

CCC - SALT

02-01

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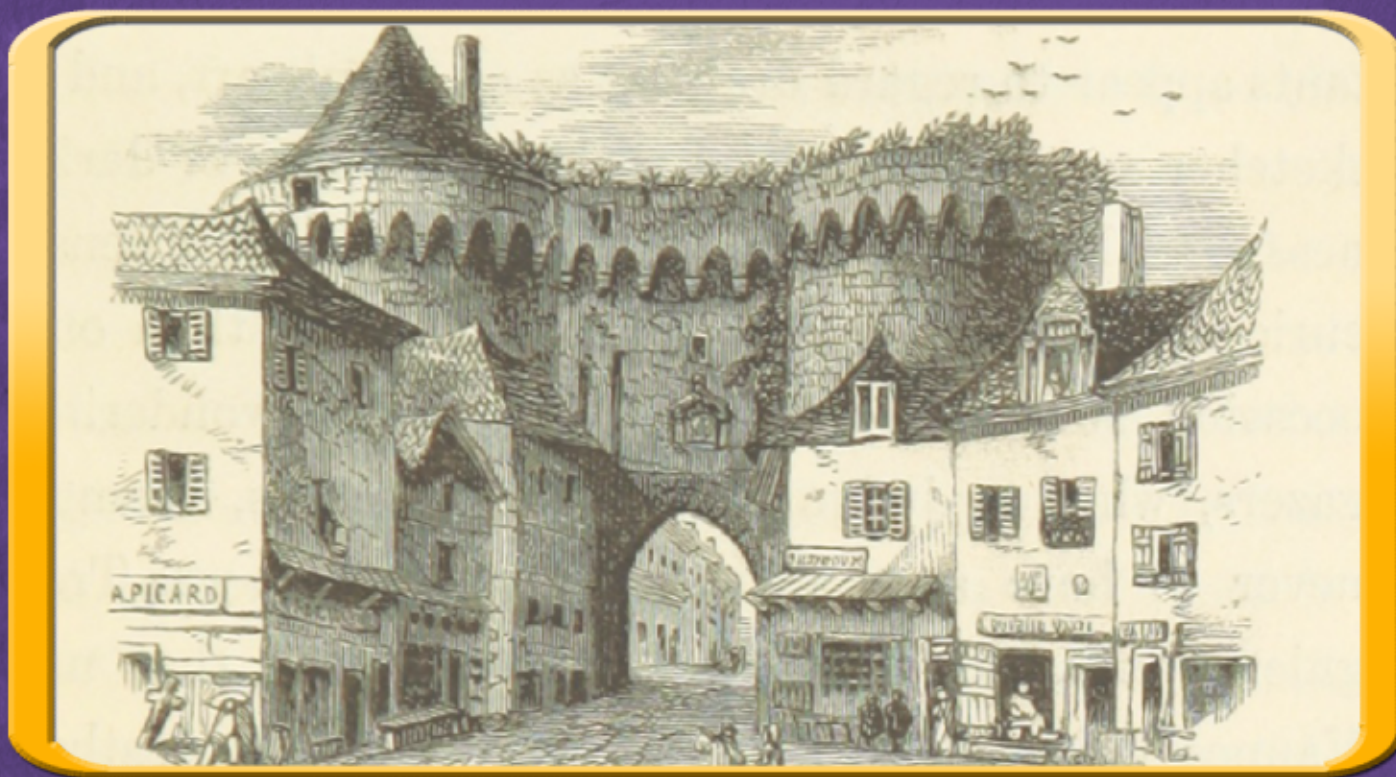
Adventure Module CCC - SALT 02-01

Mulmaster's Meddling's

A Four-Hour Adventure for 1st-4th level characters

Dave Knighton

Adventure Designer



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Rocky Mountain RPG Guild



Under the Wing
GAMES



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Introduction

Welcome, to *Mulmaster's Meddling's*, a D&D Adventurer's League™ adventure, part of the official D&D Adventurers League™ organized play system and part of the *Convention Content* for **SaltCon 2018**.

Though optimized for five third level characters, characters from level one to four may participate. Characters outside this range cannot take part in this adventure.

The adventure takes place on the Moonsea starting in the hamlet of Hawksroost and moves to the city of Mulmaster, in the Forgotten Realms campaign setting.

Adjusting the Adventure

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

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

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL 1	Very Weak
3-4 characters, APL 2	Weak
5 characters, APL 1	Weak
5 characters, APL 2	Average
5 characters, APL 3 or 4	Strong
6-7 characters, APL 1	Average
6-7 characters, APL 2 - 3	Strong
6-7 characters, APL 4	Very Strong

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

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Become familiar with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure such as

notecards, a DM screen, miniatures, and battle maps.

- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.).

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life. To facilitate this, consider the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, be sure as you maintain the original spirit of what's written. Remember, you are the *final* arbiter of the game's rules.

Challenge Your Players. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they are after when they play D&D. Everyone should have the opportunity to shine.

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

Adventure Background

The Search and Locate Treasure (SALT) Consortium has been hard at work rebuilding the small town of Hawksroost after discovering a cave not far from it.

