 25% chance that they oppose it, and a 50% chance that they are undecided.

Orc Raiding Party. An orc raiding party consists of 1d10+2 **orcs**, led by an **orc war chief** and **orc blade of Ilneval.** There is a 10% chance that this band is transporting booty, slaves or other spoils of a successful raid.

Pilgrims. A group of pilgrims includes 3d4 **commoners**, 1d6 **acolytes**, at least 1 **priest** and 1d8 **guards** traveling to a holy site. There is a 25% chance that the pilgrims have aligned with the Inquisition, a 25% chance that they oppose it, and a 50% chance that they are undecided. If the party and the pilgrims are not directly at odds, then they are glad to have the company. They will happily chatter about their journey and destination.

Pitched Battle. The adventurers have happened upon members of the Order of the Hellfire Hearth engaged in open conflict with members of the Inquisition. Using the information for the ***Knights of the Order of the Hellfire Hearth,*** encounter group and ***Inquisition Soldiers*** encounter group generate the two sides of the conflict. Alternatively, you can use the average numbers from each roll, which would pit 3 **knights** and 4 **veterans** from the Order of the Hellfire Hearth against 2 **knights**, 1 **priest**, 3 **veterans**, and 5 **guards** of the Inquisition.

River Pirates. This keelboat carries 1d4+2 **bandits**, 1d4+1 **thugs**, a pirate captain (**bandit captain**), first mate (**swashbuckler**) and a priest of Umberlee (**kraken priest**).

Shepherds. A group of shepherds watching over their flocks. The shepherds are most likely human but may either have members of other races with them, or be entirely made up of another race, most likely halfling. The group consists of 1d6 **commoners** with 1d8 sheepdogs (using the stats of a **mastiff**) led by 1d2 leaders (**scouts**). During an all-out war scenario, there is a 50% chance that the shepherds have protection with them, hired either privately or from the nearest settlement's guard in the form of either 1d6 **guards** or 1d3 **veterans**.

Tiefling Refugees. Groups of tiefling refugees from all walks of life are on the run during this fraught period. Some are on the Brimstone Trail, while others are simply attempting to avoid persecution the best that they can. Though the **commoner** stat block is appropriate for most tiefling refugees that the characters may encounter, the DM should feel empowered to include any NPC stat block from any official supplement or Dungeon Masters Guild supplement he or she sees fit to use to represent the widespread nature of tiefling persecution.

Trader. This lone individual (who may be of any race) rides from settlement to settlement peddling their wares, but otherwise lives off the land. Their life can be a lonely one, so they are quite happy for the company, and for the potential to make a sale. They likely know much about the surrounding area and its peoples. Living their life in the hinterlands, this character uses the **archer** stat block, and rides a mountain **pony**.

Traveling Entertainers. This group of 1d8 **commoners** and 1d6 **bards** travels from place to place putting on shows and performing for coin and lodgings. Use the "Entertainer Routines" table found on page 130 of the *Players Handbook* to determine what kind of entertainers they are. Entertainers such as these often pick up rumors and stories along their journeys and are typically more than happy to share in exchange for good company. There is a 5% chance that the entertainers are secretly transporting tiefling refugees from one location along the Brimstone Trail to another.

Amphail

Three days ride north along the Long Road from the city of Waterdeep lies Amphail, known as the home of the finest horse breeders and trainers in the North. In addition to its equestrian fame, Amphail serves as a playground for the young nobles of Waterdeep. Away from the other noble families and their parents, the young nobles cause trouble more or less, because they can, and the town takes little action against them. (See **Sword Coast Adventurer's Guide** page 43 for additional details.)

Amphail Leadership

The ruling families of Amphail, Houses Amcathra, Ilzimmer, and Roaringhorn stand united in their decision to fully support the Inquisition in its activities against the tieflings.

Tylandar Roaringhorn

Neutral good male Chondathan human noble

The current Lord Warder of Amphail genuinely believes that he is protecting the citizenry and noble guests of his village by assisting the Inquisition in any way that he can. (See **Storm King's Thunder** page 72 for additional details about Tylandar Roaringhorn.)

Brimstone Trail Allies

The common folk of Amphail are much less enthusiastic about zealous inquisitors rounding up their (admittedly few) tiefling neighbors, though most have little power to do much about it.
However not all of the commoners in Amphail are willing to accept the Inquisition's behavior. The Stag-Horned Flagon has become a stop on the Brimstone Trail, with help from the powerful yet common blooded Oglyntyr and Hemzar families. The families, though usually at odds with one another, agree that the Inquisition will do more harm than good even if the charges against the tieflings prove true, and have thus chosen to work together on this matter.

Arleosa Starhenge

Neutral good female Chondathan human commoner

Arleosa is the operator of The Stag-Horned Flagon. Working alongside the Harpers, she uses her innate magical ability to cast the *alter self* spell (three times per day) to help her secret tieflings through the officially unfriendly village. (See **Storm King's Thunder** page 72 for additional details.)

Amphail is also host to a cell of Harper Agents, who work to help the city's tiefling residents as much as possible, and work against the efforts of the Inquisition.

Lomrick Darnoun Ironbrew

Neutral good shield dwarf bard

The uncommonly charismatic and colorful Lomrick has become a bit of a local celebrity and an institution in the Stag-Horned Flagon. Known for his ale cask drum, bawdy stories, and elaborately braided beard Lomrick is secretly a Wise Owl in the ranks of the Harpers, and the leader of all of the organization's activities in Amphail. Using his bardic magic along with his skills as a performer, Lomrick has helped many refugee tieflings escape via the Brimstone Trail. His uncanny ability to tell a joke, spin a tale or otherwise cause a distraction at exactly the right moment has blunted the edge of the worst Inquisition activities in the village.

Inquisition Allies

The ruling families of Amphail, House Amcathra, House Ilzimmer, and House Roaringhorn have committed to assisting the Inquisition in whatever manner they can, within reason.



Criella's Cottage

Along the Long Road, a little under halfway from Waterdeep to Amphail, there is a small cottage situated in a clearing in the woods. The cottage is home to Criella (tiefling female **commoner**), a simple farmer and retired squire who never had much taste for adventure. Her history is detailed in **Cottage on the Long Road** and since the events of that adventure, she has been living a relatively peaceful life, minding her flock and keeping to herself. From her days as a squire, she has contacts within the Order of the Hellfire Hearth and has permitted them to use the now emptied and repurposed tomb beneath her cottage as an armory and storehouse, provided that the Hellfire Hearth pay the taxes on the property and bring no quarrels to her door. Once the Waterdhavian Inquisition gets underway, Criella offers up the tomb beneath her home to be used as a stop on the Brimstone Trail.

Criella's Cottage is a humble, one-room wattle and daub structure located off the Long Road between Waterdeep and Amphail. Beneath the simple structure is a secret lair, which was once the laboratory/tomb of a powerful necromancer. The cottage itself is fairly innocuous, but the hidden entrance to the underground chamber makes for a secure location. Since building the armory, the Order of the Hellfire Hearth has retrofitted the underground portion of the structure with numerous traps designed to incapacitate or ensnare invaders.

At any given time, there are two tiefling **veterans** and two tiefling **spies** on the premises. Prior to the Waterdhavian Inquisition, these forces are on site to maintain the armory, provide security, and rest between campaigns. Once the Inquisition begins, these loyal servants of the Order of the Hellfire Hearth stand ready to defend the people hiding in the underground structure. Once the Inquisition begins, there are up to twenty tiefling **commoners** kept hidden in the various chambers of the underground structure, as the cottage becomes one of the initial stops on the Brimstone Trail.

Heading to the Cottage

Criella's cottage sits about a mile off of the Long Road, roughly four miles to the southwest of a nearby inn called the Dashing Satyr (see **Cottage on the Long Road** for details). The road is well-traveled, and generally secure. If the Waterdhavian Inquisition has begun, roll 1d20 when traveling from Waterdeep or Amphail to the cottage. On a roll of 19 or 20, a group of **Inquisition soldiers** (see p. 36) will be encountered on the road. During an all-out war scenario, these soldiers will be encountered on a roll of 17-20.

Once the characters turn off of the Long Road, they must travel a wagon path for about a mile to reach Criella's cottage. At the end of the wagon path, a small wooden bridge crosses the narrow creek that marks Criella's property line. The bridge is wide enough for four medium creatures to cross, walking shoulder to shoulder, and is fifteen feet long.

BY TRAVIS LEGGE

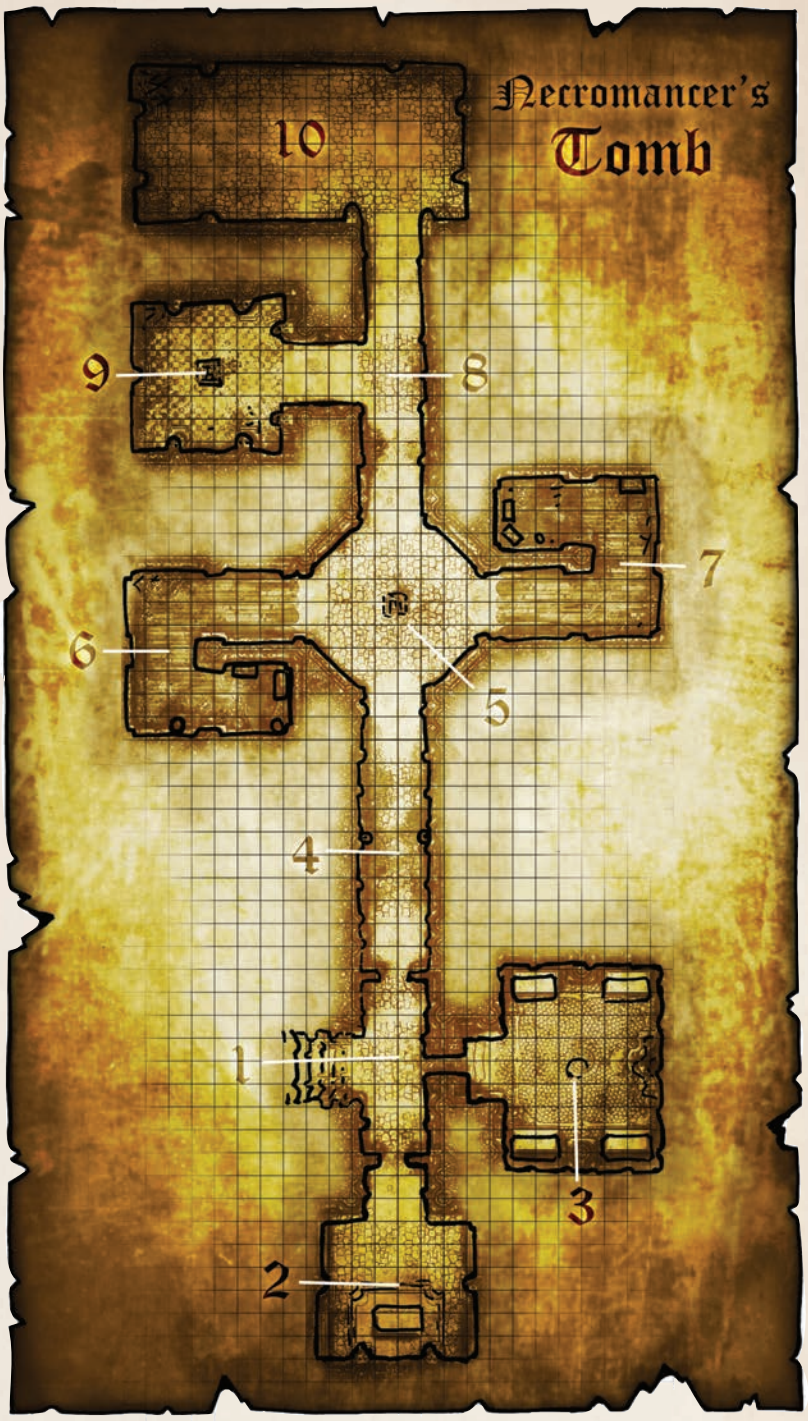

Criella's Cottage
N

The Cottage Grounds

The area around the cottage is a grassy flat region that has clearly been grazed by a small sheep herd. Criella maintains a herd of ten sheep, which roam freely on the property. Next to the cottage stands a simple shade structure, made with a wooden frame and thatched roof. This is meant to house Criella's sheep during inclement weather, and to provide escape from the sun during hot, dry days.

The cottage itself is a wattle and daub structure with a thatched roof. The single entrance is a thin wooden door with a simple iron lock. The interior of the cottage is a rather unremarkable single room, with a stone floor. A small, stone fireplace sits at the north end of the cottage. The only furnishings are a wooden wardrobe containing three sets of common clothes, cooking implements, a few trinkets, and a set of Weaver's tools, and a straw bed near the south wall.

Characters who search the cottage interior and succeed on a DC 15 **Intelligence (Investigation)** check discover a trap door in the floor, beneath the straw bed. The door is locked with a masterfully crafted lock, requiring a DC **15 Dexterity check usng thieves' tools** to pick. The door can also be broken open with a successful DC 22 **Strength** check. This door leads to Area 1 of the Hidden Hearth.



The Hidden Hearth

1. Entrance

Ten feet below the trap door leading from the cottage stands a series of platforms that make a crude set of stairs. These stairs lead down an additional ten feet to the stone floor below. Bas reliefs depicting skeletons and corpses rising from graveyards adorn the walls. Two 10-foot wooden ladders are usually leaned against the northwest and southwest corners of the room. Each ladder has two metal hooks at the top, allowing them to be clasped to the frame of the trap door, allowing movement between the cottage and this chamber. Heavy stone doors lead to the north and the south from this chamber. To the east is a secret door, which requires a DC 15 **Wisdom (Perception)** or DC 15 **Intelligence (Investigation)** check to notice. Once spotted, the secret door may be pushed open, requiring no specific mechanism to operate.

2. Allfaiths Shrine

This room contains a simple, modest altar set near the south wall. A DC 10 **Intelligence (History)** check at DC 10 reveals that the stonework in this room is fairly recent, as if an extensive remodel had taken place within the past few months. The altar is a new addition, and the walls and floor have been redone within the past season or so. This area has been subjected to a hallow spell.

3. Refugee Barracks

If the characters notice the secret door located in Area 1, they may enter the refugee barracks. This room contains eight bunk beds, allowing for 16 adult humanoids to sleep comfortably, or 32 in cramped conditions. Prior to the Inquisition, this room is used to house soldiers and affiliates of the Order of the Hellfire Hearth. During the early Inquisition, the beds will all be filled with tiefling **commoners**. During the late Inquisition or all-out war, the beds will be filled to cramped conditions, with 24 tiefling commoners,

4 tiefling **acolytes**, and 4 tiefling **bandits** among the refugees.

4. Hall to the North

This hallway extends 40 feet to the north. At the halfway point of the hallway, a single torch burns in a polished bronze sconce on either side of the hall. These torches are replaced as needed throughout the day, unless the Hidden Hearth is under attack, at which point one of the residents will snuff the torches, allowing the tieflings to rely on darkvision to gain the upper hand against intruders.

5. Central Chamber

The floor in this room is stained where blood and gore once ran into the three foot by three foot rusted grate in the center of the floor. The floor slopes downward by about a foot from each wall to the center grating. Stonework renovations have begun in this room but were abruptly interrupted by more pressing concerns when the Inquisition began. The northeastern corner of the chamber has had the floor completed. There are three sets of Mason's tools and enough raw materials to complete the entire floor (or wall off one entryway) lying on the ground in the remaining corners of the room.

6. Storage Room

This room is used for dry goods storage. Several crates and sacks are stacked throughout the room. Their contents are sufficient to feed 40 adult humanoids for 60 days, though the food is largely dried fruit and meats, nuts, and other preserved foods which are served without the need to cook and are unlikely to spoil. This room also contains 10 healer's kits, 3 herbalism kits and 3 sets of alchemist's supplies. An **Intelligence (History)** or an **Intelligence check using carpenter's tools** at DC 10 will reveal that the flooring in this room is new, having been added within the past six to eight months.



7. Storage Room

This room is used largely for liquid storage. Dozens of barrels of water, wine, whiskey, and ale line the walls of this chamber, providing enough stocked supply to last 40 adult humanoids for 60 days. An **Intelligence (History)** or an **Intelligence check using carpenter's tools** at DC 10 will reveal that the flooring in this room is new, having been added within the past six to eight months.

8. Hallway

This hallway extends 40 feet to the north. At the halfway point of the hallway, a single torch burns in a polished bronze sconce on either side of the hall. These torches are replaced as needed throughout the day, unless the Hidden Hearth is under attack, at which point one of the residents will snuff the torches, allowing the tieflings to rely on darkvision to gain the upper hand against intruders.

9. Bathchamber

This room holds a large bath in the center of the room, sufficient for four adult humanoids to use simultaneously. Along the west wall are a series of private stalls over a latrine, which drains into a sewage tunnel beneath the compound.

10. Armory and Laboratory

This large chamber holds weapons and armor sufficient to outfit ten humanoid adults. In addition to the personal arms and armors of the veterans and spies stationed here on behalf of the Order of the Hellfire Hearth, a closet contains six suits of hide armor, six scimitars, and six shields. The western half of the room is dedicated to arcane studies, housing two writing desks, a bookshelf with several scrolls, holy and arcane texts, and a workbench with supplies for crafting and maintaining magic items. There is a teleportation circle on the floor of this chamber, keyed to another circle in Hrast Het, in case the tieflings need to evacuate. This was one of the first items added to the Hidden Hearth, having been only recently completed when the Inquisition begins.

The scrolls in this room are: *alarm*, *command*, *dispel magic*, *mass healing word*, and *wall of force*

Rassalantar

This unassuming community of walled farms and shepherds provides a convenient caravan stop just north of Waterdeep. Visitors to the Hamlet often find it most comfortable to take refuge in the Sleeping Dragon Inn (see **Storm King's Thunder**, page 104 for full details) as the region is foggy and unpleasant due to the Stump Bog nearby to the east. Though the village is small, it is defended by a by a large contingent of guards from Waterdeep, as it is the first settlement of any consequence to the north of the city.

Rassalantar Leadership

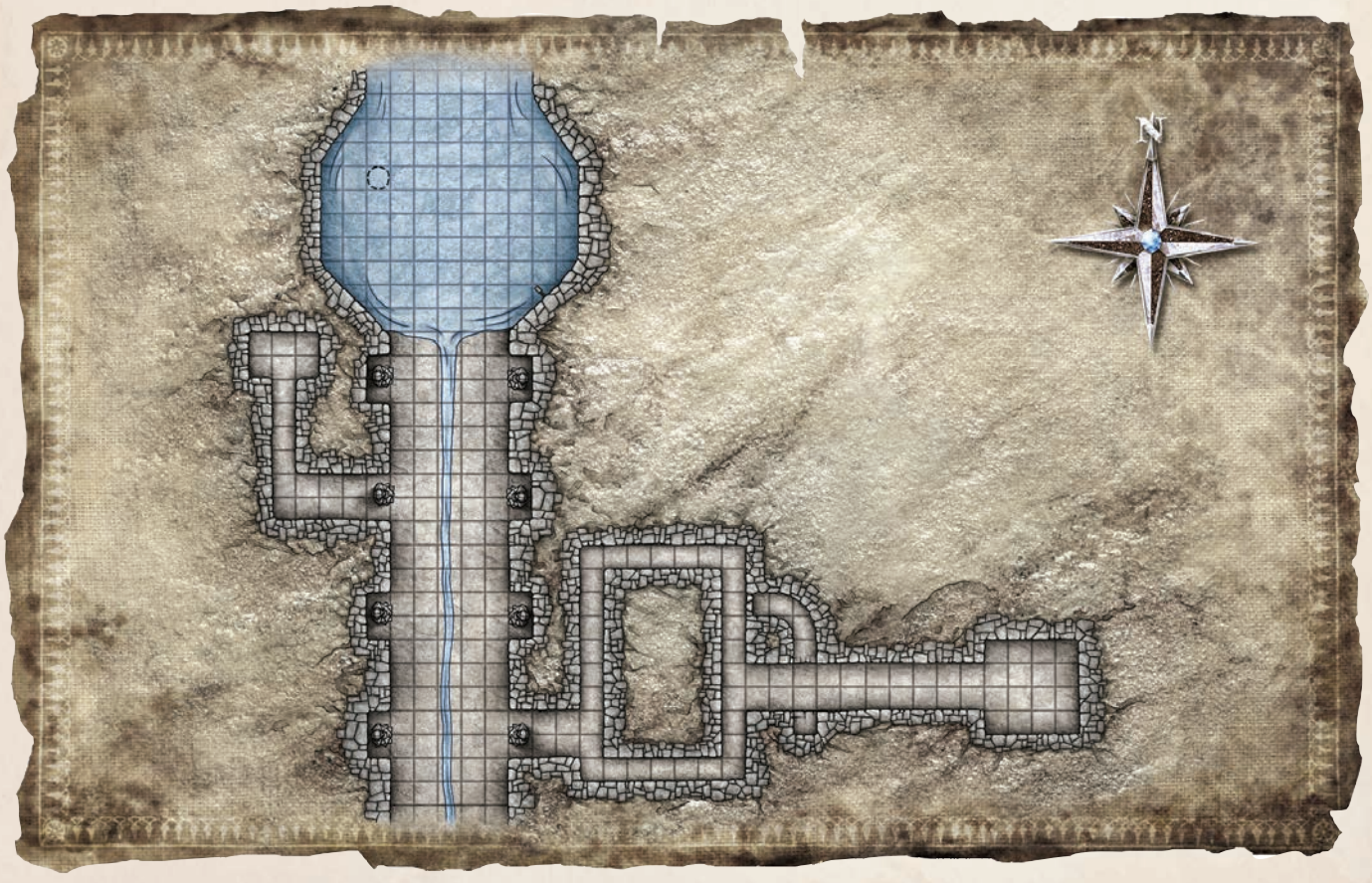
Rassalantar has no formal leadership structure to speak of; as it is so small, it does not even appear on most maps of the region. However, as nearly everyone in Rassalantar lives, works, or otherwise has their lives touched in some way by the six large farms that dominate the hamlet, the populace treats the owners of these farms almost like nobility.

Rassalantar Defenses

A garrison of approximately 60 Waterdeep **guards** are quartered in a barracks located behind the Sleeping Dragon Inn. The **guards** rotate out on a weekly or monthly basis, depending on their duties, though their officers do not rotate out, due to their knowledge of the local region. The officers consist of two *armar* lieutenants, represented by the **veteran** stat block, and *civilar* captain, represented by the **knight** stat block.

Brimstone Trail Hideout

To the west of the hamlet stands an overgrown yet narrow forest called the Keep Woods, beyond which lie the ruins of Rassalantar's Keep. Though thoroughly looted by the locals for stone and other building materials the cellars, dungeons, and other underground portions of the ruined structure remain intact. Though previously inhabited by monsters and bandits, the ruins were cleared out and provisioned by members of the Order of the Hellfire Hearth. Now the keep is a stop along the Brimstone Trail. Rumor has it that the Blackstaff of Waterdeep maintains a permanent teleportation circle somewhere in the dungeons of the ruins, but the Order of the Hellfire Hearth has been unable to locate it. They have decided simply to hope that if this rumor is true the Blackstaff will take pity on the refugees' plight, and not turn them in.



BY TRAVIS LEGGE



Chapter 4: The Promised Land

Camp Brimstone

As the Order of the Hellfire Hearth rescued more and more tieflings from the horrors of the Underdark, the need for a surface compound became apparent to the Hellfire Hearth's leadership. For this reason, Fort Hellfire was constructed, built atop an entrance point to the Underdark that leads directly to Hrast Het. The rest of Camp Brimstone soon followed, developing around the fort.