Operations to dig further into the cave and the location of Hawksroost itself has proven to be quite fruitful and there are many in power who wish to seize on the opportunity to assist. This opportunity also brings with it those that wish to exploit it.

On the other side of the Moonsea, the city of Mulmaster is still rebuilding from the attacks by the elemental cultists. Much of the city was devastated and portals to the elemental planes still remain open. The nobles of the city are made of the Zor's and Zora's. One such Zor that has heard the news of the work being done by the Consortium believes that a partnership would be in the best interest of both parties

News of a Zor Celis Helrehd wishing to invest in the city and SALT's operation has reached the ears of Larazmu, the leader of the Consortium. Very little is known about the Zor as Celis prefers to work through intermediaries.

Although Larazmu wishes to partner with the Zor, Oriel Phoenixfeather is skeptical. Oriel is an old halfling, and trust is one thing she has little of in her age.

NPC Summary

The following NPCs featured in this adventure:

Oriel Phoenixfeather (Or-ee-ell Fee-nix-feather): Old Halfling that runs the quartermaster shop within Hawksroost.

Ilifer Liadon (Il-if-fer Lee-a-don): Chamberlain of Zor Helrehd.

Kava Norixius (Ka-va Nor-ix-ous): Red dragonborn smithy and proprietor of the Copper Covered Soot.

Seedrick Humblebumble (See-drick Humble-bumble): An old gnome that runs the biggest shop with in the Zhent Ghetto's, Seedrick's Wares.

Tarandel (Tar-en-del): A Zhent faction leader overseeing the rebuilding of the Zhent Ghetto's

Celis Helrehd (Sell-iss Hel-red): The remaining member and Zor of the family Helrehd.

Adventure Overview

Mulmaster's Meddling's begins in the hamlet of Hawksroost just outside of the Forgotten Shoe as the party has made their way to this shop to meet with their soon to be employer.

Part 1. The party meets with Oriel and are directed to search travel to Mulmaster and meet with Zor Helrehd. Oriel is very adamant about them dealing with the Zor and only the Zor.

After using a spell scroll of *teleportation*, the party is greeted by the Zor's Chamberlain, Ilifer, within the Zor's garden. Ilifer refuses to let the party meet with the Zor Helrehd personally until they recover an amulet that was stolen from the manor.

Part 2. The party finds themselves within the Zhent Ghetto's. The party has to search out rumors and

locate the amulet that has found its way onto the black market.

Part 3. After recovering the amulet, the party returns to Helrehd manor. Ilifer is grateful for the party and informs them that he has arranged a meeting with Zor Helrehd. However, the Zor would like the party to prove that Hawksroost has sent the best and they are sent to investigate the attacks on the caravans coming into the city.

After defeating the threat to the caravans, the party returns and are introduced to Zor Celis Helrehd.

Adventure Hooks

For each character, choose an appropriate reason why they are traveling to Hawksroost.

Previous Adventures. If the characters have previously participated in adventures in and around Hawksroost, they may already be familiar with Oriel and would have learned that she is requesting help.

Treasure Hunters, Adventurers, and other undesirables. Fliers circulate through Hawksroost advertising for adventurers to assist Oriel Phoenixfeather.

Lords Alliance. Larazmu is still on well with his original faction, the Lords Alliance, and seeks to bring the rebuilt town of Hawksroost under his sway. The faction leaders have learned about the partnership with the Zor from Mulmaster, as well as the halflings wishes to investigate the Zor first. Your leaders have sent you to assist in this investigation to ensure the partnership happens.

DM Note

This adventure takes place mainly within the city of Mulmaster after the attacks by the Cultists at the end of DDAL season 2. The DM may wish to read up on the [state of Mulmaster](#) after those events which can be found on DMs Guild.

Part 1. Meddling Meddlers

The party meets Oriel within her quartermaster shop, the Forgotten Shoe, after answering her call for adventurers. After accepting her offer, the party travels to Mulmaster with the intent of meeting with the Zor. The chamberlain refuses to let the party meet with Celis till they agree to a quest to recover an item that was stolen.

Expected Duration: 30 minutes

Oriel's Offer

Oriel Phoenixfeather was born in the small town of Hawksroost but was run out with her family at a young age due to the attacks and eventual destruction of the town.

After learning of the rebuilding effort by the SALT Consortium, Oriel returned to Hawksroost with her granddaughter to re-open the Forgotten Shoe, a small quartermaster shop that was once run by her father before they were forced out by the attacking orcs.

Larazmu, one of the founders of the SALT Consortium, has recently been contacted through a courier employed by one of the Zor's from Mulmaster. Celis Helrehd. Celis wishes to partner with the consortium in an expedition into the depths of the recently discovered cave. Recent quakes have opened more of the cavern and it is believed that treasures from a distant past await anyone willing to search them out.

Oriel, however, is very distrustful of most people and believes that this partnership is a bad idea. There is little known of Celis Helrehd besides the name and because of this Oriel is looking for a party to investigate the Zor and determine their true intentions.