Camp Brimstone is built on a hill that is surrounded on three sides by a horseshoe-shaped bend in the Hill Stream. The river provides an ample water and food supply to the settlers, and by building atop the hill the camp is able to overlook the surrounding plains. These together make Camp Brimstone ideally situated to protect itself in the event of an attack.

Map Key

1. Coilgrain Farm

The sturdy timber farmhouse of this homestead serves as a sort of unofficial gatehouse to the western entrance of Camp Brimstone. Home to the Coilgrain family, a tiefling couple with two adopted children, this farm produces much of the wheat that keeps the hungry mouths of Camp Brimstone fed.

Tenacity Coilgrain

Lawful good Female tiefling veteran

The tough as nails matriarch of the Coilgrain household. Once a warrior slave in the Underdark, Tenacity now uses her fighting prowess to defend her new home as a member of Camp Brimstone's standing guard, though she has never fully lost a sense of paranoia spawned from her time spent as cannon fodder for her former owners.

Humility Coilgrain

Lawful good Male tiefling commoner

Humility spends the majority of his day tending to the family's fields. As soft-spoken and humble as his name suggests, he is a doting father to he and his wife's two adopted children, Cherish and Blessing.

Investigation. A successful DC 15 **Intelligence (Investigation)** check will reveal that the occupants of this otherwise innocuous farmhouse keep a loaded heavy crossbow within easy reach of their reinforced door.

Treasure. The household items of the family amount to very little of monetary value, but an elaborate handmade quilt that seems to be the work of many quiet evenings may fetch 15 gp if sold to the right collector.

2. The Cloven Hoof

Located near the western entrance to Camp Brimstone, the Cloven Hoof is an inn and tavern that serves as the local watering hole and meeting house for those who call the Camp home. One of the larger buildings in town, the inn is painted burgundy and sports a pair of green double doors, from which usually issues forth the sounds of merrymakers and smells of roast meat. Within the inn itself is an assortment of mismatched tables and chairs arranged in a haphazard fashion. This arbitrary arrangement of furniture creates a difficult landscape for some patrons to navigate, as the building is kept fairly dark for the comfort the mostly tiefling patrons (who of course have darkvision). In the basement of the structure is a small still, with which the staff create Brimstone Brew, a potent ale popular with the locals. By order of the camp founders no alcohol may be served after the third hour of sundown. Some of the camp's founders wanted Camp Brimstone to be a place free of all vices, to serve as an example and model for potential future tiefling communities. Other founders were far more interested in simply scratching a functional community out of the land. This has been a point of contention since the earliest days of the Camp, but the "three-hour compromise" has put the debate to rest, at least for now.

Morovo

Lawful neutral Male tiefling commoner

The owner of the Cloven Hoof, Morovo was one of the first settlers in the camp who was not a refugee. His casual attitude toward the sale of alcohol to guards while they are on duty occasionally puts him at odds with the more serious minded paladin Redemption.

Patrons of the Cloven Hoof. At any given time, there may be two tiefling or dragonborn **veterans**, one tiefling **spy** and one tiefling **mage** on the premises, enjoying their free time. It is also not uncommon to see the warlock Random with one or both of her brothers. Even when not



BY TRAVIS LEGGE

on-duty, most of those that Camp Brimstone may call to arms keep weapons available to defend themselves at all times.

Investigation. A successful DC 20 **Intelligence (Investigation)** check will reveal that some of the stone bricks in the wall behind the bar are on a hinge. These hinged bricks, if opened, reveal a small alcove containing a tiny shrine to Asmodeus. Morovo is a very casual worshiper of the dark god, believing himself to be already damned due to activities in his past that he will not discuss. However, he does not wish to advertise this fact.

Treasure. The collection of wines, ales, and meads here are worth 400 gp. There are 75 gp worth of assorted coins and 100 gp worth of rubies hidden in in the Asmodeus shrine alcove.

3. Random's Residence

Near the Cloven Hoof inn and tavern is the home of Random the Warlock and her two brothers. This otherwise unassuming structure is covered with ivy and other greenery, which has crept wildly up the walls. Something about the building gives off the impression that a raucous party occurred there, and it has only recently ended. Large doorknockers carved out of some kind of some exotic wood adorn each of this structure's two doors. Each is shaped like a stylized satyr playing a musical instrument; one blowing into elaborate horn, and the other playing a fiddle.

Fortuitous

Chaotic good Male tiefling guard

Fortuitous is Random's younger brother. He hopes to one day join the Order of the Hellfire Hearth, and for this reason he has been training in combat whenever he has the opportunity.

Random

Chaotic good Female tiefling warlock of the archfey

Random was born in Neverwinter, where she lived a fairly happy childhood with her parents and two younger brothers until she was orphaned at age twelve. Her parents were murdered by agents of the Ashmadai when her father refused to aid them in a nefarious scheme. Overcome with a burning hatred for Asmodeus and all his servants, Random spent the next several years trying to find a way to gain power outside the auspices of the Nine Hells. Eventually she learned of an archfey named Hrysam, who sometimes granted power to mortals, for a price. After ensuring that her brothers would be taken care of by earning gold as a heavy for a local gang of thugs, Random ventured out into Neverwinter Wood to try and contact Hrysam. After weeks of wandering, dancing, singing, begging, and crying, the archfey finally decided to grant Random an audience after a particularly amusing incident in which she fell off a log into a mud pit while trying to perform a serious and complex dance designed to lure out the fey. Random explained her needs and offered herself, body and soul, in exchange for power. As amused as Hrysam was by Random's antics, he was equally touched by her impassioned plea. As such, he struck the deal, making Random a warlock. Random now works alongside the Order of the Hellfire Hearth, partially to create a safe haven for all tieflings (her brothers, who now both reside at Camp Brimstone, included) and partially as a way to stick it to Asmodeus and his followers on a political level.

Stray

Chaotic good Male tiefling commoner

Stray is Random's youngest brother. He looks up to Random as a hero and hopes to learn magic like her when he grows up.

Investigation. A successful DC15 **Intelligence (Investigation)** check will reveal that this building's doorknockers are constructed in such a way as to allow someone within the building to see whomever is at their door, in a manner similar to a peephole.

Treasure. The doorknockers, though firmly affixed to their respective doors, are worth 250 gp each if removed and sold. Within the home is a small library of books containing information about the Feywild, herbalism, and the Archfey Hrysam. This collection of books, if sold to the right collector, is worth 200 gp.

4. Temple of the Hearthflame

The Temple of the Hearthflame is a simple sanctuary dedicated as an Allfaiths shrine to all of the deities of good. Notably, it also contains a small fireplace that is always kept lit as a symbol of the unconquerable spark of freedom that resides in all beings. Behind the structure is a small graveyard, where those of the Order of the Hellfire Hearth who fall attempting to secure the freedom of others may rest in peace.

Hearthkeeper Virtuous

Lawful good Male tiefling priest

Hearthkeeper Virtuous is a kindly old tiefling priest of Lliira who ensures that the Hearthfire is always kept burning. His back and arms are covered in the scars of many lashings he received as a young man when he was a slave in the Underdark.

Parishioners of the Temple. It is entirely reasonable that just about anyone in town may be found in the Temple of the Hearthflame. At any given time, there may be as many as four tiefling or dragonborn **Paladins of the Hellfire Hearth**, as well as several **commoners** offering prayers in the temple.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that one of the graves behind the temple is very new.

Treasure. Very little of value can be found in the Temple of the Hearthflame, as all offerings given to the temple are in turn used to fund the work that the Order of the Hellfire Hearth is dedicated to. However, an alms box near the door does contain 15 gp worth of gold, electrum, silver and copper coins.

5. Hearth and Home Orphanage

Not all of the children that the Paladins of the Order of the Hellfire Hearth are able to rescue from the Underdark are lucky enough to be freed along with their family, and some have no living relatives at all. Many of these orphaned children are taken in by the kindly souls of the Hearth and Home Orphanage. This two-story structure serves as home to as many as two dozen or more orphaned children at a time.

Matron Nama Delenev

Neutral good Female dragonborn commoner

Matron Nama is the tough but fair surrogate mother to the Hearth and Home Orphanage. She and her husband Krivash love the children in their care with all their hearts and view them as part of their clan. She works tirelessly to ensure that the children to have as good a life as possible, regardless of their pasts.

Tahira

Neutral good Female tiefling commoner

Tahira is a young tiefling woman who has only recently come of age. She has chosen to remain at the Hearth and Home Orphanage to assist Matron Nama with the children.

The Orphaned Children. The Hearth and Home orphanage is currently the home of twenty-two orphaned children. Seventeen of these children are tieflings, and five are dragonborn.

Investigation. A successful DC 20 **Intelligence (Investigation)** check will reveal that a framed picture in the hallway conceals a locked wall safe.

Treasure. If the wall safe can be opened a small wooden chest containing 125 gp can be found inside.

6. The Dragonflame Smithy

The Dragonflame Smithy is the only blacksmith's shop in town, and therefore the skilled artisans that labor there are kept extremely busy. The master of the smithy, Krivash Delenev, along with his many apprentices create the metalwork needed for day-to-day life in Camp Brimstone. Additionally, they handle the creation and repair of any weapons or armor that the paladins of the Order of the Hellfire Hearth may need.

Krivash Delenev

Lawful good Male dragonborn commoner

Krivash is the owner and master blacksmith of the Dragonflame Smithy. Hardworking and dependable, he also serves as a loving father figure for the children of the Hearth and Home Orphanage.

Honorbound

Neutral good male Tiefling commoner

A young tiefling man who was rescued from the Underdark relatively recently. He has apprenticed himself to Krivash in the hope of becoming a master blacksmith himself one day. He fancies Tahira but has not yet worked up the courage to tell her.

Investigation. A successful DC 15 **Intelligence (Investigation)** check will reveal that there are a number of crumpled scraps of paper in the kindling pile. Further investigation of the papers will reveal that these papers are Honorbound's attempts at love poetry, which he has been working on for Tahira.

Treasure. This fully equipped blacksmiths shop contains enough tools to create eight sets of Smith's Tools, valued at 20 gp each. In addition, the shop's current stock of metal goods is worth 250 gp in total.



7. Quality Goods General Store

The Quality Goods General Store was one of the first buildings constructed in Camp Brimstone. The store is decorated with a large and eye-catching sign hanging over the door. The sign depicts a beaming tiefling maiden holding a cornucopia full of assorted goods.

Reconsider

Lawful neutral Male tiefling veteran

Reconsider was one of the original settlers of Camp Brimstone and is a longtime friend and sparring partner of the paladin Redemption. Though not formally a member of the Order of the Hellfire Hearth his experience as a business owner and merchant made him invaluable as a sort of informal quartermaster for the camp, especially in its earliest days. His wife, Harmony, was a paladin of the Order of the Hellfire Hearth, but she was recently slain in battle while in the Underdark, and thus the usually genial shopkeeper is currently in a very dark mood.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that in an out of the way corner of the store there is a trapdoor built into the ceiling. If opened this trapdoor lets down

a ladder that leads to the second floor of the building, where Reconsider lives.

Treasure. The locked cash box behind the register contains 175 gp worth of coins, and the store itself contains a great deal of miscellaneous goods.

8. Fort Hellfire

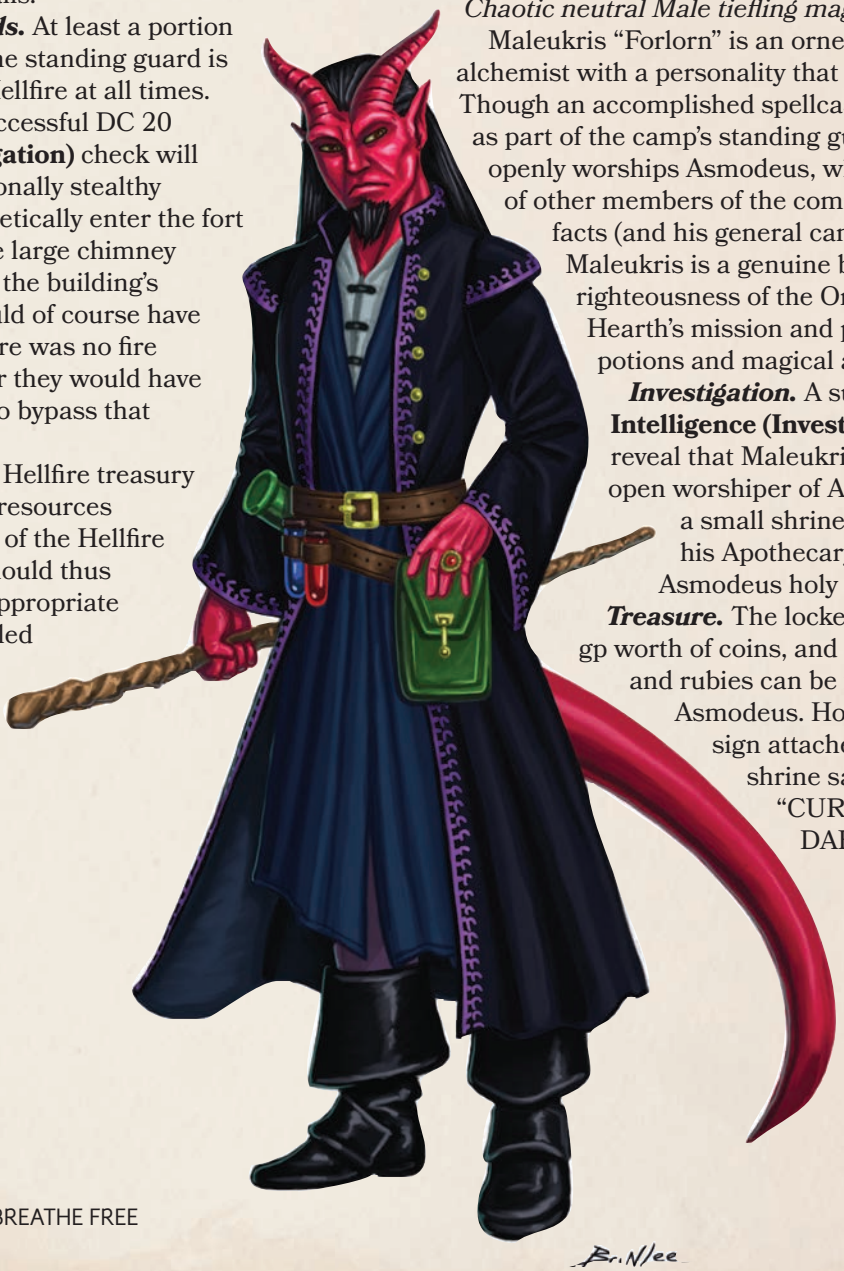
Fort Hellfire is the largest and most well defended building in Camp Brimstone. This stone and timber construction is built over an entrance to the Underdark, which leads directly to Hrast Het. This allows the Paladins of the Hellfire Hearth to communicate with and travel to their Underdark base of operations with relative speed and ease. The Paladins of the Hellfire Hearth are fully aware that the Fort is the last line of defense for everyone in Camp Brimstone, and so the fort itself is kept fighting ready and heavily guarded. From atop the main tower the guards of the Fort can look down over much of the surrounding area, and for this reason at least one guard is kept on watch at all times.

Camp Brimstone Leadership. Redemption chooses to live in the Fort, and he, Korinn, and Random can usually be found within its walls.

Fort Hellfire Guards. At least a portion of the Camp Brimstone standing guard is kept defending Fort Hellfire at all times.

Investigation. A successful DC 20 **Intelligence (Investigation)** check will reveal that an exceptionally stealthy individual could theoretically enter the fort unnoticed through the large chimney on the eastern side of the building's roof. That person would of course have to be assured that there was no fire burning at the time, or they would have to otherwise be able to bypass that obstacle.

Treasure. The Fort Hellfire treasury contains much of the resources available to the Order of the Hellfire Hearth. The chests should thus be treated as a level appropriate treasure hoard and filled appropriately.



9. Korinn's Cabin

The dragonborn Korinn keeps a relatively small cabin to the south of Fort Hellfire. The cabin is minimally furnished and decorated in a spartan manner.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that Korinn is rarely home, presumably choosing instead to spend most of her time at Fort Hellfire.

Treasure. Korinn has a small collection of high quality weaponry and armor from across the world displayed on a rack against the cabins northwestern wall. This collection if sold to the right collector could fetch 350 gp.

10. The Forlorn Apothecary

Strange odors and the occasional odd bang emanate from this somewhat ramshackle looking building on the eastern side of Camp Brimstone. A grubby looking sign indicates that the building is the Forlorn Apothecary. Magical and alchemical paraphernalia, as well as potions can be purchased from Maleukris "Forlorn", the bizarre old tiefling **mage** that owns the store.

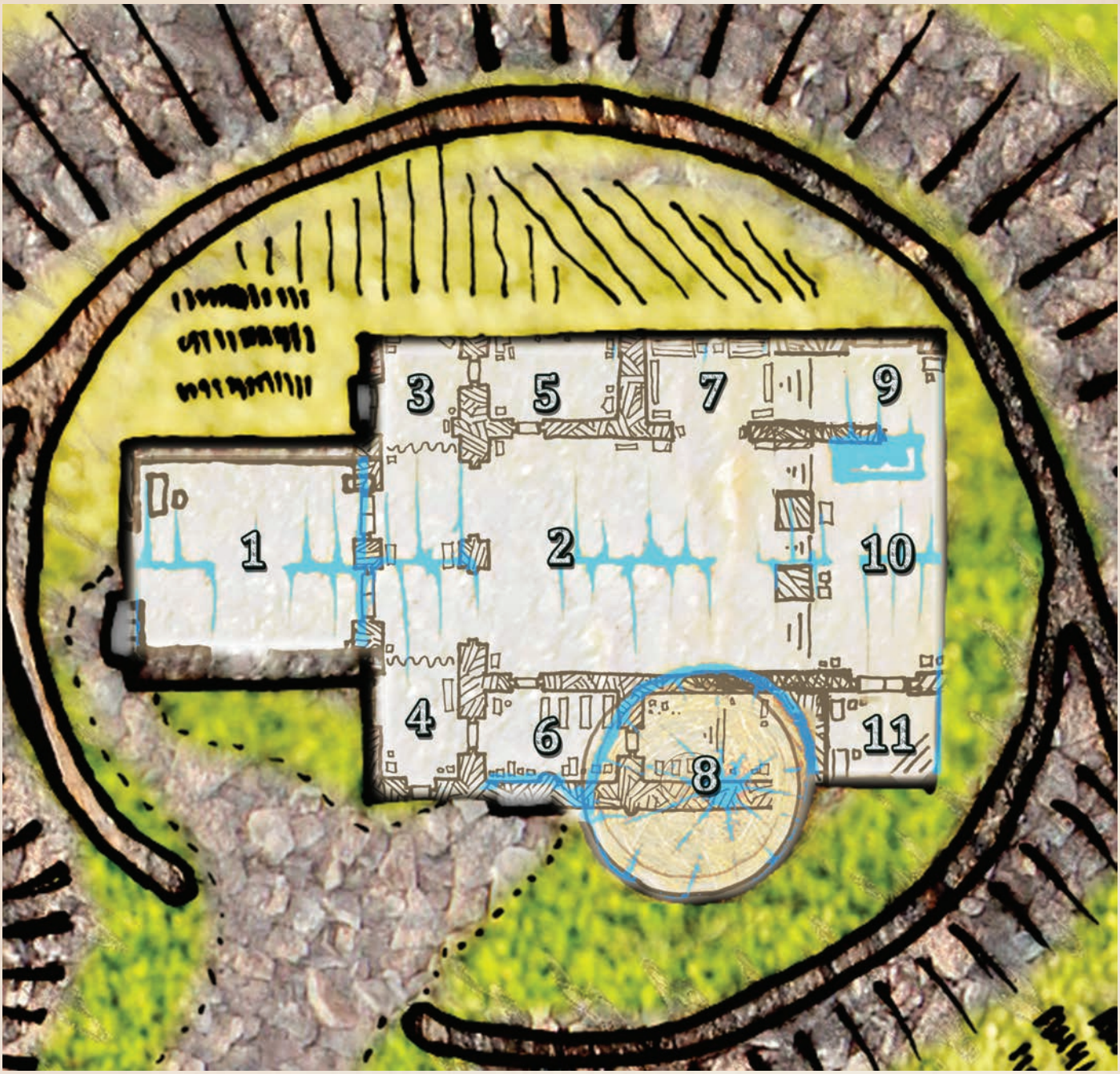
Maleukris "Forlorn"

Chaotic neutral Male tiefling mage

Maleukris "Forlorn" is an ornery old tiefling **mage** and alchemist with a personality that many find disagreeable. Though an accomplished spellcaster, he refuses to serve as part of the camp's standing guard. Additionally, he openly worships Asmodeus, which irritates a number of other members of the community. Despite these facts (and his general cantankerousness), Maleukris is a genuine believer in the righteousness of the Order of the Hellfire Hearth's mission and provides them with potions and magical assistance at-cost.

Investigation. A successful DC 5 **Intelligence (Investigation)** check will reveal that Maleukris "Forlorn" is an open worshiper of Asmodeus. He keeps a small shrine to the dark god in his Apothecary, and often wears an Asmodeus holy symbol as a necklace.

Treasure. The locked cash box contains 350 gp worth of coins, and 250 gp worth of gold and rubies can be found on the shrine to Asmodeus. However, A handwritten sign attached to the front of the shrine says in large letters, "CURSED. TAKE IF YOU DARE. I WONT STOP YA."



Fort Hellfire

Fort Hellfire was the first building constructed in what is now known as Camp Brimstone. Beginning life as a simple watchtower atop a hill near a bend in Hill Stream, Fort Hellfire is now the most heavily fortified and defended building in the region. Constructed in stages and added on to as necessity dictated, the fort has become the surface base for the Paladins of the Hellfire Hearth.

Map Key

1. Barracks Room

Upon entering this room, it is impossible not to notice its cramped yet orderly nature. Despite only being approximately 15' wide and long, four bunk beds have been crammed into the space, allowing for eight individual sleeping spaces. Each bed has a set of small shelves at its head, several of which contain a few personal items. These items include folded clothes, articles of personal grooming, and similar domestic items.

Grimmwerz Slipclay

Lawful evil male muck dwarf noble

A wily and tenacious clan merchant from Kernguarn (see: **In the Wake of Rage**), Grimmwerz Slipclay has traveled to Camp Brimstone in order to attempt to sell adamantine weapons and armor to the Order of the Hellfire Hearth. The mining clan he belongs to has recently hit a adamantium vein, and he has been charged with finding a market for it. Slipclay reasons that it is only a matter of time before either the drow will seek vengeance on the meddling Order of the Hellfire Hearth,

or the region surrounding Camp Brimstone will turn on the tiefling enclave. Therefore, his sales pitch contends that the safety provided by stout adamantium armor and weapons will allow more members of the Order of the Hellfire Hearth to survive such an eventuality.

However, it is neither the weapons nor armor that is the most exciting item that Grimmwerz Slipclay has offered for sale, at least as far as the Order of the Hellfire Hearth is concerned. They have instead been drawn to a prototype item that Slipclay has dubbed an "adamantine blanket." The blanket is simply a heavy cloth lined with thin adamantine scales, but members of the Order of the Hellfire Hearth have shown excitement at the many potential uses of such an item. The paladins reason that the blankets could be quickly and easily wrapped around the women and children that the Order is charged with liberating during dangerous rescue attempts. The adamantium scales would then provide some defense against stray spells and arrows. Though negotiating in good faith, Grimmwerz is very confident that the Paladins of the Hellfire Hearth will have no choice but to buy his wares.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that six of the eight beds display evidence of recent occupancy. The shelves above these cots have a few items on them, and the beds are made up with linens. Five of these are have the sense of being used only as short-term lodging areas, presumably by those on duty in the Fort. However, one of the beds has a has a number of extra pillows atop it and traveling trunk next to it that appears to be of extraordinarily sturdy dwarven construction.

Treasure. The various and sundry possessions of the guards and paladins lodging in the barracks are worth very little. If sold together they will fetch about 15 gp. Grimmwerz Slipclay's fine clothing and accoutrements (once cleaned) can be sold for 150 gp. His chest is locked by both magical and mundane means, and, is worth 500 gp on its own. The contents within consist of a number adamantine weapons and armor (the specifics are left to the Dungeon Master's discretion), the adamantine blanket which is worth 250 gp, some of samples of raw adamantium, as well as a great deal of mining clan paperwork having to do with the potential sale of these items to the Order of the Hellfire Hearth.

The Origin of the Table of Plenty

The Table of Plenty was presented as a gift to the Paladins of the Order soon after Fort Hellfire was constructed. At that time Camp Brimstone was having trouble keeping enough food on hand for their needs. Hannelore Harpell, matriarch of the famed wizard family and former adventuring companion of the Paladin Redemption decided to help. She had a splendid table constructed for the Order and created a new enchantment that would allow the table to emulate some of the effects of the *Mordenkainen's magnificent mansion* spell. For whatever reason the enchantment process tended to shrink the ensorcelled item by approximately fifty percent. With other things to attend to Hannelore decided to simply present the table in its shrunken form on the day of Redemption's half-birthday and play off its size as a jest.

2. The Great Hall

This large rectangular room is approximately 15 feet wide, north the south, and 25 feet wide east to west. Much of the large room's floor space is taken up with three long rectangular tables constructed of sturdy local timber. Each of the three tables has long benches on either side, built in such a way as to allow for them to be stored beneath the table when not in use. A fourth, smaller table of some lighter colored wood has been placed perpendicular to the other three, near the western side of the space. This smaller table has no benches or chairs around it.

Thick curtains in the northwestern and southwestern corners separate the great hall from other parts of the fort (areas 3 and 4), and more curtains, though currently secured to a pillar and out of the way, could clearly be used to divide the room further. The stone of the walls and floor of this space have been expertly cut, it's craftsmanship apparent at even a casual glance. The area where the walls and ceiling meet is decorated with a carved stone frieze of warm colored stone blocks. The floor too displays a pattern of warm colored stone blocks laid out in a sort of geometric pattern. The walls are decorated with large hanging tapestries, emblazoned with the symbol of the Order of the Hellfire Hearth.

Investigation. A successful DC 20 **Intelligence (Investigation)** check will reveal that the large tapestries being used to cover arrow loops that have been built into the walls. These arrow loops allow for those within the Great Hall to aim weapons and spells at anyone in the surrounding rooms. These arrow loops are closed with shutters that do not appear to have been opened in a great deal of time. If examined, the stone frieze at the top of the wall is carved with text written in infernal script. The inscribed text is the tenants of the Oath of the Orphan, one of the oaths taken by members of the Order of the Hellfire Hearth. It reads:
"Comfort the Homeless. Rear the Orphaned. Protect the Young. If You Must Avenge Them, Avenge Them Tenfold. Find a Home for the Tiefling People."

Treasure. The earthenware and cutlery kept neatly stacked in a large cupboard is sufficient to serve 50 guests and has a value of 100 gp. The six tapestries along the walls are worth 15 gp each. The small, more elaborate table is actually the *Table of Plenty* (see magic item listing below).

Table of Plenty

Wonderous Item, Very Rare

This low wooden table appears to have been constructed for comfortable use by members of the smaller races, or by children. Though only about two and a half feet tall, it is about eight feet long, and three feet across. Constructed entirely of well-scrubbed wood, the tables only ornamentation is a roughly rendered horn of plenty carved into its surface. The table is even heavier than it appears, and any creature attempting to move the table will find that it weighs well in excess of 1000 lbs.

Once per day the Table of Plenty can be used to create a sufficient amount of food and drink to serve a nine-course banquet for up to 100 people, in the manner of the *Mordenkainen's magnificent mansion* spell. The types of food and drink are quite varied, but the meals tend to be simple, nourishing, and of a home-cooked style.

3. Pantry

This small room is full of shelves and crates of food and kitchen supplies, all clearly labeled, dated, and organized. It is closed off by a curtain to the south, and a wooden door to the east.

Investigation. A successful DC 20 **Intelligence (Investigation)** check will reveal that items dated from months ago that should have long ago spoiled have not done so. This clearly indicates that some kind of complex preservation process or magic is being used.

Treasure. Enough preserved food for 20 people to eat comfortably for a week is stored within this room. This food, if sold, would fetch the same amount of coin as a similar number of rations, approximately 70 gp. The kitchen supplies consist of enough equipment to make five sets of cook's utensils, which sell for 1 gp each.

4. Redemption's Room

Closed off by a curtain on the north and a door to the east, Redemption's room seems to be the only permanent living space in Fort Hellfire. A small cot covered in an old quilt is set against the southern wall. At the foot of the cot is a battered old foot locker. A desk has been placed against the western wall. A number of papers have been neatly stacked atop it, with quills, ink, and a blotter nearby.

Investigation. Looking through the papers on Redemption's desk, they appear to be personal journals detailing a number of adventures into the Underdark to rescue tieflings there. There are also some notes regarding battle tactics, troop placements, and numerous locations throughout the North friendly to tieflings. Anyone referencing these papers gains advantage on any **Intelligence (Investigation)** check made to root out locations along the Brimstone Trail. Furthermore, a leader referencing these papers gains advantage on **Wisdom (Perception)** checks to avoid being surprised by members and allies of the Hellfire Hearth. Any troops under such a leader's command may choose to gain advantage on an attack roll against members of the Hellfire Hearth or their allies once per encounter.

Alternatively, the combatants may spend this benefit to impose disadvantage on members of the Hellfire Hearth or their allies once per encounter. This benefit may be used after dice have been rolled, but before the result of the roll is declared.

Treasure. Redemption is a man who chooses to live his life with few possessions. His foot locker contains only a few changes of clothes, a *potion of greater healing*, and a coin purse containing 20 gp. Unless Camp Brimstone is in a state of all-out war, the foot locker also contains an oilcloth wrapped around a suit of magical chainmail, called *kyton armor*. In the event of all-out war, Redemption is usually wearing the armor, and as such it cannot be found in his footlocker.

Kyton Armor

Armor (chainmail), very rare (requires attunement)

Made from the hide and chains of a chain devil (also known as a kyton,) this suit of matte black and grey chainmail armor appears to have seen a great deal of use in battle. Several lengths of chain simply dangle freely from the chest piece. Even when not being worn, this armor seems to shift and move ever so slightly. When you are attuned and wearing this +2 chainmail armor you gain resistance to fire and poison damage and have advantage on saving throws against spells and other magical effects. In addition, you can use a bonus action to speak the armor's command word to cause the armor's hanging chains to magically sprout hooks and barbs, and animate.

Once animated, as a bonus action you may cause the chains to attack with a life of their own. This chain attack is considered a martial melee weapon attack with the finesse and reach properties. The chains may attack on the same turn that they are animated.

Melee Weapon Attack: + STR or DEX mod to hit, reach 10 ft., one target. Hit: (2d6 + STR or DEX mod) slashing damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained and takes 2d6 piercing damage at the start of each of its turns.

The animated chains are considered a single object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. The animated chains can grapple one creature on its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the wearer of the *kyton armor* is incapacitated or dies. This ability may not be used again until the wearer of the *kyton armor* has completed a short or long rest.



BY TRAVIS LEGGE



5. Kitchen

This small yet orderly room is very clearly a food preparation area. The scent of baking bread and roasting meat permeates the air in a tempting panoply of culinary skill. A number of ovens have been built into the southern wall, with long wooden paddles set beside them ready to be used to manipulate the food cooked within. Along the northern wall are three brick circles with fire pits built into their centers. The first holds a spit roasting apparatus. Atop the second brick circle a large cauldron has been hung above the fire pit. The third is covered with a sort of grill top. Above these fire pits is a wide hood which allows the smoke to escape the room quickly and efficiently. Affixed to the western wall of the room is a stone spigot, from which cool clear water falls constantly into a large stone basin situated beneath.

Millicent "Honeycomb"

Neutral good Female tiefling commoner

Millicent, or "Honeycomb," as she prefers to be called, is Fort Hellfire's primary cook. A middle aged tiefling woman with very few visible signs of her planar heritage, at a casual glance Honeycomb appears to be a full-blooded human (see the *Passing* trait detailed in **In the Wake of Rage**.) She is a kind and matronly woman, but one who takes her job as a chef very seriously, viewing the kitchen as her exclusive domain. She keeps her kitchen scrupulously clean and orderly and is known to become extremely cross with anyone who leaves a mess in her culinary kingdom.

Investigation. A successful DC 15 **Intelligence (Investigation)** check will reveal that the kitchen was built as an addition to the original Fort Hellfire building.

Treasure. The pots, skillets, cauldron, and other cooking equipment found in the kitchen can be sold to the right merchant for 15 gp. The smaller kitchen supplies consist of enough equipment to make three sets of Cook's Utensils, which sell for 1 gp each. A small collection of exotic and pricey spices located on one of the highest shelves can be sold for 25 gp.

6. Foyer

The first room that most visitors to Fort Hellfire will see, this space is arranged to be a comfortable sitting area for guests of the members of The Order of the Hellfire Hearth. Two benches, set against the northern and southern wall of the room can comfortably provide enough seating for two adult medium humanoids each. A small bookshelf with a number of well-thumbed volumes on it is set in the room's northeastern corner. A few framed architectural sketches on the walls and a red and yellow rug are the room's only adornment. At least one **guard** is usually on duty in the Foyer.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the bookcase contains only children's books on it's lower two shelves. Only it's top shelf is curated for an older audience of readers. It will also reveal that the three architectural drawings hung on the walls each display a different stage of Fort Hellfire's construction. The first depicts only the watchtower. The second shows the Watchtower and the Great Hall. The third depicts the building more or less as it is now, with a number of additions attached to the great hall's structure. These drawings are not to scale, and the linework has been left artistically vague.

Treasure. The framed architectural sketches on the walls are more of a curiosity than a collector's item. All three together can be sold for 10 gp to the right collector. The collection of books has been read so many times that they are worn and in well-used condition. As a collection, they would only sell for 20 gp.

7. Office

The walls of this small room are lined with shelves full of papers, books, and scrolls, making the already small room feel positively cramped. In the center of the room is a large desk, laden down with documents in tall stacks. The room is only about five feet wide and ten feet long, and this small size, coupled with the sheer amount of paperwork therein gives the room the sense of being even smaller than it is.

Mannorak the Scribe

Lawful neutral Male tiefling mage

The scholarly and forthright Mannorak is the scribe, bookkeeper, and day-to-day organizer for the Order of the Hellfire Hearth's surface operations. A proud man, he boasts that once he has read something he never forgets it; an invaluable skill for someone in his profession. Once

a slave in the Underdark kept by a drow house for his skill with numbers and planning, Mannorak lost both of his legs when a member of the household wanted to test a new spell and the unlucky tiefling slave happened to be nearby. Mannorak was discarded by the drow as "useless" after the incident and would have surely died had he not been swiftly rescued by Redemption during an Underdark raid and is now fiercely loyal to the idealistic tiefling leader. Mannorak now ambulates primarily using a wheeled chair given to him by the King Bruenor Battlehammer, as magical attempts to give him back his legs have proven unsuccessful.

Investigation. A successful DC 15 **Intelligence (Investigation)** check will reveal that, though the room appears to have paperwork stacked randomly, it is actually an elaborate filing system of some kind.

Treasure. On the desk is a signet stamp used for sealing official Order of the Hellfire Hearth documents with crimson wax is worth 7 gp, but it could be of indescribable value to a forger under the right circumstances. The documents individually hold almost no value, but together they tell an obsessively complete story of the Order of the Hellfire Hearth's operations. Again, these could be extremely valuable under the right circumstances. Within the huge array of documents in the room there are also four level 1 spell scrolls, two level 2 spell scrolls, and a level 3 spell scroll (the specific spells are left to the discretion of the Dungeon Master). Mannorak's floating chair is modeled after the famous wheelchair of the Banak Brawnanvil, the eleventh king of Mithral Hall and king Bruenor Battlehammer's late cousin, and as such is an exquisite piece of dwarven craftsmanship easily worth 2,000 gp, though stealing it may draw the ire of the dwarven king.

8. The Watchtower and Infirmary

The watchtower of Fort Hellfire was the first building constructed in the area of what is now Camp Brimstone. Approximately 40 feet tall and constructed out of strong, expertly cut stones, the watchtower is a sort of symbol for the town as a whole, as well as an excellent defensive asset. At least one (usually two) **guards** are kept on duty in the watchtower, scanning the surrounding area for any evidence of trouble.

The bottom floor of the watchtower has been converted into a well-stocked infirmary with six comfortable beds. Though its primary function is to heal the battle wounds of the paladins, it is just as ready to help sick or injured Camp Brimstone locals and travelers in need of aid.

Healer Alazzia

Lawful good female tiefling priest

The energetic Healer Alazzia has only been the chief Healer for a short period of time. The previous chief Healer was quite old, and recently died in his sleep. This left his much younger protégé as his logical replacement. Despite her youth she has conducted herself admirably in her new role. However, she still lacks confidence, and tends to double and triple-check her decisions, constantly consulting her medical texts, as well as the previous Healer's notes.

Investigation. A successful DC 25 **Intelligence (Investigation)** check will reveal that though the thick ironbound doors to the higher floors of the watchtower are kept locked at almost all times, a spare key has been hidden at the back of a



shelf of medical equipment and texts, behind a very old book on the healing arts.

Treasure. On the shelves of medical accoutrements can be found a *potion of superior healing*, three *potions of greater healing*, and four *potions of healing*. The medical library represents a lifetime of collection by the previous Healer, and to the right collector could be worth as much as 200 gp. Additionally, the medical supplies consist of enough equipment to make three healer's kits, which sell for 5 gp each.

9. The Room of Remembrance

The Fort Hellfire meditation chamber is formally known as The Room of Remembrance by the Paladins of the Hellfire Hearth. In contrast to the pleasant atmosphere of the rest of the building, the Room of Remembrance is, by design, a grim and dour place. Its entrances are located along its western and southern sides of the chamber, but they closed off by heavy black curtains. These curtains serve to dampen the sounds of the fort's day to day bustle a great deal, providing a quiet place for reflection.

The room itself is barren, its gray stone walls and floors left unpainted and undecorated apart from an enormous fireplace built into the southern wall. This fireplace is one of the Hellfire Hearths from which the Order draws its name. The northern side of the Hellfire Hearth is visible from this meditation chamber. The Hellfire Hearth is always burning, making the meditation chamber very warm. In the flickering light of the flames (which also provide the room's only illumination) one can view a number of items grisly items atop the mantel of the fireplace. The items on the mantle include a stuffed rothé covered in old blood stains, a broken wooden sword, and pair of rusty manacles sized for a child, and a number of other items that have an air of tragedy about them are displayed.

Investigation. A successful DC 10 **Intelligence (Investigation)** check will reveal that the Hellfire Hearth has only a metal grate for a floor, and that there is no visible fuel keeping the fire lit. In fact, the Hellfire Hearth is a gas flame, fed by flammable vapors from deep within the earth. Moreover, one can intuit that the heartbreaking items displayed on the mantlepiece have been placed there as a symbolic reminder of the times when the Order of the Hellfire Hearth has been too late or simply unable to save a child in need.

Treasure. Nothing of any particular value can be found within this room, though the dark curtains are made of a thick, high quality velvet-like material that could be sold for 15 gp each.

10. The Parlor

Most easily accessible via a short flight of stairs on the eastern side of the Great Hall, the parlor is a comfortable sitting area where members of the Order of the Hellfire Hearth, their allies, and guests can relax and enjoy one another's company. A thick rug covers the stone floor and numerous colorful pictures cover the walls. Several comfortable chairs and couches allow for ten people to sit comfortably in this room at a time. The space is kept comfortably warm by an enormous fireplace built into the rooms northern wall. The southern side of the Hellfire Hearth is visible from this room. In contrast to the display of artifacts of tragedy displayed on the mantle of in the Room of Remembrance, the mantle in the parlor is covered with dried flowers, interesting stones, and other small gifts and letters given to the Order from the children that they have saved.

Investigation. A successful DC 15 **Intelligence (Investigation)** check will reveal the same information gleaned from the investigation of Room 9. In addition, the mechanism used to widen or restrict the flow of vapor to the fire is located in this room next to the fireplace, allowing whomever is tending the fire to make the flames larger or smaller. However, the mechanism is built in such a way as to not allow the fire to be entirely extinguished.

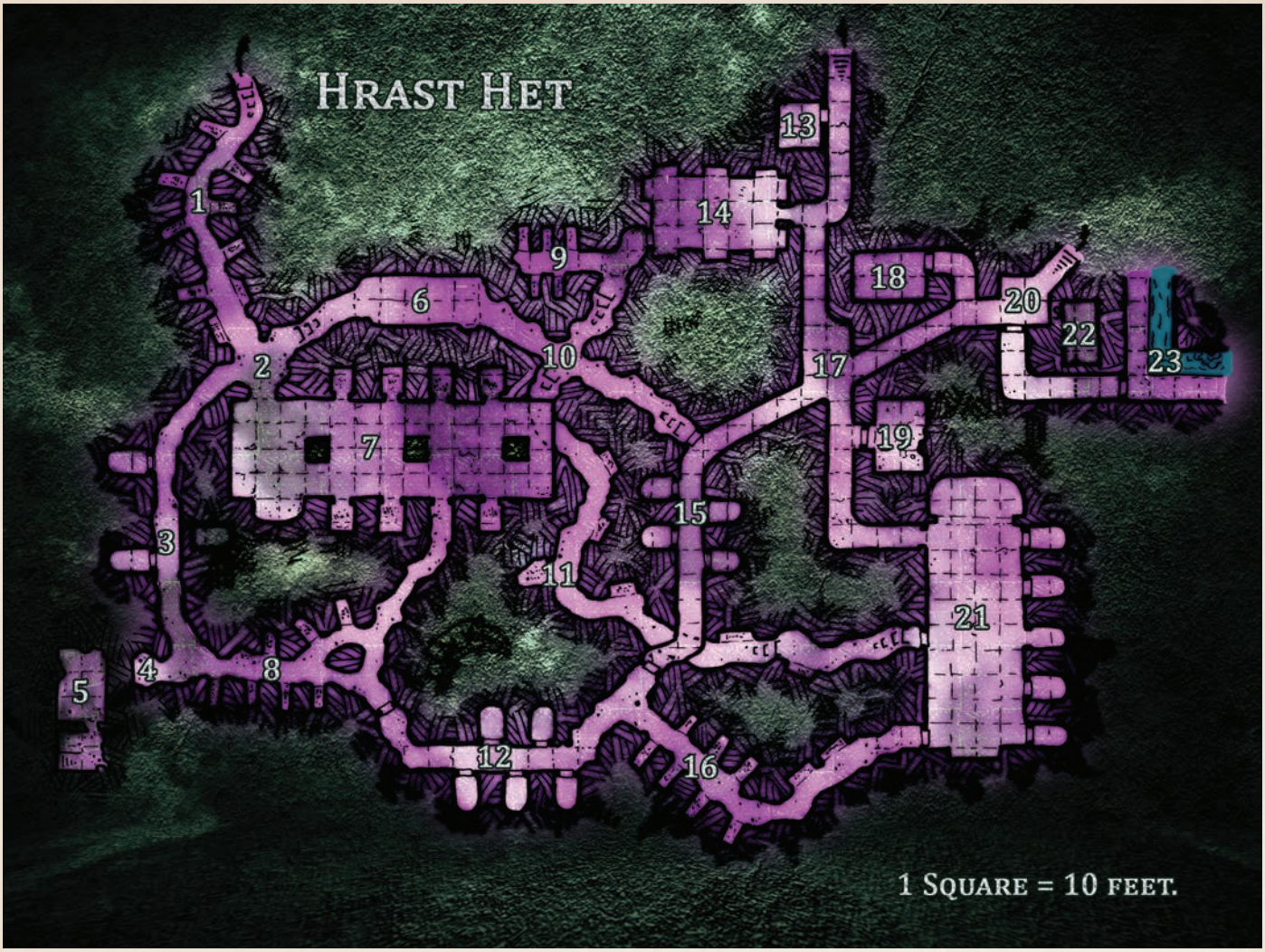
Treasure. The thick rug on the parlor floor is a high-quality item taken from a slaver's caravan. It is clearly in the style of a foreign land, but its specific provenance is uncertain. If sold to the right collector could be worth as much as 150 gp. Moreover, the room's furniture is simple but comfortable, and built to last. If sold as a set the four chairs and two couches are worth 100 gp in total. The artwork displayed on the walls was art made by children, and its value is strictly sentimental.

11. Storage Room and Underdark Entrance

Accessible only by a pair of locked double doors on the room's northern wall, this room at first glance seems to only contain a few crates and barrels containing nothing of any particular interest. However, hidden beneath these items is a locked trapdoor which leads to a long tunnel. This tunnel, if followed, leads to Area 1 of Hrast Het (see Hrast Het map).

Investigation. A successful DC 25 **Intelligence (Investigation)** check reveals that the secret door is hidden beneath the crates. Additionally, it will reveal that the double doors are as thick and sturdy as the fort's front gates.

Treasure. None, apart from access to Hrast Het.



Hrast Het

Hrast Het is the Underdark base of the Order of the Hellfire Hearth. Established during the events of **Out of the Abyss**, this base has served as a safe haven for the tieflings rescued by the Hellfire Hearth as well as members of other races who have sought sanctuary. All who respect freedom and liberty are welcome, though the inhabitants of the settlement are predominantly tiefling.

The stronghold of Hrast Het began as the storage chambers under the watchtower which became Fort Hellfire. Delved from the hill on which the tower is sited, its many nooks and crannies are packed with emergency supplies for the denizens of the Fort and the Camp. Hrast Het is the last place of refuge for those who dwell above, as well as a means of escape, for it is connected to the Underdark.

That connection is very strong. The entire complex is suffused with a magical radiation that the drow call *faerzress*. A remnant of the mighty elven magics that originally shaped the Underdark, faerzress distorts and interferes with the Weave. Before a character unaware of faerzress casts a spell or uses magical power that would be affected by faerzress as described below, you may allow the character a DC 20 **Intelligence (Arcana)** or **Intelligence (History)** check. On a success, the character is aware of the hazards.

Hrast Het has the following characteristics due to faerzress:

- Each area is filled with dim light.
- Creatures within Hrast Het have advantage on saving throws to avoid the effects of divination spells. If the spell doesn't allow a saving throw, the caster must make a successful DC 15 **Constitution saving throw**. On a failure, the spell fails.
- When a creature attempts to teleport to or within Hrast Het, the attempt can suffer a mishap as if the destination was known only by description. In addition, the caster must take a DC 15 **Constitution saving throw**. On a failure, the spell fails, and the caster suffers 1d10 force damage.
- Whenever a spell is cast within Hrast Het, the caster rolls a d20. On a 1, they get a Wild Magic Surge effect.

Though the administrators of Hellfire Hearth have made great improvements to the infrastructure of Hrast Het, there are still passages, stairwells, and bridges which lack hand-holds or safety rails, areas which end abruptly in drop-offs or solid walls, and unstable ceilings that are susceptible to collapse. Hrast Het remains a work in progress.