Answering the call for adventurers, you all approach the small shop located within the hamlet of Hawksroost. As you approach the worn building you were directed to meet, the door swings open and a large half-orc storms out, muttering under his breath. From inside you hear the angered cries of an old woman,

"I have just as much stake in this town as anyone else. More actually. This is my home and I've already secured a party to investigate."

Walking cautiously, you peer through the open door and see a wrinkled halfling with long red braids as she works her way back behind the counter, two small wolf pups on her heels.

As you enter she looks up at you.

"That is the most stubborn man I've ever met in my life. This is my home and I refuse to let him decide what goes on here without my say. Well come on then, I assume you're the ones here to do my bidding. The gold is good if you bring back what I seek."

What Oriel Knows

Role-playing Oriel Phoenixfeather

In her younger years, Oriel was a feisty rogue adventurer. She spent decades moving from quest to quest with her companion Kev, a dire wolf, and as such has had her fair share of narrow escapes and near-death experiences. Between that and losing friends along way, she has become hardened and bitter, rarely letting people in. Believing she still has the strength to continue her journeys, she reluctantly retired from her adventuring days to take care of her granddaughter and moved back to her hometown of Hawksroost and reopened her father's old quartermaster shop, the Forgotten Shoe.

Oriel conveys the following information to the characters.

- The exploration into the caves and the riches coming out of it have been the best thing for the town of Hawksroost.
- Recent quakes in the area have opened more of the cavern. Most of the new tunnels are deep within the earth.
- The expanding exploration has brought the attention of many people looking to make their fortune.
- Recently, one of the many Zor's from Mulmaster, Celis Helrehd, has reached out offering a partnership in the expanding expeditions.
- Oriel does not trust anyone from Mulmaster, and the Zor's and Zora's of the area are even less trustworthy.
- Larazmu, one of the founders of the SALT Consortium, has made up his mind that this partnership is in the town's best interest as the Zor will bring needed gold and supplies.
- Larazmu reluctantly agreed to let Oriel gather information on the Zor.
- She is offering 150 gp if the party meets with Celis personally and ascertain the Zor's true intent. This will be paid upon returning after the meeting.
- Mulmaster lies on the other side of the Moonsea and with the harbors still in disarray travel by boat is difficult and will take too long.
- Celis provided a teleportation circle scroll with the communiqué that was sent by courier to Larazmu.
- Larazmu refused to give the scroll to Oriel but "These old bones still know how to pick a pocket or two"
- She informs any spell-casters that the Cloaks still have the Arcane Edict in place and the use of arcane magic is forbidden by anyone other than a Cloak.
- She reminds the party that it is vital to meet with Celis personally and learn exactly why she wishes this partnership.

The forgotten Shoe is well stocked, and players can make purchases of any adventuring gear from the Player's Handbook costing less than 50gp. When the party is ready and has finished asking any questions or making purchases and agreed to Oriels request read the following:

"Well then" Oriel flatly states as she moves from behind the counter, "let's see if this spell works."

The halfling pulls out a piece of chalk that sparkles as the light from the windows hits it and begins drawing a large circle. She looks over the scroll in her hand and replicates the sigils inscribed on it. Within a few minutes the chalk is gone, and Oriel begins to read the incantation from the paper. A shimmering portal opens from within the circle.

The small red headed halfling grins at you, "Go on then."

Ilifer's Interference

The party arrives within the courtyard of Zor Helrehd's home.

Read the following:

As the light dissipates, you find yourself standing in the middle of an immaculate garden. The birds singing in the trees is accompanied by the scent of fresh flowers. A tall elf, draped in a green robe adorned with gold trim comes from a large set of double doors and approaches you with open arms.

"Welcome friends, my name is Ilifer and I am the Zor's Chamberlain. Thank you for coming we have much to discuss.

Ilifer approaches the party with open arms and looks to hold his hand out to shake the closet party members hand but pulls back at the last moment. He instead motions for them to follow him.

Ilifer leads the party through the doors and into an oversized hallway. Large oil paintings line the walls along with busts and vases standing on elaborate pedestals as well as larger double doors, all closed.

The party follows Ilifer to the end of this hallway to a set of doors with a guard on each side. As he approaches, each guard grabs a handle and opens so the party can enter. Shelves brimming with books line the outer walls while a large solid wood table sits in the center.

Ilifer takes a sit at the head of the table and beckons the others to sit.

What Ilifer knows

Role-Playing Ilifer Liadon

Ilifer is a high-elf that has been employed by the Helrehd family for almost a century. After the attack on Mulmaster, he and Celis were the sole survivors of the Helrehd household. As Celis fell into despair after losing everyone, Ilifer stepped up to run the house and provide for the grieving Zor. He's loyalty to the Zor is unwavering.

Ilifer is just as concerned with those he does not know as Oriel is and his commitment to house Helrehd requires that he assess anyone looking to meet with Celis.

Ilifer conveys the following information to the characters.