BY TRAVIS LEGGE

Hrast Het Leadership

Hope

Lawful good Female tiefling paladin

Hope is the highest ranking member of the Order of the Hellfire Hearth in Hrast Het and is effectively the mayor of the settlement. She has a council of advisors, drawn from the citizens, who help her prioritize matters of civic concern. Hope chafes at her role as an administrator and would much prefer to be delving into the Underdark to rescue lost tieflings resulting from the events of **Out of the Abyss**. Unfortunately, she knows that she is needed to get Hrast Het set up and running efficiently before the democratic government she and Redemption envision for the settlement can be put into place. Hope is firm but fair when addressing civil disputes and is well-respected by most of the settlers in her village.



Khaless Fey

Lawful neutral drow male rogue/sorcerer

Khaless is a rebel drow who was once a faithful servant of the Priestesses of Lolth. Even after the Battle of Menzoberranzan, when many drow lost their faith, Khaless remained in service to the priestesses, confident that their wisdom would guide the drow through those troubled times. His faith in the priestesses did not waver until it was discovered that his sister, Ursulak, had been seduced by the Demon Lord Graz'zt and was with child. Given the nature of her unborn child, the priestesses demanded Ursulak's imprisonment and execution. As the order was given, Khaless lost his faith and determined that the priestesses were blinded by their hatred and fear. Using his considerable skills with stealth and lockpicking, Khaless freed Ursulak from her cell on the eve of her execution, and the siblings fled as far as they could from Menzoberranzan. As they hid, alone and in terror of their pursuers, they were discovered by Hope and the Order, who were tracking down women who were carrying tiefling children. Hope swore to keep both child and mother safe, and Khaless pledged his loyalty to a new mistress. Khaless now serves Hope as head of security for Hrast Het. While he is neither particularly good nor kind, he has made great strides in terms of accepting different people as equals and prioritizing the safety of the settlement above all other concerns. Stern and ill-tempered, Khaless softens considerably when playing with his infant nephew, Freeborn.

Liam Vandree

Neutral good drow male paladin; Oath of the Orphaned

Liam is a drow who was rescued from imprisonment as a heretic. Once a high-ranking noble in a small drow settlement, Liam entered his trance one night and experienced a vision of the elven god Corellon. In this vision, Liam was told that he should no longer weather the storms and abuses of Lolth's madness and would be welcome to join the elves of the light, should he earn a place among them. Upon rising from this vision, Liam discovered that he was among the Blessed of Corellon.

Naturally, the other drow nobles found this to be the most offensive blasphemy and imprisoned Liam for trial as a heretic. Liam sat in a cell for two days with a drow woman who was imprisoned for carrying the child of a demon. Despite his own great fear, Liam gave strength and comfort to the woman in his cell and told her that he had faith that they would be saved. On the day before they were scheduled for trial, Liam's

faith was rewarded, as members of the Order of the Hellfire Hearth came to the village and freed Liam and his cellmate.

Upon learning of the holy quest of the Hellfire Hearth, Liam swore the oath and joined this order of paladins. Studying under Hope, Liam has quickly risen through the ranks of the Order and serves as Hope's advisor, aid, and right hand.

Though Liam is Blessed of Corellon, he prefers to remain Liam, as he is most comfortable in that expression. While he appreciates Corellon's offer of sanctuary and welcome, Liam has devoted his faith to the drow goddess Eilistraee, seeing her quest to heal the rift between surface elves and drow as more akin to his own goals.

Tinksnarl Rockbreaker

Chaotic good male muck dwarf (sargh) bard

Tinksnarl is the lead engineer and unofficial lorekeeper of Hrast Het. Tinksnarl left his settlement to seek out a cure for the muck dwarves and to spread the word of the terrible curse that has befallen his people. During his travels, he came across Hope and her contingent of tiefling seekers, who had been trapped by a cave-in. Using his shrinking ability, he squeezed into the collapsed tunnel and assessed the situation, discovered the means to clear the rocks safely, and helped Hope escape. Hope remains grateful to Tinksnarl. In return, she offered to introduce him to the other members of the Order of the Hellfire Hearth in the hope that they could help him find the cure he seeks. Since then the duo have become fast friends, and Tinksnarl has felt acceptance from the outcasts of Hrast Het in a way he never thought possible.

Tinksnarl has sent for other sargh to join him in Hrast Het. Those who have chosen to do so now work for the settlement, fortifying the village and building staircases, bridges, safety rails, and living quarters within Hrast Het.

Hrast Het Defenses

Hrast Het maintains a standing guard. Each guard shift consists of:

- Four tiefling **knights**, paladins of the Order of the Hellfire Hearth
- Four tiefling or muck dwarf **veterans**
- Two tiefling **mages**
- Two tiefling **spies**
- Two **drow elite warriors**

These groups work eight-hour shifts, with a ten-minute overlap for shift change. There is a fourth shift enjoying a day off. If Hrast Het is threatened, all members of the guard work together to defend the complex (multiply all numbers by 4).

Inhabitants

Most of the common folk in Hrast Het are tiefling **commoners**, though about five percent of the population are dragonborn. There is also a small contingent of muck dwarves, which represent about five percent of the population, and a small grouping of drow outcasts, which represents about three percent of the population. There are no human residents in Hrast Het, but on a typical day, several humans can be found visiting the Underdark settlement from Camp Brimstone, above.



BY TRAVIS LEGGE

Map Key

1. Entry Passage

A narrow set of stairs cunningly cut into the rock beneath Fort Hellfire leads to a twisting passage. Set into the walls is a series of niches, into which are placed defensive positions from which spells and normal missiles can be fired into foes which somehow breach the Fort's defenses to approach Hrast Het.

2. The Landing

This nexus of passages hides one of Hrast Het's strongest defenses. Should the Entry be breached, the Guard can activate a magical trap in this location. The trap can only be activated by a member of the Order of the Hellfire Hearth, including Hope, Khaless, and the paladins which command the shifts of the Guard. If the trap is active, when a creature enters this area, transparent *walls of force* spring into being in the archways which lead into the passages leading west, south, and east. A successful *dispel magic* (DC 15) cast on each wall destroys the trap.

3. Guard Quarters

These rooms are rest quarters for Guard members awaiting their upcoming shifts.

4. Secret Door

Cunningly crafted by the original delvers of Hrast Het, whose names are lost to the mists of time, these doors open only when a creature utters the phrase, "Burakrin caurak deladar," which in Old Shanatan means "Passage cavern to go down." It was years before anyone even knew this door existed, much less what opened it, and more years of research before the proper password was discovered. Only Hope, Khaless, Redemption, Mannorak, and Tinksnarl know the password.

5. Treasury

This room contains the bulk of the Order's wealth. The small room to the south is the Order's last-ditch escape plan: A *teleportation circle* keyed to the lower levels of Criella's Cottage on the Long Road.

Treasure. The treasury of the Order consists of 14,000 gp, 1,500 pp, a carpet of flying, a tome of clear thought, a ring of telekinesis, a bronze crown, two carved ivory statuettes, a brass mug with jade inlay, and a box of turquoise animal figurines (worth 250 gp each.) All coinage is divided between and locked in ten wooden chests. Each lock can be picked with a successful DC 15 **Dexterity check using thieves' tools**. Keys to the chests are carried by Hope, Liam, and Tinksnarl.

6. Guard's Mess Hall

Long tables and benches are placed with military precision in this room, where Guard members take their meals. There is a lectern in the northwest corner where a paladin or priest reads inspiring passages from sacred texts while the Guard are at table.

7. Stores

The main emergency supply dump for Camp, Fort, and Hrast Het, this room is stacked from flagstone floor to vaulted ceiling with boxes and crates. The containers hold rations, dry clothing, weapons, and ammunition should the complex be besieged. The niches in the north and south walls have cisterns worked into the stone, each 10 feet deep and kept filled with fresh water. In an emergency, people can be billeted here as well.

8, 9, 11, 16. Storage

These niches are normally occupied with various supplies, as in Area 7. However, in the event of a siege, refugees can be temporarily housed here.

10. The Crossroads

This nexus of passages hides one of Hrast Het's strongest defenses. Should attackers breach Hrast Het's defenses this far, the Guard can activate a magical trap in this location. The trap can only be activated by a member of the Order of the Hellfire Hearth, including Hope, Khaless, and the paladins which command the shifts of the Guard.

If the trap is active, the trap is sprung when an intruder steps on a sigil in the center of the floor, releasing a magical gout of flame from the ceiling. The DC is 15 to spot the faint magical sigils on the floor and ceiling at the center of the nexus, as well as faint scorch marks on the floor, ceiling, and walls. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation magic around the sigil.

The trap activates when a creature steps on the sigil on the floor, causing the sigil in the ceiling to release a 30-foot blast of fire. Each creature in the fire must make a DC 13 **Dexterity saving throw**, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

A successful *dispel magic* (DC 15) cast on each sigil – requiring two castings – destroys the trap.

12. Cells

On the south side of this passage are strong cells, used to hold those the Order deems meet to have under lock and key. The cells have heavy steel doors, cunningly fitted by Tinksnarl's muck dwarf engineers, which have dual locks – one each physical and magical. The north side of the passage has cells repurposed. Both are used by Khaless. The west cell is his lavatory and bathing room, and the eastern is his bedroom and office.

13. Guardroom

This room is always occupied by a contingent of on-duty Guard members who keep watch on the passage to the greater Underdark which leads away and down to the north. It has its own cistern and food supplies, as well as crates of weapons, ammunition, and material components for offensive spells like *fireball* and *lightning bolt*.

14. Armory

Kept scrupulously clean by members of the Guard, this room contains many racks of weapons, from spears and javelins to polearms, axes, and swords. Barrels of arrows and crossbow bolts are stacked in the corners. Barrels of sand contain suits of chain mail, and crates contain leather and plate armor. There is only one entrance to this room, a steel door which opens into the passage between Areas 13 and 17. A member of the Guard is always posted in this room, and the door is kept barred from the inside. The sentry can peer into the passage through a small visored slit in the door and will only open the door to another member of the Guard, Khaless, or a paladin of the Order.

The door has 50 hit points and is immune to all damage except fire and bludgeoning. Should an unauthorized creature breach the door, disable the guard, and enter the room, 6 suits of plate armor magically animate and become **animated armor,** and 12 of the swords magically animate and become **flying swords**.

15. Quarters

These small rooms are private quarters for a quartet of paladins of the Order. Each contains a bunk, a chest, and a small portable shrine. In the northwest room, under a loose flagstone, is a cache of *6 potions of healing* and a jar of *restorative ointment*.

17. The Nexus

Like all corridor junctions in Hrast Het, the Nexus is trapped. The six squares at the center of the Nexus are a hidden pit trap, with a horizontal wall of force covered by an illusion which looks identical to the real flagstones and floors of the complex, normally in place over the pit. Should Hrast Het suffer an invasion, inhabitants of areas 13 and 19 can manipulate magical runes which cause the wall of force to be dispelled but the illusory floor to remain. A creature moving onto one of those squares falls 40 feet onto poisoned spikes. A creature falling into the pit takes 9 (4d6) falling damage plus 11 (2d10) piercing damage from the spikes. In addition, a creature taking piercing damage from the spikes must also make a DC 15 **Constitution saving throw,** taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

18. Guardroom

This room is always occupied by a contingent of on-duty Guard members who keep watch on the passage to the surface which leads through area 20 then away and up to the northeast (this passage ends in a well-camouflaged portal behind a waterfall). It has its own cistern and food supplies, as well as crates of weapons, ammunition, and material components for offensive spells like *fireball* and *lightning bolt*.

19. Hope's Quarters

This chamber is Hope's private living quarters. Aside from a basic bedroll and foot locker, the room is filled with books, bookshelves, scrolls and various scraps of writing. Hope is an avid reader and takes every opportunity to get her hands on any book or writing that catches her eye. There is little rhyme, reason, or organization to the collection of books in her room, as it tends to change from week to week when she acquires new books, tires of old ones, and shifts focus between subjects.

20. Postern Gate

This room is the first line of defense should foes find and infiltrate Hrast Het's "emergency exit" behind a waterfall a league to the northeast. It is trapped. The trap can be neutralized using controls in the area 18 Guardroom.

When a creature steps onto the northeast square of area 20, sharp steel spikes thrust upward from spring-loaded tubes cleverly embedded in the floor. The holes in the floor are hidden by bits of plaster painted to look like the flagstones. The DC to spot them is 15. With a successful DC 15 **Intelligence (Investigation)** check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing the spikes. Each square has 8 spikes in it. Each spike makes a melee attack with a +6 bonus against a target within its square (vision is irrelevant to this attack roll, and if there are no targets in the area, the spikes don't hit anything). A target that is hit takes 11 (2d10) piercing damage.

Once the trap is set off, the spikes continue to reset and thrust upward rapidly and randomly, filling the entire room with metal death. A creature proficient with thieves' tools can neutralize the trap's mechanism by making a successful DC 16 **Dexterity check using thieves' tools**.

22. Secret Cache

A small room delved personally by Tinksnarl, this area is hidden by a secret door. The DC to spot the secret door is 22, and with a successful DC 15 **Intelligence (Investigation)** check, a character can deduce the mechanism to open the door. Within is a shrine to Jubilex.

23. New Chamber

Under the appraising eye of Tinksnarl, sargh are expanding this chamber. Recent excavation breached an underground waterway, which the muck dwarves have channeled into a source of fresh water for Hrast Het. The current passes from the north to the southeast, making this water source convenient not only for drinking water for the cisterns, but also for hygienic purposes such as laundry, as the waste water is carried away downstream. Tinksnarl theorizes the same spring which feeds this flow also feeds the stream which eventually becomes the waterfall which covers the Emergency Exit.



Longsaddle

Founded by the famous Harpell family around four hundred years ago, the hamlet of Longsaddle consists of little more than a collection of buildings along either side of the Long Road standing in the shadow of the wizarding family's Ivy Mansion.

The Harpell Family

From within the magnificent structure of the Ivy Mansion the Harpell family oversees the town with a light touch, allowing the inhabitants of the community to do more or less, as they please. Though not known for cruelty, the family is very powerful and is more than willing to show that power in sometimes bloody displays should they feel the need arise. The Harpell family is happy to remind people that they are in charge of Longsaddle. For these reasons, the populace views the Harpell family as a bit disturbing and try to handle conflict without involving them (as involving a Harpell may lead to someone being magically vaporized.)

Hannelore Harpell

Neutral human archmage

Current matriarch of the Harpell family, Hannelore is an ally of the Order of the Hellfire Hearth. She is a close friend and former adventuring partner of Redemption, and witnessed the founding of the Hellfire Hearth firsthand. Though Hannelore is a member of the Lords Alliance, she is irritated by the Inquisition and is unwilling to allow inquiaitors into the Longsaddle region.

Lucretia Harpell

Chaotic good human evoker

Lucretia is a younger and more boisterous member of the Harpell family. She is fascinated by the Hellfire Hearth and pokes her nose in frequently. She will brook no abuse or mistreatment of the tieflings and will respond to any perceived threats to her new friends with violent outbursts of uncontrolled magic.

The Ostever Family

While many of the prominent families of Longsaddle are nervous about the hamlet's new neighbors, the Ostevers are absolutely terrified of the tieflings in their

backyard. Though magical strangeness and non-human humanoids are nothing new to the Ostevers, they have precious little experience with the infernal, and their ignorance has blossomed into full on paranoia. Most of the family leadership is convinced that the settlement at Camp Brimstone is secretly an outpost established by the tieflings to provide a beachhead for a full-on infernal invasion. Apart from a letter of complaint drafted by the Ostever elders and presented to the Harpell family (who promptly ignored and dismissed the missive) the Ostevers have made no proclamations of their fear to outsiders, preferring to keep their concerns within the family. The sole exception to this is Ludwig Ostever, who is involved in the framing of the Hellfire Hearth in Waterdeep.

Ludwig Ostever

Lawful evil human noble

Ludwig Ostever has often represented the Ostever family in business dealings and transactions away from the Longsaddle ranch. It was during one such excursion, to Neverwinter, where he met and began courting his bride, Miri. While his initial interest in Miri was material (due to the attractiveness of her appearance, and as he soon discovered, her holdings) he soon developed a genuine love for her. Their courtship was a whirlwind of romance and bliss, and by the time Ludwig brought home his wife, she had become the most important thing in his life. When the tieflings of the Hellfire Hearth began their visits to Longsaddle, Ludwig saw the fear and pain that even hearing of such creatures created in his wife, and he knew he must do something to keep these "monsters" away from his family. Though he is certainly a bigot, his primary motivation is the safety and happiness of his beloved. What Ludwig fails to realize is that if Miri should discover the extent of his foul actions, it will cause her far greater pain than the presence of the tieflings ever could.

Miri Ostever

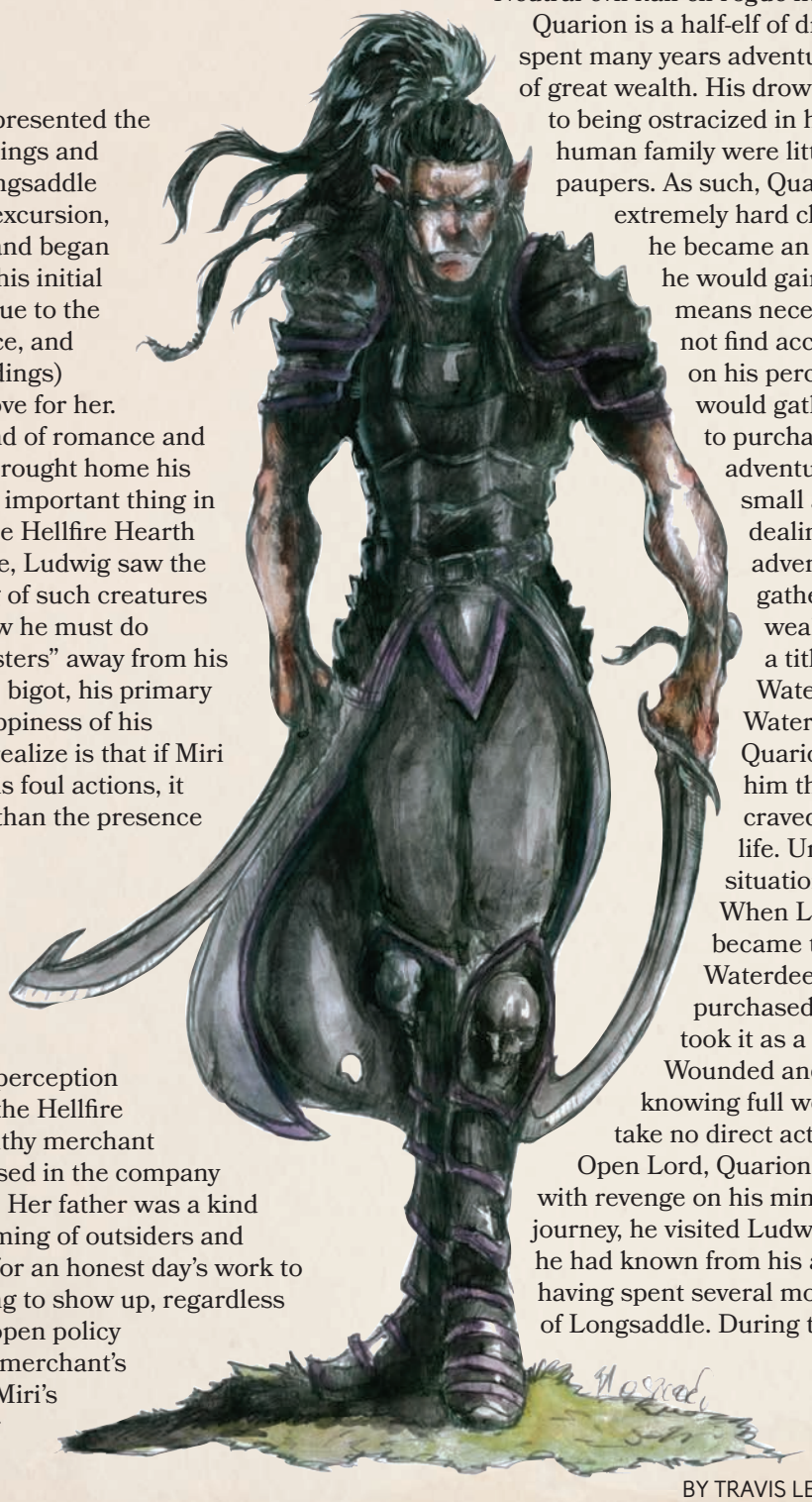
Neutral good human noble

Miri is the wife of Ludwig, and her personal experiences with tieflings has colored the entire family's perception and fueled the paranoia about the Hellfire Hearth. The daughter of a wealthy merchant from Neverwinter, Miri was raised in the company of a wide variety of humanoids. Her father was a kind and generous man, very welcoming of outsiders and willing to give the opportunity for an honest day's work to virtually anyone who was willing to show up, regardless of creed, race, or beliefs. This open policy was unfortunately the kind old merchant's undoing. A tiefling who joined Miri's father's organization was using the merchant's shipping connections to smuggle artifacts into Neverwinter for the Ashmadai. When the tiefling's duplicity was discovered and Miri's father initiated a confrontation, the tiefling villain slew Miri's father. Miri has since feared tieflings, seeing them all as deceptive, manipulative monsters. Though Miri is prejudiced and paranoid, she would never condone direct violent action against the tieflings and would be utterly horrified to discover Ludwig's involvement in any conspiracy to commit a murder, let alone to frame innocents for that murder.

Quarion Falone

Neutral evil half-elf rogue mastermind

Quarion is a half-elf of drow descent who spent many years adventuring in search of great wealth. His drow heritage led to being ostracized in his youth. His human family were little more than paupers. As such, Quarion had an extremely hard childhood. When he became an adult, he swore he would gain respect by any means necessary. If he could not find acceptance based on his perceived merit, he would gather enough coin to purchase it. Through adventuring, (and no small amount of dirty dealing with his fellow adventurers) Quarion gathered enough wealth to purchase a title and land in Waterdeep. As a Waterdhavian noble, Quarion's title afforded him the respect he had craved for his entire life. Unfortunately, this situation was not to last. When Lady Silverhand became the Open Lord of Waterdeep and revoked all purchased titles, Quarion took it as a personal insult. Wounded and enraged but knowing full well that he could take no direct action against the Open Lord, Quarion left the city with revenge on his mind. During this journey, he visited Ludwig Ostever, who he had known from his adventuring days, having spent several months based out of Longsaddle. During that visit, Quarion



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discovered the Hellfire Hearth (and subsequently, Ludwig's disdain for the tieflings involved.) During their conversation, inspiration struck. Quarion saw an opportunity to strike back at the Waterdhavian nobles while casting suspicion on the tieflings of the Hellfire Hearth. Of course, using his own money to finance such an effort would be too easily traceable, but if Ludwig were willing to cover expenses from the Ostever family coffers, Quarion would handle the minutiae of their plan. Ludwig agreed, funding the entire operation (at a significant cost, unknown to the rest of his family) Quarion doesn't care either way for the Hellfire Hearth (or any other tiefling for that matter) but if he were to discover the drow refugees among the people of Hrast Het, he may be forced to rethink his aloofness. As far as Quarion is concerned, the tieflings are just pawns, fit to be sacrificed to bring the nobility of Waterdeep down a peg.

The Sharnshield Family

The Sharnshield ranch has been on the outer edge of Longsaddle as long as Longsaddle has been around. The Sharnshields get along well with the Harpells and local rumor has it that ages ago, members of both families would adventure together as youths. The Sharnshields are among the most respected of the families in Longsaddle, as well as being one of the richest thanks to their expansive ranch.

Kara Sharnshield

Neutral good human female archer

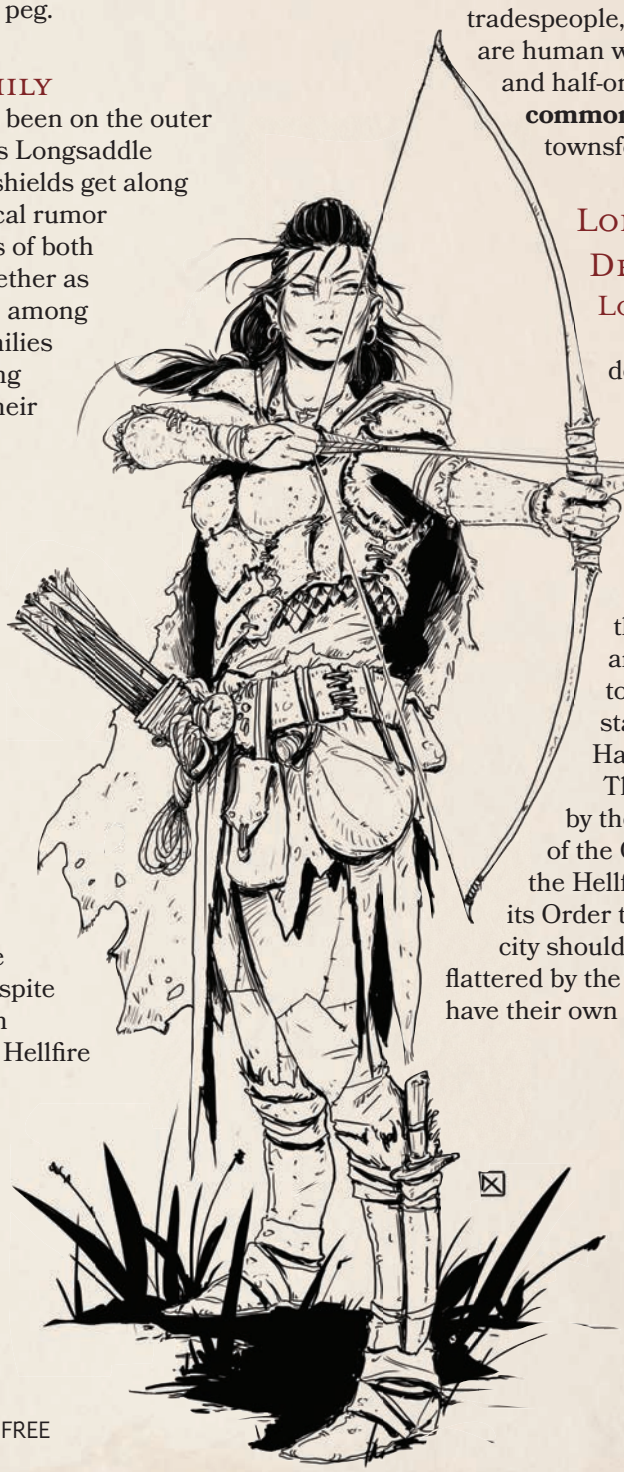
Kara is the representative of the Sharnshield family on all matters regarding the governance of Longsaddle. She is tough, strong, and has a no-nonsense approach to business and personal matters. As the Sharnshield ranch is the nearest major holding to Camp Brimstone, Kara has concerns about "the demons on our doorstep." Despite being a louder and more open opponent to alliance with the Hellfire Hearth than the Ostevers, Kara is in no way involved in the Conspiracy, nor would she tolerate such horrible business should she discover it.

Harpell Security

Should the players be foolish enough to start any conflict in Longsaddle, the Harpells respond with overwhelming force. With the increased tensions in the area, the wizards have no intention of letting any faction forget who holds the power in Longsaddle. Should open violence break out, the family dispatches seven **archmages** and five **evokers** to deal with any threat. In the unlikely event that any of the Harpells is reduced to half their hit points or fewer, another seven **archmages** join the fray. The Harpells prefer nonlethal methods, but should those prove ineffective, they are not above killing to defend their home and family.

Longsaddle Commoners

The common folk of Longsaddle are farmers, tradespeople, and laborers. The clear majority are human with the odd smattering of half-elf and half-orc thrown into the mix. Use the **commoner** stat block to represent these townsfolk should the need arise.



Longsaddle Leadership and Defenses

Longsaddle Guard

Most of the time, Longsaddle doesn't NEED guards. Private matters in established businesses (such as the tavern) can usually be handled by the staff. However, there are generally two members of the city watch, using the **guard** stat block, active within the village at any given moment. If any disturbance occurs which proves too difficult for individual business staff, or the city watch to handle, the Harpells will intervene.

Though the offer has been declined by the city council (largely at the urging of the Ostevers and the Sharnshields), the Hellfire Hearth has offered members of its Order to act as additional security in the city should the need arise. The Harpells are flattered by the offer, but figure that the tieflings have their own concerns.



Chapter 5: Endgame

The previous chapters of **Yearning to Breathe Free** focus on setting the stage for the campaign. Locations are discussed and detailed, various characters and motivations are introduced, and linchpin encounters are presented to provide the skeletal structure of the campaign. While it is possible to run the events in this book as a simple linear progression, there is a rich opportunity to marry the events and story beats of this campaign with various other adventures and encounters. As mentioned in the **Introduction**, the events of **Yearning to Breathe Free** may serve as a backdrop to another ongoing campaign, whether published or homebrewed. While the Introduction discusses integrating official WOTC campaign books, the Dungeon Master can just as easily create custom encounters for the party using the information presented in this book as a jumping off point. **Appendix D: Suggested Adventures** covers a list of adventures from the DMsGuild that could easily be adapted to occur within the context of this larger campaign. The story of the Waterdhavian Inquisition can be resolved quickly, or stretched out for as long as you like, utilizing the conflicts and locations herein to enrich your world. Even if a swift end is brought to Kormallis's vendetta, the effects of the Inquisition will likely be felt across the Sword Coast for years to come.

However, like all stories, the events of **Yearning to Breathe Free** must come to an end. This chapter focuses on ways to wrap up (or leave dangling) the plot threads introduced in this book. As with all material presented in this book, the Dungeon Master is encouraged to alter, adapt, and tweak these scenarios to best suit the needs of their campaign and players.

The Falone-Ostever Conspiracy

The core cause of the troubles in the North can be traced to this foul collusion between Quarion Falone and Ludwig Ostever. If justice is to be truly served, and the Order of the Hellfire Hearth cleared of suspicion, the player characters must uncover this conspiracy. If they fail to do so, the Hellfire Hearth's reputation will remain tarnished across the North, regardless of how the Inquisition plays out.

The Longsaddle Problem

Falone and Ostever are resting in the Ostever home, well within the boundaries of Longsaddle. The party will have to rely upon diplomacy, proof, and tactful planning in order to gain permission from the Harpell family to enter Longsaddle and perform a lawful arrest. There are a number of ways that a clever party can approach this problem. Characters may wish to seek the aid of their faction, or any factions they have gained a positive reputation with. Each of the primary factions of the North has an established relationship with the Harpell family, and all are well aware of their quirks and proclivities. Agents of the factions will know better than to even approach the Harpells to request an arrest without solid proof of wrongdoing. If faction-aligned characters decide to go in to Longsaddle without the permission of the Harpells, they can expect no aid whatsoever from their faction. No faction is crazy or stupid enough to pick a fight with the Harpell family on their home turf.

If the characters bring Torment or Weary to the Harpells, or evidence of their confession, the Harpells will be happy to permit the arrest. It is up to the Dungeon Master what other proof, if any, the Harpells will accept in order to give the arrest their blessing. Even if the Harpells do grant permission for the arrest, they will not allow the party to operate in Longsaddle unsupervised. Two Harpell **archmages** will accompany the party to complete the arrest and ensure that no undue violence takes place.

The characters can also petition the other prominent families of Longsaddle to seek justice on the Ostevers. The same burden of proof will apply, as the noble families of Harpells are not likely to believe that Ludwig could be involved in such filthy business. If the noble families are convinced of Ostever's guilt, they will aid in the arrest. In such an event, Ludwig will break down and admit guilt, offering a peaceful surrender. Quarion will make every attempt to escape, using violence if necessary, likely bringing the Harpells into the situation.



The Kormallis Murder

It is quite possible that the characters solve the murder of Malcer Kormallis without uncovering the conspiracy. Perhaps they track down the killers but kill them before they can successfully get information. They might simply fail at their interrogation attempts. They could, naively, hand the killers over to the Inquisition in the hopes that the truth will end the matter (it won't.) If the characters solve the murder without uncovering the conspiracy, the Hellfire Hearth continues shouldering the blame.

It is also very possible that the murder is just never solved. The characters could botch the investigation. Perhaps they follow every lead and come up cold. In this case, the Inquisition's case against the Hellfire Hearth is uncontested, and their influence is that much harder to remove.

The Waterdhavian Inquisition

Though the murder of Malcer Kormallis is the inciting incident that sparks off the Waterdhavian Inquisition, it is not long before it mutates into something far more horrific and sinister. The fires of hatred are easily fanned allowing the Inquisition to spread across the North, infecting many cities with its malignant presence. Whether short lived or drawn out over many months, the Inquisition will do lasting harm to the people of the North.

The Black Robes

The best chance for ending the Inquisition ultimately rests with the Magistrates of Waterdeep. These judges, known as the Black Robes, carry a great deal of power and influence. If the Black Robes can be persuaded to stand against the Inquisition as a whole, their influence can tip the scales just far enough to cause an official end to the city's support of the Inquisition. One of the Black Robes, Magistra Kylynne Silmerhelve, is a tiefling and is sympathetic to any party seeking an end to the Inquisition. If the player characters forge

a relationship with the Magistra, they can gain easy access to the rest of the magistrates to plead their case. If there is evidence of the innocence of the Hellfire Hearth, the guilt of Torment and Weary, the Falone-Ostever conspiracy, or undue brutality from the Inquisition which can be presented to the Black Robes, they will lend their voice to Lady Silverhand's call to end the Inquisition. The strength of the evidence the player characters can present combined with the political might of Lady Silverhand and the Black Robes can end the Inquisition's influence in Waterdeep, and by extension, much of the North.

Nymmurh

As noted in **Chapter 1: Murder in Waterdeep**, the dragon Nymmurh is keeping a watchful eye on Kylynne Silmerhelve. Nymmurh will not only protect the Magistra but will also begin lending political aid from the shadows once Kylynne begins acting to end the Inquisition. As soon as Magistra Silmerhelve takes direct action against the Inquisition, Nymmurh activates a network of servants, lackeys and proxies who begin calling in favors, placing bribes, and utilizing other forms of leverage to influence not only the Waterdhavian nobility, but leaders and nobles throughout the Lord's Alliance. The bronze dragon burns through a long-stockpiled stack of favors and tricks to help bring the Inquisition to a halt.

The Faith of Tyr

The Inquisition creates an extreme schism in the church of Tyr, as Harkas Kormallis and the Knights of Samular indulge in a revenge-driven quest that the other followers of Tyr see as bigoted and unjust. While the Tyr worshippers in the Order of the Gauntlet and throughout the North try to grant the benefit of the doubt to the Knights of Samular for as long as possible, it soon becomes clear that the Knights have been corrupted by one man's blind hatred.

The Knights of Samular

The Knights of Samular buy in to Harkas Kormallis's hateful crusade with religious fervor. They quickly come to believe that all of the tieflings in the North are infernal servants of Asmodeus who must be purified, preferably by death. The Knights believe this with a zealous passion that supersedes reason. If Waterdeep and the Lords Alliance pull support for the Inquisition, most of the Knights of Samular continue their holy crusade until they are put down by an outside force.

Those few members of the Knights of Samular who come to realize the error of their ways go into hiding until the Inquisition is put down. In an attempt to atone for their sins, those paladins and clerics of Tyr return to Waterdeep, pledging to restore the honor of the Knights of Samular.

The Order of the Gauntlet

Ironically, it is the followers of Tyr in the Order of the Gauntlet who are responsible for staying the Order's hand in the early phases of the Inquisition. Though plainly concerned and wary of the actions of the Knights of Samular, the Tyr worshippers among the Order of the Gauntlet want to believe that their brothers and sisters in the Knights have not been corrupted to evil. Unfortunately, they fail to realize the folly of their faith until it is too late.

If all other parties fail to bring an end to the Inquisition, the Order of the Gauntlet steps in to clean house. The members of the Order are heartbroken for their former comrades among the Inquisition, but that does not earn the Inquisitors an inch of mercy from the warriors of the Order. The leadership of the Order of the Gauntlet takes this as a lesson in mortal frailty and moral imperative, as it was no external threat from a Lower Plane, or nefarious trickery by Demonic Forces, but simple, human hatred that corrupted the Knights of Samular. It is not a lesson that the Order of the Gauntlet will soon forget.

The Lord's Alliance

The Inquisition drives a wedge into the Lord's Alliance, turning allies into enemies and summoning the specter of a civil war. Depending on the events of the campaign, open war between the members of the Alliance may well occur, threatening to tear the North apart. Bringing an end to the Inquisition brings an end to the war, but if the player characters do not act quickly, the North could be irrevocably changed by the conflict.



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Neverwinter

Neverwinter acts as a safe haven for all tieflings and an open opponent to the Inquisition from the beginning of this adventure. Should the Inquisition lead to all-out war between the cities of the Lord's Alliance, Neverwinter leads the opposition forces from the rear. Due to a masterfully negotiated truce (and secret alliance) with Lady Silverhand of Waterdeep, these two capital cities remain off-limits for the duration of the conflict.

Once the Inquisition is over, Lord Neverember places the utmost importance on reconstruction and working to mend damaged relationships from the conflict. If the Order of the Hellfire Hearth's reputation is restored by the end of the campaign, Lord Neverember seeks an open relationship with the leadership of Camp Brimstone. He enlists the aid of as many hands as the fledgling tiefling city-state can spare to aid with the reconstruction effort in the hopes of fostering goodwill among the damaged cities. Of course, Lord Neverember is not simply acting out of altruism. By the time the reconstruction is done, he gains a remarkable amount of influence across the North.

In the event that the Hellfire Hearth's reputation is not restored at the Inquisition's end, Lord Neverember remains aloof to the settlement openly, but secretly offers support, supplies, and shelter to their community.

Non-Player Character Index

The NPCs referenced in **Yearning to Breathe Free** can be found in the following books or areas. Dungeon Masters who lack the listed materials may substitute stat blocks of their own design, or equivalents from the **Monster Manual** as needed.

Acolyte: **Monster Manual**
Amnon Torment: **Yearning to Breathe Free** Appendix A: NPCs
Ancient Bronze Dragon**: Monster Manual**
Archer: **Volo's Guide to Monsters**
Archmage: **Monster Manual**
Bard: **Volo's Guide to Monsters**
Cambion: **Monster Manual**
Champion: **Volo's Guide to Monsters**
Commoner: **Monster Manual**
Criella: **Cottage on the Long Road** (or the **commoner** from the **Monster Manual** if **Cottage on the Long Road** is unavailable)
Cult Fanatic: **Monster Manual**
Cultist: **Monster Manual**
Diviner: **Volo's Guide to Monsters**
Drow Elite Warrior: **Monster Manual**
Enchanter: **Volo's Guide to Monsters**
Evoker: **Volo's Guide to Monsters**
Flind: **Volo's Guide to Monsters**
Giant Hyena: **Monster Manual**
Gnoll: **Monster Manual**
Gnoll Fang of Yeenoghu: **Monster Manual**
Gnoll Flesh Gnawer: **Volo's Guide to Monsters**
Gnoll Pack Lord: **Monster Manual**
Guard: **Monster Manual**
Half-Ogre: **Monster Manual**
Harkas Kormallis: **Yearning to Breathe Free** Appendix A: NPCs
Homunculus: **Monster Manual**
Hope: **Yearning to Breathe Free** Appendix A: NPCs
Hyena: **Monster Manual**
Illusionist: **Volo's Guide to Monsters**
Khaless Fey: **Yearning to Breathe Free** Appendix A: NPCs
Kenku: **Monster Manual**
Knight: **Monster Manual**
Korinn: **Yearning to Breathe Free** Appendix A: NPCs
Kraken Priest: **Volo's Guide to Monsters**
Liam Vandree: **Yearning to Breathe Free** Appendix A: NPCs
Mage: **Monster Manual**
Mastiff: **Monster Manual**
Nalfeshnee: **Monster Manual**
Narth Tezrin: **Storm King's Thunder** (or the **bandit** from the **Monster Manual**, if **Storm King's Thunder** is unavailable.)
Nemeia Weary: **Yearning to Breathe Free** Appendix A: NPCs
Noble: **Monster Manual**
Orc: **Monster Manual**
Orc Blade of Ilneval: **Volo's Gude to Monsters**
Orc War Chief: **Monster Manual**
Paladin of the Hellfire Hearth: **Yearning to Breathe Free** Appendix A: NPCs
Pony: **Monster Manual**
Priest: **Monster Manual**
Quarion Falone: **Yearning to Breathe Free** Appendix A: NPCs
Quasit: **Monster Manual**
Random: **Yearning to Breathe Free** Appendix A: NPCs
Redemption: **Yearning to Breathe Free** Appendix A: NPCs
Scout: **Monster Manual**
Sprite: **Monster Manual**
Spy: **Monster Manual**
Swashbuckler: **Volo's Guide to Monsters**
Thug: **Monster Manual**
Tinksnarl Rockbreaker: **Yearning to Breathe Free** Appendix A: NPCs
Tribal Warrior: **Monster Manual**
Veteran: **Monster Manual**
Warlord: **Volo's Guide to Monsters**
Warlock of the Fiend: **Volo's Guide to Monsters**
Warlock of the Great Old One: **Volo's Guide to Monsters**
War Priest: **Volo's Guide to Monsters**

Appendix A: NPCs

This section contains several non-player characters introduced in **Yearning to Breathe Free**.

Amnon "Torment"

Medium tiefling, chaotic neutral
Armor Class 11 (14 With Mage Armor)
Hit Points 62 (10d6+20)
Speed 40 ft.

STR 10 (+0) **DEX** 13 (+1) **CON** 14 (+2)
INT 9 (-1) **WIS** 12 (+1) **CHA** 17 (+3)

Saving Throws CON +6, CHA +7
Skills Arcana +3, Intmidation +7, Sleight of Hand +5, Stealth +5
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages Common, Infernal
Challenge 8 (3,900 XP)

Innate Spellcasting. Amnon can use the *thaumaturgy* cantrip due to his infernal heritage. This also allows him to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and he regains the ability to do so when he finishes a long rest. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks).

Spellcasting. Amnon is a 10th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Amnon knows the following sorcerer spells:

Cantrips (at will): *blade ward, mage hand, mending, prestidigitation, ray of frost, true strike*
1st level (4 slots): *expeditious retreat, feather fall, mage armor, witch bolt*
2nd level (3 slots): *knock, spider climb*
3rd level (3 slots): *counterspell*
4th level (3 slots): *dimension door, greater invisibility*
5th level (2 slots): *telekinesis*

Sorcery Points. Amnon has 10 sorcery points. He can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell: When he casts a spell that forces a creature to make a saving throw to resist the spell's effects, Amnon can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.
Quickened Spell: When he casts a spell that has a casting time of 1 action, Amnon can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.
Subtle Spell: When he casts a spell, Amnon can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Tides of Chaos. Amnon can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once he does so, he must finish a long rest before he can use this feature again.

Any time before Amnon regains the use of this feature, the DM can have him roll on the Wild Magic Surge table immediately after he casts a sorcerer spell of 1st level or higher. Amnon then regains the use of this feature.

Wild Magic: When Amnon casts a sorcerer spell of level 1 or higher, he must make a d20 roll. On a result of 1, Amnon must roll on the Wild Magic Surge table in the **Player's Handbook** to create a magical effect. If that effect is a spell, it is too wild to be affected by Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

Actions

Dart. (x2) *Ranged Weapon Attack:* +5 to hit (finesse, thrown) range 20/60 ft., one target. *Hit:* 4 (1d4 + 1) piercing damage.

Reactions

Bend Luck. When another creature Amnon can see makes an attack roll, an ability check, or a saving throw, Amnon can use his reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (DM's choice) to the creature's roll. Amnon can do so after the creature rolls but before any effects of the roll occur.

Magic Items

This magic item is an optional possession of Amnon's, which the DM can use to add an element of magical compulstion to Amnon's actions while adding an additional layer of power and evil to Quarion's manipulations. It is up to the DM whether or not this item is in play, depending on the tone of the story you wish to tell.

Collar of Servitude

wondrous item, rare, requires attunement
This drowcraft collar is mystically connected to a *ring of the overseer*. Once placed on a creature, the collar becomes attuned and cannot be removed without the use of the "open" command by someone attuned to the *ring of the overseer* that controls the collar. In this regard, the *collar of servitude* is considered to be a cursed magic item (see the **Dungeon Master's Guide**.)
A creature attuned to the *ring of the overseer* that controls the collar can use the ring to cast *dominate person* on the wearer of the collar at will, regardless

of distance as long as the wearer of the ring is on the same plane of existence as the wearer of the collar. The collar loses its magic if exposed to sunlight for 1 hour continuously.

Personal Characteristics

Personality Trait. I bluntly say what others hint at or hide.

Ideal. The low are lifted, the high brought down. Change is the nature of things.

Bond. I owe my survival to another urchin who taught me to live on the streets (Nemeia)

Flaw. If I'm outnumbered I will run from a fight.

Harkas Kormallis

Medium human, lawful good, sliding into lawful evil
Armor Class 23 (25 vs. ranged attacks; +3 Plate, Arrow-Catching Shield)
Hit Points 164 (20d10 +40)
Speed 30 ft.

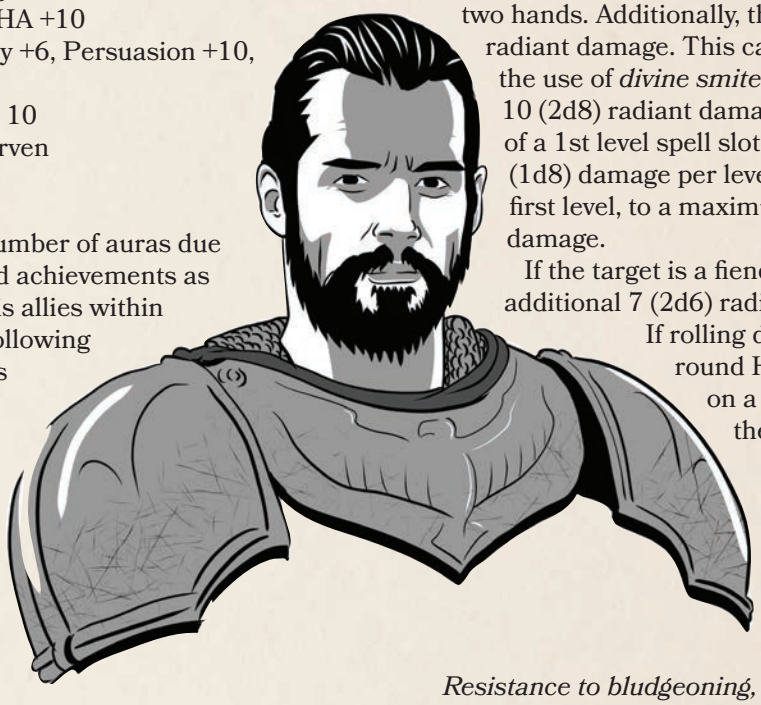
STR 18 (+4) **DEX** 13 (+1) **CON** 14 (+2)
INT 10 (+0) **WIS** 11 (+0) **CHA** 18 (+4)

Condition Immunities: frightened; immune to disease.
Saving Throws WIS +6, CHA +10
Skills Athletics +10, History +6, Persuasion +10, Religion +6
Senses Passive Perception 10
Languages Common, Dwarven
Challenge 15 (13,000 XP)

Auras. Harkas emits a number of auras due to his fanatical devotion and achievements as a paladin. Harkas and all his allies within thirty feet of him gain the following benefits, provided Harkas is conscious:

aura of protection: gain a +4 bonus to all saving throws

aura of courage: immune to the *frightened* condition



Inspiring Leader. Harkas can spend 10 minutes inspiring his companions, shoring up their resolve to fight. He may choose up to six friendly creatures (which can include himself) within 30 feet who can see or hear and understand him. Each creature can gain 24 temporary hit points. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

Spellcasting. Harkas is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). Harkas has the following paladin spells prepared:

1st level (4 slots): *command, compel duel, cure wounds, divine favor, shield of faith*
2nd level (3 slots): *locate object, lesser restoration, warding bond, zone of truth*
3rd level (3 slots): *aura of vitality, create food and water, crusader's mantle, spirit guardians*
4th level (3 slots): *aura of life, banishment, death ward, find greater steed*, guardian of faith, locate creature, staggering smite*
5th level (2 slots): *circle of power, dispel evil and good, geas, holy weapon**
*listed in **Xanathar's Guide to Everything**

Unyielding Spirit. Harkas has advantage on saving throws to avoid becoming paralyzed or stunned.