- The Zor is excited to partner with the SALT Consortium and bring much needed funds to further the expeditions into the caves.
- The Zor was young when the power of running the family's affairs was forced upon Celis. The full weight of the responsibility was heavy, but Celis is taking it well.
- The Zor has personal reasons for reaching out to the SALT Consortium, one of which is expanding the Helrehd's reach outside of city to assist in the rebuilding of Mulmaster.
- If any party member insists on speaking with Celis, Ilifer states that he is more than capable of finalizing any details for the partnership.

Allow any party member to make a **DC 15 Charisma (Persuasion)** check to convince Ilifer to let them speak with Celis personally. If the player fails the check, Ilifer will continue to insist all negotiations go through him. Allow any other party member to attempt the check. If the any party member succeeds, or the party fails three times read the following:

"If you must speak with the Zor personally, I suppose we can come to an arrangement. I can arrange a meeting for you if you can recover something for me.

Several ten days ago, a medallion was stolen from our home. I have ascertained that it has made its way to the black market within the Zhent Ghetto's, but nothing more. The thought of venturing into that section of the city makes my stomach turn. Recover the medallion and I'll see to it that you get your meeting."

Ilifer conveys the following information when the party agrees to his terms.

- The Zhent Ghetto's has always been a dangerous area of the city.
- It gets its name due to the fact that it is comprised of the refugee's that escaped Zhentil Keep when it was destroyed.
- The area took heavy damage when elemental cultists devastated Mulmaster with their attacks. Portals to the elemental plane of fire still rage in some areas.
- Rebuilding efforts are slow, but progress is being made with the help of the Zhentaris and the Red Wizards.
- The Cloaks and the Hawks typically turn a blind eye to the area. As long as crime is kept to a minimum, and the fires remain in control, they have no reason to enter.
- The medallion that was stolen belonged to Celis' mother. It is a round, gold piece with a

large ruby set in the center. The monetary value is high, but the sentimental value is higher.

- The attacks on the city took the lives of all but Celis and Ilifer within the Helrehd residence.
- Ilifer warns the party to keep their heads down and head straight to the Ghetto's to avoid any unneeded attention from either the Cloaks or the Hawks.
- Ilifer knows the danger he's sending the party into and as such offers two potions of healing.

Treasure

Ilifer offers the party two potions of healing

Part 2. Get to the Ghetto's

Expected Duration: 120 minutes

The party travels into the Zhent Ghetto's seeking out the medallion. During this section, the party is free to search the area and explore any rumors they find along the way. Each section can be played in any order; however, it is laid out to play straight through if time is a concern or if the party doesn't know where to start.

The Bitter Edge Tavern

If the party wishes to seek out a tavern it is not long before they find the Bitter Edge. This quick-patched building still shows signs of the fire that ravished this area of the city. The tavern is full of loud and boisterous patrons, mostly human with a few halflings and dwarfs.

The sign above this scorched marked building reads The Bitter Edge and sways back and forth in the breeze. The noise is near deafening before you even enter. A quick scan of the room reveals mostly humans with a few halflings. In the back, a few dwarfs argue drunkenly at a table with an axe embedded deep within it.

Servers are carrying trays full of ale and food around. A loud crash catches your attention and you turn to see a small cooked bird and vegetables laying on the floor next to several broken clay steins. The woman that was carrying them stares a man down in his seat for half a second before she breaks the solid wood tray she was carrying over his head.

The party can roll either an **Intelligence (Investigation)** or a **Charisma (Persuasion)** check to find any information. Allow this check to be made with advantage if they offer to pay for drinks. Use the following table to determine what information the party learns.

Check	Result
< 12	The portals still rage from time to time and creatures from the elemental plane of fire have been seen coming from them when they do.
12-15	The red dragonborn smithy that runs the Copper Covered Soot always seems to be able to procure the most amazing materials for her crafting.
16-18	The Zhentarim have been helpful in "procuring" goods. Seedrick, the shop keep, is grateful for everything they have done.
18 +	If you're looking for some quick gold, the Zhentarim hold regular card games at the Dark Satyr Inn

On Hard Times

As the party is walking through the streets, they are approached by an old homeless man, Johannes, asking

for money. He tells the party he lost his family to the fires when the cultists attacked.

If the party offers at least 2 gold pieces, he is willing to take them wherever they're going, however he is unaware of any black market.

If the party offers 3 or more gold pieces he also tells them the man they need to talk to is Tarandel. Johannes knows that Tarandel is a man constantly on the move and rarely in the same place for too long.

Copper Covered Soot

The Copper Covered Soot is the last smithy standing in the Zhent Ghettos. The proprietor of this establishment is a red dragonborn by the name of Kava Norixius.

Materials are hard to come by within the Zhent Ghettos but weapons and armor costing less than 50gp can be purchased here.

The smell of molten metal is faint and nearly drowned out from the overall stench of smoke in the air as you approach the smithy. The clang of metal on metal gets louder as you get closer. Standing next to a stone forge, a red dragonborn pounds on a piece of steel and dips the red-hot metal into a bucket of water as the steam fills the area obscuring the creature momentarily.

When the steam dissipates, she notices you approaching mid swing and drops the hammer to her side.

"Well met, what can I do for you?"

What Kava Knows

If a party member asks about anything other than purchasing weapons or armor have them make a **DC 10 Charisma (Persuasion)** check. On a success, she can relate the following.

- Kava knows about the black market in the area as that's where she gets the rare metals she uses.
- If the party asks about the medallion she knows nothing of it.
- The man they need to talk to is Tarandel. He's one of the leaders of the Zhentarim assisting in the rebuilding of the area.
- If asked if she knows where to locate Tarandel she says she might, it will cost them though. Seedrick is holding a package she requires for her current commission. The gnome is quite annoying, and his hands have a way of wondering whenever she gets too close to him. She's willing to share any information she has if they can pick it up for her.

Non-Combat Award

If the party successfully convinces Seedrick to allow them to deliver the package they get 200 XP

He's Just a Boy

The young thief attempts to pick the pockets of one of the party members. Pick a character or randomly decide on one. If the player's passive **Wisdom (Perception)** score is less than the thief's **Dexterity (Sleight of Hand)** check (+2 to the roll), he successfully takes 1d6 gp, otherwise the player catches the thief in action.

The thief is a young boy, covered in soot and dirt with ragged clothes. If caught the boy's first instinct is to run. If any player wishes to grabble the wiry child, have them roll a **Strength** check contested by the boy's **Dexterity**. If grappled the boy says nothing but "let me go" until they do.

Seedrick's Wares

Seedrick Humblebumble is an old gnome and runs one of the last shops within the Ghetto's. He has been able to succeed thanks to a deal he has made with the Zhentarim. They bring him supplies for a cut of his profits. Seedrick knows he can up his prices in order to cover this cost so he's willing to pay the price.

Any item costing less than 50gp on the adventuring gear list can be purchased here. However, to cover his cost all items are sold at a 10% increase over the original cost (rounded down).

It's not hard to locate Seedrick's shop. It is by far the nicest looking building in this section of the city. The large gold lettering spelling out "Seedrick's Ware's" across the top of the door helps as well.

Inside, a gnome is stocking the shelves. As you enter he sees you, grabs the cane next to him, and walks towards you with a slight limp.

"Welcome. You're new to the area. I make it my business to know everyone in the Ghetto's. Whatever it is you're looking for this is the place to find it."

What Seedrick Knows

If a member of the party asks about Kiva's package, have them roll a **DC 12 Charisma (Persuasion)** check. On a success, Seedrick begrudgingly gives them a large, heavy, wooden box. If the check fails, allow one more player to try. If this fails as well, Seedrick refuses to hand it over stating, "Seeing that scaly beauty is the highlight of any day."

If anyone in the party asks about the black market or Tarandel, have them roll a **DC 13 Charisma (Persuasion)** check. If they fail, Seedrick tells them he knows nothing about it. On a success, he relates the following:

- The Zhentarim are good people. They've been doing their part in the area to help rebuild.
- If it wasn't for Tarandel, he wouldn't be able to get any supplies to stock his shelves.

- Tarandel has a room at the Dark Satyr Inn. He is known to come and go quite often however.
- All "lesser known" transactions made in the Zhent Ghetto's are known by Tarandel.
- Tarandel is known for his brutality when people cross him, but he is also known to be a man of his word.

It's Just a Mugging

The Zhent Ghetto's isn't known for its hospitality. While walking down the street the party turns down an alleyway only to find themselves surrounded by muggers.

The road in front of you is blocked off by large boulders. Over the top of them you can see flames lapping at the air. You turn down the alleyway to continue on your way. The sound of footsteps fall behind you, as you turn to see who it is you hear, "Well what do we have here?"

Footsteps can be heard approaching the other direction, surrounding you.

"All we want is everything you have. Hand it over and no one gets hurt...too severely."

The man speaking is a **Bandit Captain**. He's joined by 3 **Thugs**. The party is surrounded with 2 on each side blocking the exits. These thieves don't plan on leaving empty handed and will fight to the death if they don't get everything the players have on them.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter according to your group.

Very Weak: The muggers consist of 2 Thugs and 1 Guard

Weak: The muggers consist of 1 Bandit Captain and 1 Thug

Strong: The muggers consist of 2 Bandit Captains and 3 Thugs

Treasure

Each thief carries 25gp on them.

The End is Nigh

While walking down a crowded road, a street urchin sitting against a building wall stands and moves towards the party. As he approaches, he begins wailing. At the top of his lungs, he begins to blurt out the following phrases repeatedly, following only a few steps behind the party:

- The quakes bring darkness
- Death is coming
- It sees all
- Ancient darkness dwells beneath
- It has awakened

The man can be frightened away with a **DC 13 Charisma (Intimidation)** check or will give up and walk away if the party enters a building.

The Dark Satyr Inn

This Inn is full of Zhentarim faction members. If there are any Zhentarim in the party, all their checks within the Dark Satyr are made with advantage.

If the party wishes to procure a room, the cost is 5sp. Ale and food are also available at the bar.

The Dark Satyr Inn also doubles as a small tavern. On the main floor are a dozen tables, all full of men and women, mostly human. You see at several of the tables there are card games being played.