Actions

Multiattack. Harkas makes two attacks with the *holy avenger.*

Holy Avenger Longsword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 7) slashing damage, or 13 (1d10 + 7) slashing damage if used with two hands. Additionally, the target takes 5 (1d8) radiant damage. This can be increased through the use of *divine smite* increasing the damage by 10 (2d8) radiant damage with the expenditure of a 1st level spell slot, and an additional 5 (1d8) damage per level for spell slots beyond first level, to a maximum of 30 (6d8) radiant damage.

If the target is a fiend or undead they take an additional 7 (2d6) radiant damage.

If rolling dice for damage, once per round Harkas can reroll damage on a single attack and choose the better result.

Exalted Champion. Harkas may use an action to gain the following benefits for 1 hour:

Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

His allies have advantage on death saving throws while within 30 feet of him.

He has advantage on Wisdom saving throws, as do his allies within 30 feet of him.

This effect ends early if Harkas is incapacitated or killed. Once he uses this feature, he can't use it again until he finishes a long rest.

Lay on Hands. As an action Harkas can touch a creature and expend hit points from his *lay on hands* pool, allowing the creature to regain hit points up to the amount Harkas spends. Alternatively, Harkas may expend 5 hit points from his *lay on hands* pool to cure the target of one disease or neutralize one poison affecting it. He can cure multiple diseases and neutralize multiple poisons with a single use of *lay on hands*, expending hit points separately for each one. Harkas has a total *lay on hands* pool of 100 hit points. He regains all spent points from the pool when he completes a long rest.

Reactions

Divine Allegiance. When a creature within 5 feet of Harkas takes damage, he can use his reaction to magically substitute his health for that of the target creature, causing that creature not to take the damage. Instead, Harkas takes the damage. This damage to Harkas can't be reduced or prevented in any way.

Block Arrow. When a creature within 5 feet of Harkas is targeted by a ranged attack, Harkas can use his reaction to become the target of the attack instead.

Magic Items

Arrow-Catching Shield

Armor (shield), rare (requires attunement)

Harkas gains a +2 bonus to AC against ranged attacks while wielding this shield. This bonus is in addition to the shield's normal bonus to AC, and is reflected in his stat block above. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of Harkas, he can use his reaction to become the target of the attack instead.

Harkas's Holy Avenger

Weapon (longsword), legendary (requires attunement by a paladin)

Harkas gains a +3 bonus to attack and damage rolls made with this magic weapon (this is figured into his stat block.) When Harkas hits a fiend or an undead with it, that creature takes an extra 2d10 radiant damage.

While Harkas holds the drawn sword, it creates an aura in a 30-foot radius around him. Harkas and all creatures friendly to him in the aura have advantage on saving throws against spells and other magical effects.

Necklace of Prayer Beads

Wondrous item, rare (requires attunement by a cleric, druid, or paladin)

This necklace has 6 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic.

Six types of magic beads exist. Harkas's necklace contains one bead of each type. To use one, Harkas must be wearing the necklace. Each bead contains a spell that Harkas can cast from it as a bonus action (using his spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

Bead of ...	Spell
Blessing	Bless
Curing	Cure wounds (2nd level) or lesser restoration
Favor	Greater restoration
Smiting	Branding smite
Summons	Planar ally
Wind walking	Wind walk

Personal Characteristics

Personality Trait. Despite my noble birth, I do not place myself above other folk. We all have the same blood.

Ideal. It is my duty to respect the authority of those above me, just as those below me must respect mine.

Bond. The common folk must see me as a hero of the people.

Flaw. In fact, the world does revolve around me.

Hope

Medium tiefling, lawful good
Armor Class 22 (Cloak of Protection, Dwarven Plate, shield)
Hit Points 104 (16d10 +16)
Speed 30 ft.

STR 16 (+3) **DEX** 10 (+0) **CON** 12 (+1)
INT 12 (+1) **WIS** 13 (+1) **CHA** 16 (+3)

Condition Immunities: frightened; immune to disease.
Saving Throws STR +4, DEX +1, CON +2, INT +2, WIS +8, CHA +9
Skills Arcana +6, History +6, Insight +7, Religion +6
Senses Passive Perception 12
Languages Common, Dwarven, Infernal, Undercommon
Challenge 11 (7,200 XP)

Auras. Hope emits a number of auras due to her devotion and achievements as a paladin. Hope and all her allies within ten feet of her gain the following benefits, provided Hope is conscious:

aura of protection: gain a +3 bonus to all saving throws
aura of courage: immune to the *frightened* condition

Innate Spellcasting. Hope can use the *thaumaturgy* cantrip due to her infernal heritage. This also allows her to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and she regains the ability to do so when she finishes a long rest. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Shared Familiarity. Hope may touch another creature to share familiarity. So long as hope remains in contact with that creature, she can use the creature's familiarity with another creature, object, or location as if it were her own familiarity for all spells and effects.

Shield Mastery. If Hope takes the Attack action on her turn, she can use a bonus action to try to shove a creature within 5 feet of her with her shield.

If she isn't incapacitated, Hope can add her shield's AC bonus to any **Dexterity saving throw** she makes against a spell or other harmful effect that targets only her.

Spellcasting. Hope is a 16th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Hope has the following paladin spells prepared:

1st level (4 slots): *bless, ceremony*, cure wounds, detect poison and disease, divine favor, heroism, purify food and drink*

2nd level (3 slots): *aid, locate object, protection from poison, zone of truth*

3rd level (3 slots): *daylight, clairvoyance, remove curse, revivify*

4th level (2 slots): *death ward, divination, locate creature, staggering smite*

*listed in **Xanathar's Guide to Everything**

Actions

Multiattack. Hope makes two attacks with the *sun blade*.

Sunblade Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 5) radiant damage, or 11 (1d10 + 5) radiant damage if used with two hands. If the target is a fiend or undead they take an additional 5 (1d8) radiant damage.

This can be increased through the use of *divine smite* increasing the damage by 10 (2d8) radiant damage with the expenditure of a 1st level spell slot, and an additional 5 (1d8) damage per level for spell slots beyond first level, to a maximum of 25 (5d8) radiant damage.

Lay on Hands. As an action Hope can touch a creature and expend hit points from her *lay on hands* pool, allowing the creature to regain hit points up to the amount Hope spends. Alternatively, Hope may expend 5 hit points from her *lay on hands* pool to cure the target of one disease or neutralize one poison affecting it. She can cure multiple diseases and neutralize multiple poisons with a single use of *lay on hands*, expending hit points separately for each one. Hope has a total *lay on hands* pool of 80 hit points. She regains all spent points from the pool when she completes a long rest.

Reactions

Divine Allegiance. When a creature within 5 feet of Hope takes damage, she can use her reaction to magically substitute her health for that of the target creature, causing that creature not to take the damage. Instead, Hope takes the damage. This damage to Hope can't be reduced or prevented in any way.

Protection. When a creature within 5 feet of Hope is attacked by a creature that she can see, Hope can use her reaction to impose disadvantage on the attack, as long as she is weilding a shield.

Shield Save. If Hope is subjected to an effect that allows her to make a **Dexterity saving throw** to take only half damage, she can use her reaction to take no damage if she succeeds on the saving throw, interposing her shield between herself and the source of the effect.

Stable Footing. Due to her dwarven plate, if an effect moves Hope against her will along the ground, she can use her reaction to reduce the distance she is moved by up to 10 feet.

Magic Items

Cloak of Protection

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak.

Dwarven Plate

Armor (plate), very rare

While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Sun Blade

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Personal Characteristics

Personality Trait. Willing to listen to every side of an argument before making my judgments.

Ideal. What is beautiful points us beyond itself to what s true.

Bond. I've been searching my whole life for the answer to a certain question.

Flaw. I am easily distracted by the promise of information.

Khaless Fey

Medium drow, chaotic neutral
Armor Class 14 (17 With Mage Armor)
Hit Points 94 (10d8+5d6+15)
Speed 30 ft.

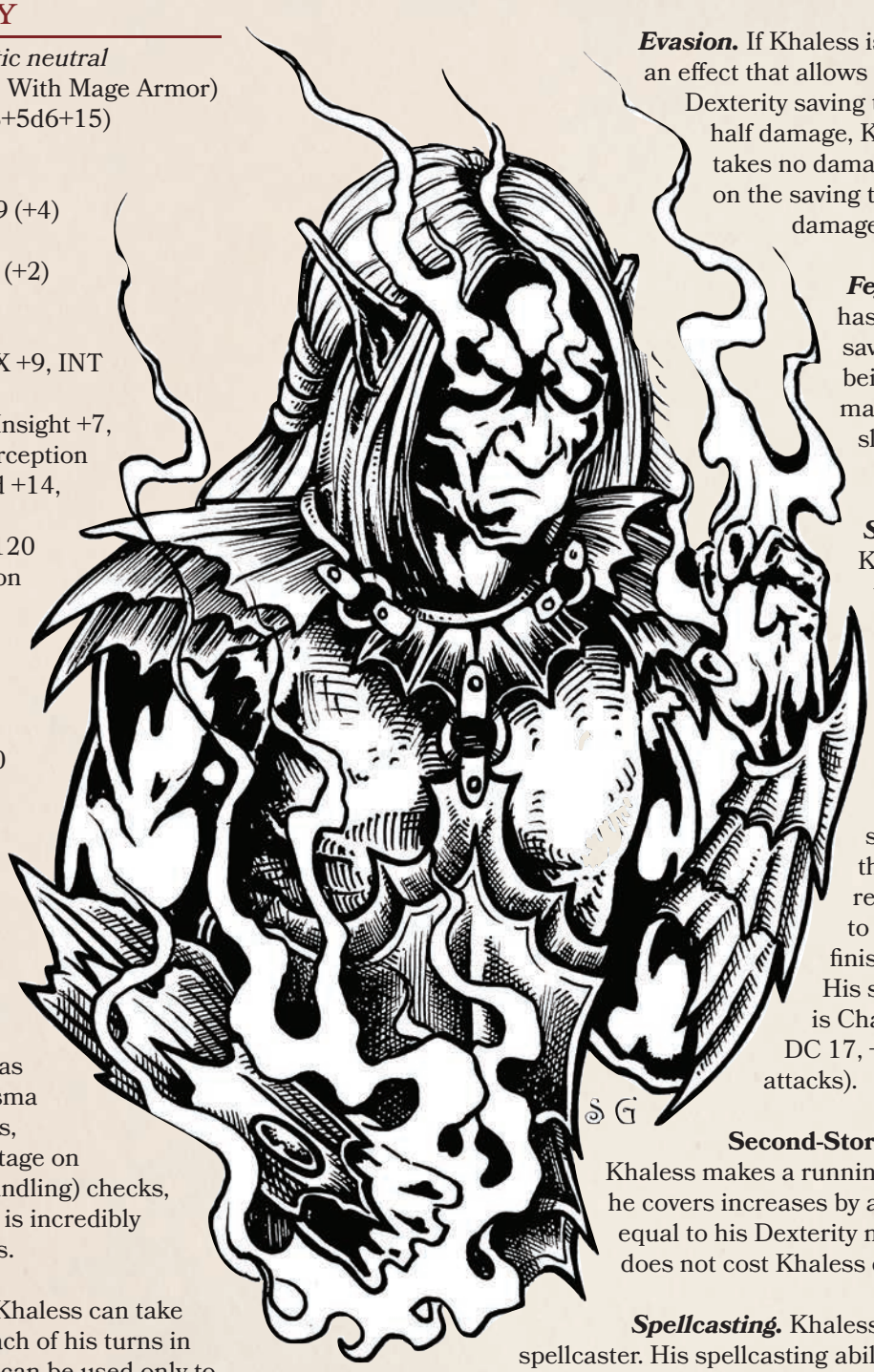
STR 10 (+0) **DEX** 19 (+4)
CON 12 (+1)
INT 10 (+0) **WIS** 14 (+2)
CHA 18 (+4)

Saving Throws DEX +9, INT +5
Skills Athletics +5, Insight +7, Investigation +5, Perception +12, Sleight of Hand +14, Stealth +14
Senses Darkvision 120 ft., Passive Perception 22
Languages Abyssal, Common, Elvish, Thieves' Cant, Undercommon
Challenge 10 (5,900 XP)

Abyssal Presence. The demonic magic flowing through Khaless's veins causes creatures to be unsettled by his presence. Khaless has advantage on Charisma (Intimidation) checks, but suffers disadvantage on Wisdom (Animal Handling) checks, as his demonic taint is incredibly unsettling to animals.

Cunning Action. Khaless can take a bonus action on each of his turns in combat. This action can be used only to take the Dash, Disengage, or Hide action, or to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Demonic Surge: When Khaless casts a sorcerer spell of level 1 or higher, he must make a d20 roll. On a result of 1-3, Khaless must roll on the Demonic Surge table (see **Appendix D: Additional Rules)** to create a magical effect. If that effect is a spell, it is too wild to be affected by Metamagic, and if it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.



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

Fey Ancestry. Khaless has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Khaless can use the *dancing lights* cantrip due to his drow heritage. This also allows him to cast the *faerie fire* spell once with this trait, and the *darkness* spell once with this trait and he regains the ability to do so when he finishes a long rest. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Second-Story Work. When Khaless makes a running jump, the distance he covers increases by a number of feet equal to his Dexterity modifier. Climbing does not cost Khaless extra movement.

Spellcasting. Khaless is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Khaless knows the following sorcerer spells:

Cantrips (at will): *blade ward, mage hand, mending, prestidigitation, ray of frost, true strike*
1st level (4 slots): *detect magic, mage armor*
2nd level (3 slots): *spider climb, web*
3rd level (2 slots): *counterspell, dispel magic*

Sneak Attack. Once per turn, Khaless deals an extra 18 (5d6) damage when he 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 Khaless that isn't incapacitated Khaless doesn't have disadvantage on the attack roll.

Sorcery Points. Khaless has 5 sorcery points. He can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Careful Spell: When Khaless casts a spell that forces other creatures to make a saving throw, he can protect some of those creatures from the spell's full force. To do so, he spends 1 sorcery point and chooses up to 4 creatures. A chosen creature automatically succeeds on its saving throw against the spell.
Twinned Spell: When Khaless casts a spell that targets only one creature and doesn't have a range of self, he can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).
To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

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

Supreme Sneak. Khaless has advantage on a Dexterity (Stealth) check if he moves no more than half his speed on the same turn.

Actions
Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, (finesse, thrown) reach: 5 ft., one target; range 20/60 ft., one target. *Hit:* 7 (1d4 + 4) piercing damage.

Reactions
Uncanny Dodge. when an attacker that Khaless can see hits him with an attack, Khaless can use his reaction to halve the attack's damage against him.

Magic Items
Khaless has and uses the following magic items.

Olist (Boots of Elvenkind)
wondrous item, uncommon
This drowcraft pair of boots are made by drow. They are boots of elvenkind (see chapter 7, "Treasure," of the Dungeon Master's Guide). The olist loses its magic if exposed to sunlight for 1 hour without interruption.

Piwafwi (Cloak of Elvenkind)
wondrous item, uncommon, requires attunement
This dark spider-silk cloak is made by drow. It is a cloak of elvenkind (see chapter 7, "Treasure," of the **Dungeon Master's Guide**). It loses its magic if exposed to sunlight for 1 hour without interruption.

Personal Characteristics
Personality Trait. I don't part easily with my money and haggle endlessly.
Ideal. I'm committed to the people I care about, not ideals.
Bond. I will get revenge on the evil forces that stole my livelihood.
Flaw. I would kill (again) to acquire a noble title (again.)

Korinn
Medium dragonborn, lawful good
Armor Class 17 (Chainmail, Ring of Protection)
Hit Points 148 (18d10 + 36)
Speed 30 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 14 (+2)
INT 10 (+0) **WIS** 12 (+1) **CHA** 12 (+1)

Saving Throws STR +11, DEX +3, CON +9, INT +1, WIS +2, CHA +2
Skills Acrobatics +8, History +6, Perception +7, Performance +7
Damage Resistances Acid
Senses Darkvision 60 ft., Passive Perception 17
Languages Common, Draconic
Challenge 12 (8,400 XP)

Action Surge. On Korinn's turn, he can take one additional action on top of his regular action and a possible bonus action. He may use this feature twice, but not on the same turn. Once Korinn has used this feature twice, he may not do so again until he has completed a short or long rest.

Indomitable. Korinn can reroll a saving throw that he has failed. If he does so, he must use the new roll. He can do this three times and then can't use this feature again until he finishes a long rest.

Second Wind. On Korinn's turn, he can use a bonus action to regain 23 (1d10 + 18) hit points. Once Korinn uses this feature, he must finish a short or long rest before he can use it again.

Superior Critical. Korinn's weapon attacks score a critical hit on a roll of 18–20.

Survivor. At the start of each of Korinn's turns, he regains 7 hit points if he has no more than half of his hit points left. Korinn doesn't gain this benefit if he has 0 hit points.

Actions

Multiattack. Korinn makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

If rolling dice for damage, once per round Korinn can reroll damage on a single attack and choose the better result.

Acid Breath. Korinn exhales acid in an 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 16 (5d6) acid damage on a failed save, or half as much damage on a successful one. Once Korinn uses this attack he may not do so again until he completes a short or long rest.

Magic Items

Korinn has and uses the following magic items.

Goggles of Night

Wondrous item, uncommon

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet. Korinn's stat block assumes that he is wearing his goggles.

Lantern of Revealing

Wondrous item, uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. *Invisible* creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

Ring of Feather Falling

Ring, rare (requires attunement)

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Protection

Ring, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this ring.

Personal Characteristics

Personality Trait. I love a good insult, even if directed at me.

Ideal. The stories, legends, and songs of the past must never be forgotten.

Bond. I idolize a hero of the old tales and measure my deeds against theirs.

Flaw. I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.



BY TRAVIS LEGGE

Liam Vandree

Medium drow, neutral good
Armor Class 18 (Chainmail, shield)
Hit Points 102 (14d10 +14)
Speed 30 ft.

STR 14 (+2) **DEX** 10 (+0) **CON** 13 (+1)
INT 10 (+0) **WIS** 12 (+1) **CHA** 18 (+4)

Condition Immunities: frightened; immune to disease.
Saving Throws WIS +10, CHA +13
Skills History +5, Insight +6, Peception +6, Persuasion +9, Religion +5
Senses Passive Perception 16
Languages Common, Elvish, Dwarven, Undercommon
Challenge 10 (5,000 XP)

Auras. Liam emits a number of auras due to his devotion and achievements as a paladin. Liam and all his allies within ten feet of him gain the following benefits, provided Liam is conscious:

aura of protection: gain a +4 bonus to all saving throws
aura of courage: immune to the *frightened* condition

Blessed of Corellon. Liam can change his sex whenever he finishes a long rest.

Fey Ancestry. Liam has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Liam can use the *dancing lights* cantrip due to his drow heritage. This also allows him to cast the *faerie fire* spell once with this trait, and the *darkness* spell once with this trait and he regains the ability to do so when he finishes a long rest. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks).

Spellcasting. Liam is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). Liam has the following paladin spells prepared:

1st level (4 slots): *ceremony*, compelled duel, cure wounds, detect poison and disease, protection from good and evil*
2nd level (3 slots): *aid, lesser restoration, locate object, protection from poison*
3rd level (3 slots): *aura of vitality, daylight, dispel magic, clairvoyance, crusader's mantle, remove curse*
4th level (2 slots): *divination, legion's shield of faith*[+]*, locate creature, staggering smite*

*listed in **Xanathar's Guide to Everything**
[+]listed in **Appendix C: Additional Rules**

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

Actions

Multiattack. Liam makes two attacks with his longsword.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) slashing damage, or 8 (1d10 + 2) slashing damage if used with two hands. If the target is a fiend or undead they take an additional 5 (1d8) radiant damage.

This can be increased through the use of *divine smite* increasing the damage by 10 (2d8) radiant damage with the expenditure of a 1st level spell slot, and an additional 5 (1d8) damage per level for spell slots beyond first level, to a maximum of 25 (5d8) radiant damage.

Lay on Hands. As an action Liam can touch a creature and expend hit points from his *lay on hands* pool, allowing the creature to regain hit points up to the amount Liam spends. Alternatively, Liam may expend 5 hit points from his *lay on hands* pool to cure the target of one disease or neutralize one poison affecting it. He can cure multiple diseases and neutralize multiple poisons with a single use of *lay on hands*, expending hit points separately for each one. Liam has a total *lay on hand*s pool of 70 hit points. He regains all spent points from the pool when he completes a long rest.

Reactions

Divine Allegiance. When a creature within 5 feet of Liam takes damage, he can use his reaction to magically substitute his health for that of the target creature, causing that creature not to take the damage. Instead, Liam takes the damage. This damage to Liam can't be reduced or prevented in any way.

Protection. When a creature within 5 feet of Liam is attacked by a creature that he can see, Liam can use his reaction to impose disadvantage on the attack, as long as he is weilding a shield.

Magic Items

Wand of Incontinence

Wand, rare

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a single creature within 60 feet. That creature must succeed on a DC 15 Constitution saving throw or immediately lose control of its bladder, wetting itself. Apart from the embarrassment attending such an incident, failing this saving throw will also cause the target to lose concentration.

The wand regains 1d2+1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a pungent fluid.

Personal Characteristics

Personality Trait. Despite my noble birth, I do not place myself above other folk. We all have the same blood.

The common folk love me for my kindness and generosity.

Ideal. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity.

Bond. The common folk must see me as a hero of the people.

Flaw. I hide a truly scandalous secret that could ruin my family forever.

Nemeia "Weary"

Medium tiefling, lawful neutal
Armor Class 14
Hit Points 73 (10d8+20)
Speed 30 ft.

STR 9 (-1) **DEX** 18 (+4) **CON** 14 (+2)
INT 13 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

Skills Acrobatics + 8, Athletics +7, Investigation +4, Perception +9, Sleight of Hand +8, Stealth +12
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 19
Languages Common, Infernal, Thieves' Cant
Challenge 6 (2,300)

Cunning Action. On each of her turns, Nemeia can use a bonus action to take the Dash, Disengage, or Hide action, or to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

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

Horns of Baphomet. Upon making a successful attack with her massive horns, Nemeia may spend a bonus action to knock her opponent prone unless they make a successful DC 11 Strength saving throw. Once used, she may not use this feature to knock an opponent prone again until she has completed a short or long rest.

Second-Story Work. When Nemeia makes a running jump, the distance she covers increases by a number of feet equal to her Dexterity modifier. Climbing does not cost Nemeia extra movement.

Sneak Attack (1/Turn). Nemeia deals an extra 16 (5d6) damage when she 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 Nemeia's that isn't incapacitated, and Nemeia doesn't have disadvantage on the attack roll.

Supreme Sneak. Nemeia has advantage on a Dexterity (Stealth) check if she moves no more than half her speed on the same turn.