The game being played is a local game called Hand of the Zhent. The party can play if they choose at this time (see the sidebar for the rules)

If the party wishes to seek out either Tarandel or the black market have them make either a **DC 13 Intelligence (Investigation)** or **Charisma (Persuasion)** check, made with advantage is offering to buy drinks. On a success, they learn that Tarandel has a room here in the Dark Satyr and he would be the man to talk to if looking to procure any illicit goods. He is out right now, and no one knows when he will be back. If the party hasn't already purchased a room for the evening they are suggested to do so by the patrons, they speak with. They are told that Tarandel never misses his morning game of cards.

Hand of the Zhent

This object of this game is score the highest hand using any combination of 5 dice using those rolled by the DM and those rolled by the player. Each hand starts with the DM rolling 3d6 and placing them in the center of the table. Next, each player participating in the game rolls 1d6 and betting starts. When each player has finished the first round of betting the DM rolls another d6 and places it next to the first three, followed by each player rolling another d6. A second round of betting begins. The DM rolls a final d6 and places it with the others and the players have one more round of betting.

Betting

At the start of every hand, each player must put in an anti of 5sp. On each round of betting the player has three options, check, bet, or fold

Hand Rankings

Hand of the Zhent – 5 of a kind
Full House – 3 of one number and 2 of another
Straight – 5 consecutive numbers (highest number winning)
4 of a Kind – 4 of a single number
3 of a Kind – 3 of a single number
Pair – 2 of a single number
High Card – highest single number

A Morning Hand

Tarandel is a man of habit and as such never misses his morning game of cards. Early in the morning, the

Dark Satyr is mostly empty with only a few patrons eating breakfast before heading out for the day.

The room is mostly empty, save for one table. Five men sit around the table laughing and talking loudly. Each man has a hand of cards and casually tossing gold coins into the center of the table. One man stands out from the rest. His dress and demeanor demand respect, and the others at the table, although laughing and joking, appear to give it to him.

If the party approaches the table, Tarandel never looks up and lets his men do the talking. All the men at the table play dumb about any black market. Tarandel continues to stare at his cards waiting for this party to leave unless someone brings up the medallion that was stolen. Have the player that mentioned the medallion make a **DC 13 Charisma (Persuasion)** or a **DC 15 Charisma (Intimidation)** check. On a success of either, Tarandel pulls the amulet out of his coat pocket and drops it on the table. He says that he is willing to let it go if the party wishes to make a wager.

On a failure of either, Tarandel tells the party he may know it is location, but he is only willing to give it out if the party agrees to a game with just him

Tarandel is a man of his word and honor and if the party beats him at three hands out of five, he willingly gives the amulet over to them. He takes his lose in stride and thanks them for the game as he gets up to leave.

If the party happens to lose, Tarandel realizes that this amulet is important and offers to sell it for 50gp.

I can take em'

If the party attempts to turn this encounter into a bar fight, Tarandel simply raises his hand and the room is full of two dozen armed men that not so politely escort them out of the premises.

The party can still attempt to purchase the amulet off Tarandel after he leaves the Inn for his morning routine. He mentions how impressed he is with their determination in recovering such a bobble and offers to sell it for 50gp

Non-Combat Award

Any player that takes part in the card game with Tarandel gets 200 XP

And into the Fire

The portals to the elemental plan are still present throughout the area and occasionally flare up. When this happens, creatures from the plane of fire have been known to escape and terrorize the city.

The residents of the Zhent Ghettos have been busy rebuilding from the destruction. Sadly, there are several lots throughout the area that have been completely lost to the open smoldering portals. No amount of magic has been able to close these gaps between the plans and smoke constantly rises. The air is thick with smoke as you find yourself passing one of these empty parcels of land.

With a crack and a hiss, flames jump from the smoke and the sky turns red for a moment. A bead of sweat works its way down your face as the temperature rises. You hear a scream behind you as you gaze into the flames and see movement. Something begins crawling out of the portal.

A **Fire Elemental** is escaping its plane to the Material one. This creature cannot be reasoned with and will cause utter destruction till it is destroyed.

Adjusting this Encounter

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

Very Weak: A Fire Snake and a Magma Mephit

Weak: A Fire Snake and two Magma Mephit

Strong: A Fire Elemental and a Magma Mephit

Part 3. Meeting the Meddler

Expected Duration: 60 minutes

After returning the medallion to Ilifer, the party is informed that the Zor will meet with them on one condition; they must agree to search out the creatures that have been attacking several supply convoys into the city and put an end to them.

The Chamberlains Challenge

Two guards stand on either side of the massive set of doors at the front of Zor Helrehd's manor. As you approach, the two pull open the doors for you to pass.

Walking down the hall towards you is Ilifer, arms outstretched again.

"I'm pleased to see you have returned. You have the medallion I hope?"

Ilifer leads the party back down the oversized hallway to the same room they meet previously and conveys the following information.

- The Zor did not know of the missing medallion. Ilifer did not wish to upset Celis more than they already were. Ilifer is eternally grateful for them returning it.
- Ilifer has spoken with Celis, and the Zor is willing to meet with the party.
- The Zor would like the party's assistance first however.
- Due to the devastation at the docks, supplies must come in from the roads to the south and the east
- Caravans carrying the supplies have recently been attacked destroying everything and killing everyone.
- The attacks appear to be taking place when the caravans are 2-3 days outside of the city.
- Celis needs to know that the town of Hawksroost can offer the best when it comes to adventurers. Celis would like the party to prove themselves.
- Zor Helrehd doesn't expect the party to take this quest for free. Ilifer has been granted the ability to offer 100gp upfront and the promise of something more upon return.
- Ilifer recognizes the party is tired and offers a room if the party needs it.

If any member of the party attempts to haggle the price, have them roll a **DC 15 Charisma (Persuasion)** check. On a success, Ilifer is willing to go up to 150gp

Gnollbody Knows the Trouble They've Seen

The travel out of the city is uneventful as the party travels along the main road south and through the gates.

The most recent caravan was attacked a two-day journey outside of the city. If the party needs, they can easily set up camp off the main trade route. The night is quite for the party and no threats present.

On the second day of travel read the following:

A few wagons traveling north have passed you on your travels. None of which paid you any attention and ignored all attempts at communication. Fear was all that could be seen in their eyes as they scanned the road ahead of them.

Several hours of travel have passed and the sun is beginning to make its descent to the horizon when something grabs your attention in the distance.

Approaching cautiously, you find the remains of one of the caravans. Scanning over it you quickly recognize the Helrehd family crest on several of the broken crates.

All the supplies appear to remain, however, it's all been destroyed.

If the party wishes to investigate the area, have them make a **DC 13 Wisdom (Perception)**. On a success the party finds the remains of the caravan crew. One of the remains has a pouch containing 50gp and a potion of healing.

The remains appear to be partially eaten. With a successful **DC 18 Intelligence (Nature)** check, the player recognizes the teeth marks as those belonging to hyena's.

A **DC 13 Intelligence (Nature)** check examining the surrounding area reveals several humanoid prints as well as four legged creatures. The prints seem to enter from all around the remnants of the wagons but leave in only one direction.

Treasure

Searching the remains of the wagons turns up 75 gp and one **Potion of Healing**.

Gnoll One Invited You

Tracking the prints isn't difficult as blood stains the ground sporadically. After several hours of travel read the following:

The blood stains make it easy to track the beasts that attacked the caravan. After several hours of stalking, you come across the remains of some kind of four-legged beast, half eaten, with several arrows sticking out of the body.

This creature is a dead hyena that fell after the attack and was devoured by the ones still alive. The party had interrupted the creature's meal and the gnolls lie in wait.

If any party members succeeded on the previous check to recognize the bites, they easily determine this beast was ripped apart by the same creatures.

Roll a **Dexterity (Stealth)** check for the gnolls contested against the parties **Passive Perception**. If at least have the Gnolls roll higher than the highest Passive Perception score of the party, the gnolls catch them by surprise.

Cackles and whines fill the air accompanied by arrows. Large hyenas, walking upright, begin to circle the party.

Two **Gnolls** and a **Gnoll Pack Lord** circle the party, targeting the weakest member first. The gnolls fight to the death.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter according to your group.

Very Weak: Replace the Gnoll Pack Lord with a Hyena

Weak: Replace the Gnoll Pack Lord with a Giant Hyena

Strong: Add one Gnoll and a Giant Hyena

Treasure

One of the gnolls carries a jewel-encrusted dagger worth 75 gp.

Sitting with Celis

After the party neutralizes the gnoll threat, they make their way back to the Helrehd manor.

You are lead through separate set of double doors that leads down another oversized hallway and through an open arch into an immaculate sitting room. A cloaked figure stands looking out the window. Ilifer stops you and says, "Zor Helrehd, I present the party from Hawksroost."

The figure turns slowly and pulls back the dark green cowl. The deep blue eyes of this superlative person are the first thing you notice. The soft features of the face carry an aura of strength and determination. A smile works slowly across the pale complexion, followed by a soft yet commanding, "Welcome, I am Zor Helrehd."

What Celis Knows

Roleplaying Celis Helrehd

Celis Helrehd was born the only daughter to Magnus and Afna Helrehd. Upon coming of age, Celis took on the title Zor as well as the families place within the city of Mulmaster. After Celis' family was lost during the recent attacks on Mulmaster, the Zor hid behind a cloak and refused to deal with any one personally. However, securing the families place within the Moonsea area drives Celis in all daily decisions as of late, and as such is the reason for reaching out to the members of the SALT Consortium. The name Helrehd is now growing in respect within the city and Celis can command a room whenever entered. With a voice that is both soft and commanding, Celis has earned the respect of all that have dealt with this Zor.