Actions

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

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

Reactions

Uncanny Dodge. when an attacker that Nemeia can see hits her with an attack, Nemeia can use her reaction to halve the attack's damage against her.

Magic Items

This magic item is an optional possession of Nemeia's, which the DM can use to add an element of magical compulstion to Nemia's actions while adding an additional layer of power and evil to Quarion's manipulations. It is up to the DM whether or not this item is in play, depending on the tone of the story you wish to tell.

Collar of Servitude

wondrous item, rare, requires attunement

This drowcraft collar is connected mystically to a *ring of the overseer*. Once placed on a creature, the collar becomes attuned and cannot be removed without the use of the "open" command by someone attuned to the *ring of the overseer* that controls the collar. In this regard, the *collar of servitude* is considered to be a cursed magic item (see the **Dungeon Master's Guide**.)

A creature attuned to the *ring of the overseer* that controls the collar can use the ring to cast *dominate person* on the wearer of the collar at will, regardless of distance as long as the wearer of the ring is on the same plane of existence as the wearer of the collar. The collar loses its magic if exposed to sunlight for 1 hour continuously.

Personal Characteristics

Personality Trait. I eat like a pig and have bad manners

Ideal. All people, rich or poor, deserve respect.

Bond. I owe a debt I can never repay to the person who took pity on me (Amnon)

Flaw. It's not stealing if I need it more than someone else.

Paladin of the Hellfire Hearth

Medium tiefling, lawful good
Armor Class 18 (Chainmail, shield)
Hit Points 53 (7d10 +7)
Speed 30 ft.

STR 15 (+2) **DEX** 8 (-1) **CON** 12 (+1)
INT 11 (+0) **WIS** 13 (+1) **CHA** 16 (+3)

Condition Immunities: frightened; immune to disease.
Saving Throws WIS +7, CHA +9
Skills Athletics +5, Intimidation +6, Religion +3, Survival +4
Senses Passive Perception 12
Languages Common, Dwarven, Infernal, Undercommon
Challenge 5 (1,800 XP)

Auras. The paladin emits a number of auras due to her devotion and achievements as a paladin. The paladin and all her allies within ten feet of her gain the following benefits, provided the paladin is conscious:

aura of protection: gain a +3 bonus to all saving throws

Innate Spellcasting. The paladin can use the *thaumaturgy* cantrip due to her infernal heritage. This also allows her to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and she regains the ability to do so when she finishes a long rest. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Shield Mastery. If the paladin takes the Attack action on her turn, she can use a bonus action to try to shove a creature within 5 feet of her with her shield.

If she isn't incapacitated, the paladin can add her shield's AC bonus to any **Dexterity saving throw** she makes against a spell or other harmful effect that targets only her.

Spellcasting. The paladin is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The paladin has the following paladin spells prepared:

1st level (4 slots): *ceremony*, compelled duel, cure wounds, detect poison and disease, shield of faith*
2nd level (3 slots): *aid, lesser restoration, locate object, magic weapon, protection from poison, zone of truth*
*listed in **Xanathar's Guide to Everything**

Actions

Multiattack. The paladin makes two attacks with her longsword.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 5) radiant damage, or 11 (1d10 + 5) radiant damage if used with two hands.

This can be increased through the use of *divine smite* increasing the damage by 10 (2d8) radiant damage with the expenditure of a 1st level spell slot, and an additional 5 (1d8) damage per level for spell slots beyond first level, to a maximum of 15 (3d8) radiant damage.

Lay on Hands. As an action the paladin can touch a creature and expend hit points from her *lay on hands* pool, allowing the creature to regain hit points up to the



amount the paladin spends. Alternatively, the paladin may expend 5 hit points from her *lay on hands* pool to cure the target of one disease or neutralize one poison affecting it. She can cure multiple diseases and neutralize multiple poisons with a single use of *lay on hands*, expending hit points separately for each one. the paladin has a total *lay on hand*s pool of 35 hit points. She regains all spent points from the pool when she completes a long rest.

Reactions

Divine Allegiance. When a creature within 5 feet of the paladin takes damage, she can use her reaction to magically substitute her health for that of the target creature, causing that creature not to take the damage. Instead, the paladin takes the damage. This damage to the paladin can't be reduced or prevented in any way.

Protection. When a creature within 5 feet of the paladin is attacked by a creature that she can see, the paladin can use her reaction to impose disadvantage on the attack, as long as she is weilding a shield.

Shield Save. If the paladin is subjected to an effect that allows her to make a **Dexterity saving throw** to take only half damage, she can use her reaction to take no damage if she succeeds on the saving throw, interposing her shield between herself and the source of the effect.

Personal Characteristics

This stat block represents an average member of the Paladins of the Hellfire Hearth. As such, below are the most common personality traits found among paladins who have sworn the Oath of the Orphaned.

Personality Trait. I can stare down a hell hound without flinching.

Ideal. *Our lot is to lay down our lives in defense of others.*

Bond. Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

Flaw. My hatred of my enemies is blind and unreasoning.

Quarion Falone

Medium drow half-elf, neutral evil
Armor Class 14 (leather armor)
Hit Points 81 (18d8)
Speed 40 ft.

STR 8 (-1) **DEX** 16 (+3) **CON** 10 (+0)
INT 12 (+1) **WIS** 15 (+2) **CHA** 17 (+3)

Saving Throws DEX +9, INT + 7, WIS +8
Skills Deception +15, Insight +8, Intimidation +9, Investigation +7, Perception +14, Persuasion +15, Sleight of Hand +9, Stealth +9
Senses Blindsense 10 ft., Darkvision 60 ft. Passive Perception 29
Languages Common, Draconic, Elvish, Infernal, Thieves' Cant, Undercommon
Challenge 15 (13,000 XP)

Actor. Quarion has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass himself off as a different person.

Quarion can mimic the speech of another person or the sounds made by other creatures. He must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by Quarion's Charisma (Deception) check allows a listener to determine that the effect is faked.

Elusive. No attack roll has advantage against Quarion while he isn't incapacitated.

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

Master of Intrigue. Quarion can unerringly mimic the speech patterns and accent of a creature that he has heard speak for at least 1 minute, enabling him to pass himself off as a native speaker of a particular land, provided that he knows the language.



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Master of Tactics. Quarion can use the Help action as a bonus action. Additionally, when he uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of Quarion, rather than within 5 feet of him, if the target can see or hear Quarion.

Misdirection When Quarion is targeted by an attack while a creature within 5 feet of him is granting him cover against that attack, Quarion can use his reaction to have the attack target that creature instead of him.

Reliable Talent. Whenever Quarion makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

Sneak Attack (1/Turn). Quarion deals an extra 31 (9d6) damage when he 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 Quarion's that isn't incapacitated, and Quarion doesn't have disadvantage on the attack roll.

Soul of Deceit. Quarion's thoughts can't be read by telepathy or other means, unless he allows it. He can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

Additionally, no matter what Quarion says, magic that would determine if he is telling the truth indicates he is being truthful if he so chooses, and he can't be compelled to tell the truth by magic.

Actions

Dart. (x20) *Ranged Weapon Attack:* +9 to hit, (finesse, thrown) range 20/60 ft., one target. *Hit:* 6 (1d4 + 3) piercing damage.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. when an attacker that Quarion can see hits him with an attack, Quarion can use his reaction to halve the attack's damage against him.

Magic Items

This magic item is an optional possession of Quarion's, which the DM can use to add an element of magical compulstion to the actions of Amnon and Nemeia while adding an additional layer of power and evil to Quarion's manipulations. It is up to the DM whether or not this item is in play, depending on the tone of the story you wish to tell.

Ring of the Overseer

Ring, very rare (requires attunement)

This drowcraft ring is connected mystically to up to five *collars of servitude*. As an action, a creature attuned to the *ring of the overseer* can use the ring to cast *dominate person* on any wearer of a connected *collar of servitude* at will, regardless of distance as long as the wearer of the ring is on the same plane of existence as the wearer of the collar. While the wearer of the collar is under the effects of dominate person, the wearer of the ring may utilize the senses of the person wearing the collar. While doing so, the wearer of the ring is considered blinded and deafened with regard to his own body. The ring loses its magic if exposed to sunlight for 1 hour continuously.

Personal Characteristics

Personality Trait. I have a strong sense of propriety that others don't comprehend.

Ideal. Though I may not know their ways, they do not know mine, which can be to my advantage.

Bond. My freedom is my most precious possession. I'll never let anyone take it from me again.

Flaw. I am secretly convinced of my own superiority over the people of this land.

Random

Medium tiefling, chaotic good
Armor Class 10 (13 With Mage Armor)
Hit Points 116 (18d8+36)
Speed 30 ft.

STR 12 (+1) **DEX** 10 (+0) **CON** 14 (+2)
INT 12 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

Condition Immunities: *charmed*
Saving Throws WIS +8, CHA 10
Skills Arcana +7, Deception +10, Intimidation +10, Investigation +7, Perception +8, Performance +10, Stealth +6
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 18
Languages Common, Infernal, Can read all writing
Challenge 15 (13,000 XP)

Actor. Random has advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass herself off as a different person.

Random can mimic the speech of another person or the sounds made by other creatures. She must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by Random's Charisma (Deception) check allows a listener to determine that the effect is faked.

Innate Spellcasting. Random's innate spellcasting ability is Charisma. she can innately cast the following spells, requiring no material components: (spell save DC 18, +10 to hit with spell attacks).

At will: *detect magic, jump, mage armor (self only)*

1/day: *confusion, conjure fey, feeblemind, foresight, hold monster, plane shift*

Spellcasting. Random is an 18th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast, prestidigitation, toll the dead*, vicious mockery*
1st–5th level (4 5th-level slots): *banishment, charm monster*, contact other plane, counterspell, dimension door, dispel magic, dream, far step*, find familiar, hunger of hadar, mind spike*, mirror image, scrying, synaptic static*, witch bolt*

*listed in **Xanathar's Guide to Everything**

Winged. Random has bat-like wings sprouting from her shoulder blades. This grants her a flying speed of 30 feet.

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.

Eldritch Blast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one to four targets. *Hit:* 10 (1d10 + 4) force damage. When Random hits a creature with this attack, she can push the creature up to 10 feet away from her in a straight line. Random may choose to fire one or more blasts at the same creature on her turn, up to a total of four blasts.

Dark Delirium (Recharges after a Short or Long Rest). As an action, Random may choose a creature that she can see within 60 feet of her. It must make a DC 18 Wisdom saving throw. On a failed save, it is charmed or frightened by Random (her choice) for 1 minute or until her concentration is broken (as if she were concentrating on a spell). This effect ends early if the creature takes any damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which Random chooses. The creature can see and hear only itself, Random, and the illusion.

Familiar Attack. Random can forgo one of her own attacks to allow her *sprite* familiar to make one attack of its own with its reaction.

Fey Presence (Recharges after a Short or Long Rest). As an action, Random can cause each creature in a 10-foot cube originating from her to make a DC 18 Wisdom saving throw. The creatures that fail their saving throws are all *charmed* or *frightened* by Random (her choice) until the end of her next turn.

Reactions

Beguiling Defenses. When another creature attempts to charm Random, she can use her reaction to attempt to turn the charm back on that creature. The creature must succeed on a DC 18 Wisdom saving throw or be charmed by Random for 1 minute or until the creature takes any damage.

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, Random turns invisible and teleports up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks, makes a damage roll, or casts a spell.



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Personal Characteristics

Personality Trait. I am incredibly slow to trust. Those who seem the fairest often have the most to hide.

Ideal. I'm loyal to my friends, not to any ideals. Everyone else can take a trip down the Styx for all I care.

Bond. Someone I loved died because of a mistake I made. That will never happen again.

Flaw. I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.

Redemption

Medium tiefling, lawful good
Armor Class 20 (Chainmail +2, Animated Shield)
Hit Points 164 (20d10 +40)
Speed 30 ft.

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

Condition Immunities: frightened; immune to disease.
Saving Throws WIS +7, CHA +11
Skills Athletics +6, Insight +7, Intimidation +11, Persuasion +11
Senses Passive Perception 11
Languages Common, Infernal
Challenge 14 (11,500 XP)

Auras. Redemption emits a number of auras due to his devotion and achievements as a paladin. Redemption and all his allies within thirty feet of him gain the following benefits, provided Redemption is conscious:

aura of protection: gain a +5 bonus to all saving throws

aura of courage: immune to the *frightened* condition

Horns of Baphomet. Upon making a successful attack with his massive horns, Redemption may spend a bonus action to knock his opponent prone unless they make a successful DC 16 Strength saving throw. Once used, he may not use this feature to knock an opponent prone again until he has completed a short or long rest.

Shared Familiarity. Redemption may touch another creature to share familiarity. So long as Redemption remains in contact with that creature, he can use the creature's familiarity with another creature, object, or location as if it were his own familiarity for all spells and effects.

Shield Mastery. If Redemption takes the Attack action on his turn, he can use a bonus action to try to shove a creature within 5 feet of him with his shield. If he isn't incapacitated, Redemption can add his shield's AC bonus to any **Dexterity saving throw** he makes against a spell or other harmful effect that targets only him.

Spellcasting. Redemption is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). Redemption has the following paladin spells prepared:

1st level (4 slots): *bless, ceremony*, cure wounds, detect poison and disease, divine favor, heroism, shield of faith*

2nd level (3 slots): *aid, lesser restoration, locate object, protection from poison, zone of truth*



3rd level (3 slots): *clairvoyance, crusader's mantle, daylight, remove curse, revivify*

4th level (2 slots): *death ward, divination, find greater steed, locate creature, staggering smite*

5th level (2 slots)*: geas, raise dead, scrying*

*listed in **Xanathar's Guide to Everything**

Actions

Multiattack. Redemption makes two attacks with the *mace of smiting*.

Mace of Smiting. *Melee Weapon Attack:* +9 to hit (+11 to hit if the target is a construct), reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

This can be increased through the use of *divine smite* increasing the damage by 10 (2d8) radiant damage with the expenditure of a 1st level spell slot, and an additional 5 (1d8) damage per level for spell slots beyond first level, to a maximum of 30 (6d8) radiant damage.

When Redemption rolls a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Exalted Champion. Redemption may use an action to gain the following benefits for 1 hour:

Resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

His allies have advantage on death saving throws while within 30 feet of him.

He has advantage on Wisdom saving throws, as do his allies within 30 feet of him.

This effect ends early if Redemption is incapacitated or killed. Once he uses this feature, he can't use it again until he finishes a long rest.

Lay on Hands. As an action Redemption can touch a creature and expend hit points from his *lay on hands* pool, allowing the creature to regain hit points up to the amount Redemption spends. Alternatively, Redemption may expend 5 hit points from his *lay on hands* pool to cure the target of one disease or neutralize one poison affecting it. He can cure multiple diseases and neutralize multiple poisons with a single use of *lay on hands*, expending hit points separately for each one. Redemption has a total *lay on hands* pool of 100 hit points. He regains all spent points from the pool when he completes a long rest.

Reactions

Divine Allegiance. When a creature within 5 feet of Redemption takes damage, he can use his reaction to magically substitute his health for that of the target creature, causing that creature not to take the damage. Instead, Redemption takes the damage. This damage to Redemption can't be reduced or prevented in any way.

Protection. When a creature within 5 feet of Redemption is attacked by a creature that he can see, Redemption can use his reaction to impose disadvantage on the attack, as long as he is weilding a shield.

Shield Save. If Redemption is subjected to an effect that allows him to make a **Dexterity saving throw** to take only half damage, he can use his reaction to take no damage if he succeeds on the saving throw, interposing his shield between himself and the source of the effect.

Magic Items

Animated Shield

Armor (shield), very rare (requires attunement)

While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

Mace of Smiting

Weapon (mace), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Ring of Spell Storing

Ring, rare (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. Redemption keeps a *raise dead* spell stored in the ring.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Personal Characteristics

Personality Trait. I am polite and respectful, even to my enemies.

Ideal. My people are all that matter.

Bond. I fight for those who cannot fight for themselves.

Flaw. My hatred of my enemies is blind and unreasoning.

Tinksnarl Rockbreaker

Medium muck dwarf (sargh), chaotic good

Armor Class 14 (Leather armor)
Hit Points 111 (18d8 +18)
Speed 20 ft.

STR 12 (+1) **DEX** 17 (+3) **CON** 13 (+1)
INT 13 (+1) **WIS** 10 (+0) **CHA** 18 (+4)

Damage Resistances poison
Damage Vulnerabilities radiant
Saving Throws DEX +7, CHA +10
Skills Animal Handling +6, History +7, Insight +6, Investigation +13, Perception +12, Persuasion +10, Sleight of Hand +9, Survival +12
Senses blindsight 60 ft., passive Perception 27
Languages Dwarvish, Undercommon
Challenge 1 (200 XP)

Bardic Inspiration. Tinksnarl may use a bonus action on his turn to choose one creature other than himself within 60 feet of him who can hear him. That creature gains one Bardic Inspiration die, a d12.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Tinksnarl can use this feature 4 times and regains all uses of this feature when he completes a short or long rest. If Tinksnarl has no uses of bardic inspiration left when he rolls initiative, he gains one use of bardic inspiration.

Jack of All Trades. Tinksnarl can add a +3 bonus to any Ability check that does not already include his proficiency bonus.

Peerless Skill. When Tinksnarl makes an ability check, he can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to his ability check.

Sargh Magic. Tinksnarl can cast the *acid splash* cantrip. He may cast *enlarge/reduce* on himself once with this trait. Tinksnarl does not need components for either spell. Tinksnarl regains the ability to cast *enlarge/reduce* with this trait when he finishes a long rest. Intelligence is his spellcasting ability for these spells (spell save DC 15, +7 to hit with spell attacks).

Sargh Resilience. Tinksnarl has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed, paralyzed, or polymorphed.

Song of Rest. Tinksnarl can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d12 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Tinksnarl can confer this benefit on himself as well.

Spellcasting. Tinksnarl is an 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *dancing lights, mage hand, prestidigitation, vicious mockery*
1st level (4 slots): *detect magic, disguise self, faerie fire, identify*
2nd level (3 slots): *animal messenger, enhance ability, locate object*
3rd level (3 slots): *dispel magic, glyph of warding, stinking cloud*
4th level (3 slots): *confusion, freedom of movement, locate creature*
5th level (3 slots): *geas, legend lore, mass cure wounds*
6th level (1 slot): *find the path*
7th level (1 slot): *mordenkainen's magnificent mansion, mordenkainen's sword, regenerate*
8th level (1 slot): *glibness, power word stun*
9th level (1 slot): *power word heal, power word kill*

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

Actions

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) piercing damage.

Reactions

Cutting Words. When a creature that Tinksnarl can see within 60 feet of him makes an attack roll, an ability check, or a damage roll, he can use his reaction to expend one of his uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. He can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear Tinksnarl or if it's immune to being charmed.

Personal Characteristics

Personality Trait. I'm full of witty aphorisms and have a proverb for every occasion.
Ideal. Everyone should be free to pursue his or her livelihood.
Bond. The workshop where I learned my trade is the most important place to me.
Flaw. I'm quick to assume someone is trying to cheat me.

Tiefling NPC Variants

The **Basic Rules**, **SRD**, and **Monster Manual** contain a number of NPC stat blocks which are referenced throughout **Yearning to Breathe Free**. This section contains tiefling variants for the basic NPC types listed as tieflings in this campaign. If you would like to bring a little extra tiefling flavor to the campaign and have easy acesss to these NPCs with the racial abilities and modifiers for the tiefling race built in, consider using the stat blocks in this section rather than those in the **Basic Rules**, **SRD**, and **Monster Manual**.

Any of these stat blocks can be further customized using the tiefling variant options presented in **Mordenkainen's Tome of Foes**. For more tiefling NPC variants, check out **Basic Tieflings**, available at the DMsGuild.

Tiefling Acolyte

Medium humanoid, any
Armor Class 10
Hit Points 9 (2d8)
Speed 30 ft.

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

Skills Medicine +4, Religion +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any one language (usually Common)
Challenge 1/4 (50 XP)

Innate Spellcasting. The tiefling acolyte can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

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

Tiefling (Feral, Winged) Acolyte

Medium humanoid, any
Armor Class 11
Hit Points 9 (2d8)
Speed 30 ft., fly 30 ft.

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

Skills Medicine +4, Religion +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, spare the dying*
1st level (3 slots): *bless, cure wounds, sanctuary*

Winged. The acolyte has bat-like wings sprouting from its shoulder blades. This grants the acolyte a flying speed of 30 feet.

Actions

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

Tiefling Bandit

Medium humanoid, any
Armor Class 12 (Leather Armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 12 (+1)
INT 11 (+0) **WIS** 10 (+0) **CHA** 12 (+1)
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Infernal, Any one language (usually Common)
Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling bandit can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

Actions

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

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

Tiefling (Feral) Bandit

Medium humanoid, any
Armor Class 13 (Leather Armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1)

INT 11 (+0) **WIS** 10 (+0) **CHA** 10 (+0)
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Infernal, Any one language (usually Common)
Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling bandit can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

Actions

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Tiefling Commoner

Medium humanoid, any
Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Damage Resistances Fire
Senses Darkvision, Passive Perception 10
Languages Infernal, Any one language (usually Common)
Challenge 0 (10 XP)

Innate Spellcasting. The tiefling commoner can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

Actions

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

Tiefling (Feral) Commoner

Medium humanoid, any
Armor Class 11
Hit Points 4 (1d8)
Speed 30 ft.

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

Damage Resistances Fire
Senses Darkvision, Passive Perception 10
Languages Infernal, Any one language (usually Common)
Challenge 0 (10 XP)

Innate Spellcasting. The tiefling commoner can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

Actions

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

Tiefling Guard

Medium humanoid, any
Armor Class 16 (Chain Shirt, Shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any one language (usually Common)
Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling guard can use the *thaumaturgy* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

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, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Tiefling (Feral) Guard

Medium humanoid, any
Armor Class 17 (Chain Shirt, Shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any one language (usually Common)
Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling guard can use the *vicious mockery* cantrip due to its infernal heritage. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

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, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Tiefling (Feral, Winged) Guard

Medium humanoid, any
Armor Class 17 (Chain Shirt, Shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft., fly 30 ft.

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

Skills Perception +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any one language (usually Common)
Challenge 1/8 (25 XP)

Winged. The guard has bat-like wings sprouting from its shoulder blades. This grants the guard a flying speed of 30 feet.

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, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Winged. The commoner has bat-like wings sprouting from its shoulder blades. This grants the commoner a flying speed of 30 feet.

Actions

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

Tiefling Knight

Medium humanoid, any
Armor Class 18 (Plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR 16 (+3) **DEX** 11 (+0) **CON** 14 (+2)
INT 12 (+1) **WIS** 11 (+0) **CHA** 17 (+3)

Saving Throws CON +4, WIS +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Infernal, Any one language (usually Common)
Challenge 3 (700 XP)



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

Innate Spellcasting. The tiefling knight can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling knight to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

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.

Tiefling (Feral) Knight

Medium humanoid, any
Armor Class 18 (Plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 14 (+2)
INT 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws CON +4, WIS +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Infernal, Any one language (usually Common)
Challenge 3 (700 XP)

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

Innate Spellcasting. The tiefling knight can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling knight to cast the *charm person* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks).

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:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 +1) 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.

Tiefling (Feral, Winged) Knight

Medium humanoid, any
Armor Class 18 (Plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 14 (+2)
INT 12 (+1) **WIS** 11 (+0) **CHA** 15 (+2)

Saving Throws CON +4, WIS +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Infernal, Any one language (usually Common)
Challenge 3 (700 XP)

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

Winged. The knight has bat-like wings sprouting from its shoulder blades. This grants the knight a flying speed of 30 feet.

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:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 +1) 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.

Tiefling Mage

Medium humanoid, any
Armor Class 12 (15 With Mage Armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR 9 (-1) **DEX** 14 (+2) **CON** 11 (+0)
INT 18 (+4) **WIS** 12 (+1) **CHA** 13 (+1)

Saving Throws INT +7, WIS +4
Skills Arcana +7, History +7
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages Infernal, Any four languages
Challenge 6 (2,300 XP)

Innate Spellcasting. The tiefling mage can use the thaumaturgy cantrip due to its infernal heritage. This also allows the tiefling mage to cast the hellish rebuke spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 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.

Tiefling (Feral, Winged) Mage

Medium humanoid, any
Armor Class 13 (16 With Mage Armor)
Hit Points 40 (9d8)
Speed 30 ft., fly 30 ft.

STR 9 (-1) **DEX** 16 (+3) **CON** 11 (+0)
INT 18 (+4) **WIS** 12 (+1) **CHA** 11 (+0)

Saving Throws INT +7, WIS +4
Skills Arcana +7, History +7
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 11
Languages Infernal, Any four languages
Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 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*

Winged. The mage has bat-like wings sprouting from its shoulder blades. This grants the mage a flying speed of 30 feet.

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Tiefling Noble

Medium humanoid, any
Armor Class 15 (Breastplate)
Hit Points 9 (2d8)
Speed 30 ft.

STR 11 (+0) **DEX** 12 (+1) **CON** 11 (+0)
INT 13 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

Skills Deception +6, Insight +4, Persuasion +6
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any two languages
Challenge 1/8 (25 XP)

Innate Spellcasting. The tiefling noble can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the Tiefling noble to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Actions

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

Reactions

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

Tiefling Priest

Medium humanoid, any
Armor Class 13 (Chain Shirt)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Medicine +5, Persuasion +5, Religion +5
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 13
Languages Infernal, Any two languages
Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Innate Spellcasting. The tiefling priest can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling priest to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

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

Cantrips (at will): *light, sacred flame, spare the dying*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians*



Actions

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

Tiefling Scout

Medium humanoid, any
Armor Class 13 (Leather Armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Nature +2, Perception +3, Stealth +4, Survival +3
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 15
Languages Infernal, Any one language (usually Common)
Challenge 1/2 (100 XP)

Innate Spellcasting. The tiefling scout can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling scout to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Tiefling (Feral) Scout

Medium humanoid, any
Armor Class 14 (Leather Armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR 11 (+0) **DEX** 16 (+3) **CON** 12 (+1)
INT 12 (+1) **WIS** 13 (+1) **CHA** 10 (+0)

Skills Nature +2, Perception +3, Stealth +5, Survival +3
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 15
Languages Infernal, Any one language (usually Common)
Challenge 1/2 (100 XP)

Innate Spellcasting. The tiefling scout can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling scout to cast the *charm person*

spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks).

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Tiefling Spy

Medium humanoid, any
Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR 10 (+0) **DEX** 15 (+2) **CON** 10 (+0)
INT 13 (+1) **WIS** 14 (+2) **CHA** 18 (+4)

Skills Deception +6, Insight +4, Investigation +3, Perception +4, Persuasion +6, Sleight of Hand +4, Stealth +4
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 16
Languages Infernal, 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.

Innate Spellcasting. The tiefling spy can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling spy to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

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.

Tiefling (Feral) Spy

Medium humanoid, any
Armor Class 13
Hit Points 27 (6d8)
Speed 30 ft.

STR 10 (+0) **DEX** 17 (+3) **CON** 10 (+0)
INT 13 (+1) **WIS** 14 (+2) **CHA** 16 (+3)

Skills Deception +5, Insight +4, Investigation +3, Perception +4, Persuasion +5, Sleight of Hand +5, Stealth +5
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 16
Languages Infernal, 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.

Innate Spellcasting. The tiefling spy can use the *vicious mockery* cantrip due to its infernal heritage. This also allows the tiefling spy to cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

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:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tiefling Veteran

Medium humanoid, any
Armor Class 17 (Splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any one language (usually Common)
Challenge 3 (700 XP)

Innate Spellcasting. The tiefling veteran can use the *thaumaturgy* cantrip due to its infernal heritage. This also allows the tiefling veteran to cast the *hellish rebuke* spell as a 2nd-level spell once with this trait, and the *darkness* spell once with this trait and regains the ability to do so when they finish a long rest. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

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: 6 (1d10 + 1) piercing damage.

Tiefling (Feral, Winged) Veteran

Medium humanoid, any
Armor Class 17 (Splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Damage Resistances Fire
Senses Darkvision 60 ft., Passive Perception 12
Languages Infernal, Any one language (usually Common)
Challenge 3 (700 XP)

Winged. The veteran has bat-like wings sprouting from its shoulder blades. This grants the veteran a flying speed of 30 feet.

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

Appendix B: Magic Items

This appendix collects all of the new magic items introduced in **Yearning to Breathe Free**. While these items can be found throughout the text, they have been compiled here for ease of reference.

Collar of Servitude

wondrous item, rare, requires attunement

This drowcraft collar is mystically connected to a *ring of the overseer*. Once placed on a creature, the collar becomes attuned and cannot be removed without the use of the "open" command by someone attuned to the *ring of the overseer* that controls the collar. In this regard, the *collar of servitude* is considered to be a cursed magic item (see the **Dungeon Master's Guide**.)

A creature attuned to the *ring of the overseer* that controls the collar can use the ring to cast *dominate person* on the wearer of the collar at will, regardless of distance as long as the wearer of the ring is on the same plane of existence as the wearer of the collar. The collar loses its magic if exposed to sunlight for 1 hour continuously.

Kyton Armor

Armor (chainmail), very rare (requires attunement)

Made from the hide and chains of a chain devil (also known as a kyton) this suit of matte black and grey chainmail armor appears to have seen a great deal of use in battle. Several lengths of chain simply dangle freely from the chest piece. Even when not being worn, this armor seems to shift and move ever so slightly. When you are attuned and wearing this +2 chainmail armor you gain resistance to fire and poison damage and have advantage on saving throws against spells and other magical effects. In addition, you can use a bonus action to speak the armor's command word to cause the armor's hanging chains to magically sprout hooks and barbs, and animate.

Once animated, as a bonus action you may cause the chains to attack with a life of their own. This chain attack is considered a martial melee weapon attack with the finesse and reach properties. The chains may attack on the same turn that they are animated.

Melee Weapon Attack: + STR or DEX mod to hit, reach 10 ft., one target. Hit: (2d6 + STR or DEX mod) slashing damage. The target is grappled (escape DC 14). Until this grapple ends, the target is restrained and takes 2d6 piercing damage at the start of each of its turns.

The animated chains are considered a single object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. The animated chains can grapple one creature on its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the wearer of the *kyton armor* is incapacitated or dies. This ability may not be used again until the wearer of the *kyton armor* has completed a short or long rest.

Ring of the Overseer

Ring, very rare (requires attunement)

This drowcraft ring is connected mystically to up to five *collars of servitude*. As an action, a creature attuned to the *ring of the overseer* can use the ring to cast *dominate person* on any wearer of a connected *collar of servitude* at will, regardless of distance as long as the wearer of the ring is on the same plane of existence as the wearer of the collar. While the wearer of the collar is under the effects of dominate person, the wearer of the ring may utilize the senses of the person wearing the collar. While doing so, the wearer of the ring is considered blinded and deafened with regard to his own body. The ring loses its magic if exposed to sunlight for 1 hour continuously.

Souldrainer

Weapon (whip), very rare (requires attunement by a warlock with a fiendish patron)

Souldrainer is a +2 magic whip. In addition to granting the user a +2 bonus to attack and damage rolls, souldrainer also deals 2d8 necrotic damage on a hit.

Table of Plenty

Wonderous Item, Very Rare

This low wooden table appears to have been constructed for comfortable use by members of the smaller races, or by children. Though only about two and a half feet tall, it is about eight feet long, and three feet across. Constructed entirely of well-scrubbed wood, the tables only ornamentation is a roughly carved horn of plenty carved into its surface. The table is even heavier than it appears, and any creature attempting to move the table will find that it weighs well in excess of 1000 lbs. Once per day the Table of Plenty can be used to create a sufficient amount of food and drink to serve a nine-course banquet for up to 100 people, in the manner of the *Mordenkainen's magnificent mansion* spell. The types of food and drink are quite varied, but the meals tend to be simple, nourishing, and of a home-cooked style.

Tomes

The following tomes of knowledge can be found throughout this adventure.

The Reckoning of the Pit: Being a Partial Accounting of the Later Blood War by Ilex Columbid is a vast, scholarly, mind-bogglingly dense work, complete with plates of line drawings by the author, that originates from Sigil and purports to tell some of the history of the ageless conflict between demons and devils. Its historic accuracy is difficult to attest, but it is also a thorough catalogue of the nature of fiends. Any character that spends at least two hours consulting this work has advantage on up to three **Intelligence (Arcana)**, **Intelligence (History)**, or **Intelligence (Religion)** checks to discover information regarding demons, devils, yugoloths, or their kin. Kyris' asking price for this is 500 gp.

The Aberrant Descent: A Quasi-Natural History of the Progeny of the Far Realm by Opilio Asella is a massive, heavy folio, lavishly illustrated with intricate woodcuts, detailing the nature and biology of aboleths, beholders, and illithids. An hour spent consulting this book grants a +1 to **Intelligence (Nature)** checks dealing with any of these creatures. Kyris is selling this work for 100 gp.

The Manifold Key; or, the Seventeen Transmogrifications by Fei Chan is a rare work of obscure Shou elemental and transmutational mysticism. Printed in Starmantle in the year before the Spellplague, only nine surviving copies are known. A wizard who studies this work over a period of at least 20 downtime days can, once per short or long rest, copy a divination or transmutation spell into their spellbook for half the cost and time, as if they possessed the Savant feature of that school. (This does not stack if the wizard is already a Divination or Transmutation Savant.) Kyris will not let this hard-to-find gem go for less than 2,500 gp.

The Itinerary Tenebrous by an unknown author is a small octavo-sized volume bound in black leather, stamped with a rust-colored glyph in the shape of a broken ring surrounding a single alien eye. Characters who have had experience studying or fighting aberrations or Great Old Ones may attempt a DC 20 **Intelligence (Arcana)** check to know that there are a number of copies of the *Itinerary* in circulation, no two exactly alike, and that it represents a guide to places where extraplanar incursions, especially those from the Far Realm, have broken through to the Prime Material. This particular version will, given an hour to consult it, provide advantage on an **Intelligence (Arcana)**, **Intelligence (History)**, **Intelligence (Nature)**, or **Intelligence (Religion)** check to locate or identify such places in the Sword Coast region and the Underdark lying beneath it. A character in possession of the *Itinerary* must succeed on a DC 13 **Charisma saving throw** once every ten days to avoid acquiring long-term madness. Kyris' price for this is 50 gp.

A partial manuscript copy, hand-lettered in Abyssal calligraphy, of the ***Demonomicon of Iggwilv***. A character that can understand its contents and spends one hour reading it must succeed on a DC 15 **Charisma saving throw** or take 2d10 psychic damage (halved on a success). The character's hit point maximum is reduced by the psychic damage taken, which heals at a rate of 1d4 per long rest. Until the psychic damage completely heals, the character gains the following benefits:

The character has advantage on **Intelligence (Arcana)**, **Intelligence (History)**, and **Intelligence (Religion)** checks to recall information about demons, cambions,



incubi, and succubi, and advantage on **Charisma (Intimidation)** and **Charisma (Persuasion)** checks when dealing with these creatures.

The character may choose one first-level spell from the Warlock spell list, including the bonus list of spells from the Fiend patron. Once per long rest, the character can cast that spell at first level, using their proficiency bonus and Charisma as their spellcasting ability.

Once per long rest, the character may use an action to speak a word of power and draw an arcane glyph in the air to attempt to turn a demon, cambion, incubus, or succubus that the character can see within 30 feet, calculating the save DC using the character's proficiency bonus and Charisma modifier. If successful, the creature is turned as per a cleric's Turn Undead ability.

The Viscid Revelations; or, the Noisome and Heterodox Sacraments of the Elder Eye is a tome devoted to Ghaunadar, Kyris' patron, a manuscript quarto written in a combination of Deep Speech and Primordial and filled with horrifying illuminations, weird formulae, and mind-bending diagrams illustrating obscure principles of extraplanar metaphysics. A character that can read its contents must attempt a DC 17 **Intelligence (Arcana)** check to understand the ideas it contains; on a failure, the character takes 1d8 psychic damage and gains no benefits. On a success, the character must then succeed on a DC 15 **Charisma saving throw** or take 3d8 psychic damage (halved on a success). The character's hit point maximum is reduced by the psychic damage taken, which heals at a rate of 1d6 per long rest. Until the psychic damage completely heals, the character is afflicted by a random Indefinite Madness effect, and gains the following benefits:

The character may choose one first-level spell from the Warlock spell list, including the bonus list of spells from the Great Old One patron. Once per long rest, the character can cast that spell at first level, using their proficiency bonus and Charisma as their spellcasting ability.

The character may choose one first or second-level spell with the Ritual tag from any spell list. The character can cast the spell as a ritual, using their proficiency bonus and Charisma as their spellcasting ability.

A number of times per long rest equal to their Charisma modifier (minimum 1), the character may use an action to speak an arcane formula and draw an eldritch glyph in the air to attempt to turn any number of aberrations or oozes that the character can see within 30 feet, calculating the save DC using the character's proficiency bonus and Charisma modifier. If successful, the creatures are turned as per a cleric's Turn Undead ability.

Wand of Incontinence

Wand, rare

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a single creature within 60 feet. That creature must succeed on a DC 15 Constitution saving throw or immediately lose control of its bladder, wetting itself. Apart from the embarrassment attending such an incident, failing this saving throw will also cause the target to lose concentration.

The wand regains 1d2+1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a pungent fluid.

Appendix C: Additional Rules

The following rules are referenced throughout Yearning to Breathe Free and are collected here for ease of reference.

Table: Abyssal Madness

d100	Effect (lasts 1d10 minutes)
01-04	Gain the following character flaw: "I degenerate into beastly behavior, seeming more like a wild animal than a thinking being."
05-09	Gain the following character flaw: "There is only one solution to my problem: kill them all!"
10-13	Gain the following character flaw: "I am prone to violent delusions that make no sense to anyone else."
14-17	Gain the following character flaw: "There is nothing in the world more important than me and my desires."
18-21	Gain the following character flaw: "I must consume everything I can!"
22-25	Gain the following character flaw: "I am compelled to make the weak suffer."
26-29	Gain the following character flaw: "The flesh of other intelligent creatures is delicious!"
30-33	Gain the following character flaw: "I am constantly scratching at unseen fungal infections."
34-37	The target retreats into his or her mind, becoming paralyzed. This effect ends if the character takes any damage.
38-41	The target becomes incapacitated and spends the duration screaming, laughing, or weeping.
42-46	The target becomes frightened of you and must use his or her action and movement each round to flee from you.
47-50	The target begins babbling and is incapable of normal speech or spellcasting.
51-54	The target must use his or her action each round to attack the nearest creature.
55-58	The target experiences vivid hallucinations and has disadvantage on ability checks.
59-62	The target does whatever anyone tells him or her to do that isn't destructive.
63-66	The target experiences an overpowering urge to eat something strange such as dirt, slime or offal.
67-70	The target is stunned.
71-74	The target falls unconscious.
75-78	The target loses control of bowel and bladder. Any food or drink consumed for the duration causes the target to again lose control of bowel and bladder.
79-82	The target enters a killing rage, brutally attacking all nearby creatures with melee weapons or unarmed attacks. The target has advantage on attack rolls, but all attack rolls made against the target also have advantage.
83-86	The target feels overheated and begins doffing his or her armor and clothing. If water or another source of cold is present, the target will, upon successfully doffing their clothing and armor, use all available movement and actions to move toward the source of the cold.
87-90	The target feels deathly cold and begins donning any available clothing, armor, or blankets on top of his or her armor and clothing. If fire or another source of heat is present, the target will, upon successfully donning all available clothing and armor, use all available movement and actions to move toward the source of the heat.
91-95	The target heals 1d8 hit points of damage and gains inspiration. If the target has inspiration when this result is rolled, the target instead gains advantage on their next ability check, saving throw, or attack roll.
96-100	Roll twice. Apply both results, ignoring this result on subsequent rolls.

New Spell: Legion's Shield of Faith

4th-level abjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S, M (a small parchment with a bit of holy text written on it.)
Duration: Concentration, up to 10 minutes

A shimmering field appears and surrounds a number of creatures of your choice within range up to your Spellcasting Ability modifier, granting each creature a +2 bonus to AC for the duration.

Demonic Surge

d100	Effect
01-04	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
05-09	A **quasit** controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears one minute later.
10-13	You cast *gaseous form* as a 3rd-level spell on yourself. The effect continues for 1 minute or until dispelled.
14-17	You suffer a short-term madness, see Table: *Abyssal Madness* above.
18-21	You cast *witch bolt* as a 2nd-level spell on one creature of your choice within 30 feet. If no other creature is within 30 feet of you, you cast *witch bolt* as a 2nd-level spell on yourself.
22-25	You cast *polymorph* on yourself. If you fail your saving throw you turn into a goat for the spell's duration.
26-29	A random creature within 30 feet of you becomes *charmed* by you for the next 10 minutes.
30-33	You become *charmed* by a random creature within 30 feet of you for the next 10 minutes.
34-37	A random creature within 30 feet of you becomes supernaturally pregnant, regardless of gender. Over the next minute, the creature bloats to full term pregnancy for the creature's race. One minute after that, the creature suffers 2d10 points of damage as it gives messy birth to an **imp**, who immediately attacks the nearest creature (apart from its "mother.") This imp fights until killed or banished.
38-41	You become supernaturally pregnant, regardless of gender. Over the next minute, you bloat to full term pregnancy for your race. One minute after that, you suffer 2d10 points of damage as you give messy birth to an **imp**, who immediately attacks the nearest creature (apart from you.) This imp fights until killed or banished.
42-46	You regain all expended sorcery points.
47-50	You lose access to all your remaining sorcery points until you take a short rest.
51-54	You cast *sleep* as a 6th-level spell, centered on yourself. You are affected by the spell as if you did not cast it yourself.
55-58	One random creature within 60 feet of you becomes *petrified* for one minute. If there is no creature within 60 feet of you, you become *petrified* for one minute.
59-62	You are enveloped by an aura of flame for one minute. This aura of flame does not burn you or any items you carry, but each creature within 5 feet of you takes 3d6 fire damage. Any flammable items or objects within 5 feet of you that you do not carry are ignited.
63-66	You heal 3d6 hit points of damage.
67-70	You feel the pull of the Abyss and are slammed to the ground. You are considered prone and must expend your speed in movement to rise.
71-74	A random creature within 3 feet of you feels the pull of the Abyss and is slammed to the ground. The creature is considered prone and must expend its speed in movement to rise.
75-78	The foul stench of brimstone fills a 30-foot area, centered on you. The smell is so strong it imposes disadvantage on ability checks and attack rolls made within the region. The stench lasts for one minute.
79-82	You can immediately take one additional action.
83-86	One creature you chose within 30 feet of you becomes *poisoned* for 1d4 hours. If there are no other creatures within 30 feet of you, you become *poisoned* for 1d4 hours.
87-90	You gain resistance to all forms of damage for the next 10 minutes.
91-95	Your skin turns a deep red and you grow six-inch-long horns from your forehead. This can be reversed with a *remove curse* effect, but is otherwise permanent.
96-100	Roll twice. Apply both results, ignoring this result on subsequent rolls.

New Tiefling Racial Feature: Horns of Baphomet

Your horns are massive, wondrous to behold, and are developed to the point that they may be used as a weapon. You may use an action to make a melee attack with your horns. Your horns are considered to be a weapon and you are considered to be proficient with your horns. A successful gore attack with your horns deals 1d8 points of damage.

Upon making a successful attack with your horns, you may spend a bonus action to knock your opponent prone. If you do, your opponent may attempt to resist this by succeeding on a Strength saving throw. The DC is equal to 8+ your Strength modifier + your proficiency bonus. Once used, you may not use this feature to knock an opponent prone again until you have completed a short or long rest.

Tieflings who choose this racial feature do so in place of ***Infernal Legacy***.

Appendix D: Suggested Adventures

While assembling this campaign book, I have had the pleasure of reviewing dozens of adventures on the **DMsGuild**. Below are a selection of adventures that could easily be integrated into **Yearning to Breathe Free** with little or no adjustment from the Dungeon Master. More importantly, every one of these adventures is compelling and well-written. Whether or not you intend to incorporate these stories into the overall narrative of **Yearning to Breathe Free** I highly recommend checking each of these out!

An Uneasy Truce by Alan Tucker
Assault on Hellmaw Island by JVC Parry & M.T. Black
The Beast of Bastion Bay by Emmet Byrne
Banquet of the Damned by Benoit de Bernardy & Goblin Stone
Battle for the Undercity by Monica Valentinelli
Blood on the Trail by Jeff C. Stevens
Bulette Storm by Chris Bissette
The Clockwork Queen by Remley Farr & M.T. Black
Crab Cave by Graeme Hallett
Dead of Howling Hills by Jonathan Dupree
The Discarded Gem by Aaron M Lopez
The Festival of Magic by David Flor
Forget Me Not by Alex Clippinger
The Gleaming Cloud Citadel by Hipsters & Dragons
The Goblet of Fireflies by Elven Tower
The Hangman's Due by Ben Forde
The Haunt by P.B. Publishing
Hunted! by Tony Petrecca
King to an Empty City by Jason Bakos
Labyrinth of Thorns by Ashley Warren
Let Sleeping Guards Lie by Alex Clippinger
The Midnight Revelry by Christopher Walz
OPD: Forced Labor by Christian Eichhorn
One Shot: Of Conks & Cons by Christian Eichhorn
Ransom at Falcon's Crest by R P Davis
Shore of Dreams by Florian Emmerich, JVC Parry, & Poison Potion Press
The Theocracy by JVC Parry
Tremors in the Sand by P.B. Publishing
Trouble at Tresendar Manor by Kat Kruger
Valanche's Eye by R P Davis

HUNDREDS of other modules, adventures, player aids and DM materials at DMsGuild!

Special Thanks

I would like to take a moment to recognize a few people who helped me wrestle this thing to life.

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The Extreme Drowess Cast: Tori Clark, Milena Deneno, Roz Hopkins, Rachel Judd, Sarah Scharnweber. The finest, bravest, and most talented ladies in the Underdark.

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R P Davis for being a frequent partner in crime, sounding board, and support system.

Liam for being a hero.

You for telling stories with me. Thank you.

-Travis Legge

Final Thought

"Not like the brazen giant of Greek fame,
With conquering limbs astride from land to land;
Here at our sea-washed, sunset gates shall stand
A mighty woman with a torch, whose flame
Is the imprisoned lightning, and her name
Mother of Exiles. From her beacon-hand
Glows world-wide welcome; her mild eyes command
The air-bridged harbor that twin cities frame.
"Keep, ancient lands, your storied pomp!" cries she
With silent lips. "Give me your tired, your poor,
Your huddled masses yearning to breathe free,
The wretched refuse of your teeming shore.
Send these, the homeless, tempest-tost to me,
I lift my lamp beside the golden door!""

-Emma Lazarus, "The New Colossus"

Hopefully this tale has been fun for you and your group. Hopefully, you have had great adventures, told fantastic stories, and experienced all the drama, comedy, and tragedy that a good Dungeons & Dragons game can offer!

Hopefully it has also inspired you to go out and make OUR world a better place. We can do it, together.