- Celis is eternally grateful upon finding out that the gnoll problem has been dealt with. The Zor pulls out a **Periapt of Wound Closure** and gives it to the party.
- Celis also thanks the party for responding to the request for a partnership.
- The Zor informs them that a debt is owed to the Cloaks and that is the driving reason for wishing to expand the expedition into the ruins found within the cave.
- If pressed about the debt, Celis informs the party that the debt belonged to the Zor's father and is now Celis' burden to carry.
- Celis explains that this venture would be beneficial to all involved as it would bring needed funds to the rebuilding efforts of Hawksroost and, if the rumors are true, the wealth brought from the depths would be more than enough to pay off the debt.
- Celis is willing to the send the party back with a signed document of the terms of the agreement for the town official to look over in more detail.

Allow any member of the party to make a **DC 10 Wisdom (Insight)** check if they have any doubts about what Celis is saying. On a success they believe that the Zor is sincere and wishes the best for all parties involved.

Rewards

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

Experience (Min: 900/Max: 1,500)

Total up all combat experience earned for defeated foes and divide by the number of characters present in the battle.

Combat Awards

Name of Foe	XP per Foe
Bandit Captain	450
Fire Elemental	1,800
Fire Snake	200
Giant Hyena	200
Gnoll	100
Gnoll Pack Lord	450
Guard	25
Hyena	10
Magma Mephit	100
Thug	100

Non-Combat Awards

Name of Encounter	XP per Encounter
Return Kava's Package	200
Play Cards with Tarandel	200

Treasure

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

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

Permanent magic items are divided up according to a system. If the adventure awards permanent magic items, see the sidebar.

Treasure Awards

Item Name	GP
Oriel's Offer	200
Ilifer's Offer	100-150
Thieves (each)	25
Caravan Remains	75
Jeweled Dagger	75

Permanent Magic Item Distribution

D&D Adventurer's League has a system in place to determine who is awarded permanent magic items at the end of a session.

Each Character's log sheet contains a column to record permanent magic items for ease of reference.

If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.

If one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item.

If there is a tie in the total number of permanent magic items owned by contesting characters, the objects owner is determined randomly by the DM.

Potion of Healing

Potion, Uncommon

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

Periapt of Wound Closure

Wondrous Item, Uncommon, requires attunement

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

Player Awards

The characters earn downtime and renown in accordance with the guidance prescribed by the Adventurers League Dungeon Master's Guide.

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Oriel Phoenixfeather (Or-ee-ell Fee-nix-feather):

Oriel, a halfling, was born and raised in the small town of Hawksroost but was forced out at a young age with her family when the town was attacked. She has returned to her birthplace to raise her granddaughter and has reopened her father's shop, the Forgotten Shoe. She believes that as a native to Hawksroost she has just as much say in what happens as any member of the SALT Consortium.

Ilifer Liadon (Il-if-fer Lee-a-don): Ilifer, a high-elf, has served the family Helrehd for several generations and is loyal to the last remaining member of the family, Zor Celis Helrehd. After the family was killed in the attacks on Mulmaster, he dedicated himself to protecting Celis

Kava Norixius (Ka-va Nor-ix-ous): This red dragonborn settled within the city of Mulmaster to open her smithy but ultimately moved to the Zhent Ghetto's as the access to harder-to-come-by materials was easier to locate with the help of the Zhentarim in the area.

Seedrick Humblebumble (See-drik Humble-bumble): The old gnome, Seedrick, has resided within the Zhent Ghetto's longer than anyone can remember. The attacks on the city of Mulmaster devastated the Ghetto's and almost destroyed it completely. Seedrick was forced to make deals with the Zhentarim in order to maintain his shop, Seedrick Wares, and this has allowed him to not just rebuild, but to thrive.

Tarandel ((Tar-en-del): Although feared by many, this Zhentarim faction leader is well respected amongst the residents of the Zhent Ghetto's. Tarandel is a man of his word and loyal to all those whom he serves in his attempt to rebuild after the devastation of Mulmaster.

Celis Helrehd (Sell-is Hel-red): Celis' family was lost in the attacks on Mulmaster and fell into a deep depression. Recently recovering, the Zor has made it their business to help rebuild the city. However, a massive debt to the cloaks created by Celis' father looms over the household still. Seeking a way to pay this off, Zor Helrehd believes the riches coming out of Hawksroost is the key.

Appendix. Monster/NPC Statistics

Bandit Captain

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

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

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

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

Reactions

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

Fire Elemental

Large Elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object. It ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fire Snake

Medium Elemental, neutral evil

Armor Class 14

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses Darkvision 60 ft., passive Perception 10

Languages Understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage

Actions

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Giant Hyena

Large beast, Unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make an bite attack.

Actions

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

Gnoll

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Gnoll Pack Lord

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (Chain Shirt)

Hit Points 49 (9d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses Darkvision 60ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

Guard

Medium humanoid (any race), any alignment

Armor Class 16 (Chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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CCC-SALT 02-01 Mulmaster's Meddling's

piercing damage, or 5 (1d8 +1) piercing damage if used with two hands to make a melee attack.

Hyena

Medium beast, Unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 0 (0 XP)

Pack Tactics. The hyena has advantage on a n attack roll against a creature if at least one of the hyena's allies it within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Magma Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

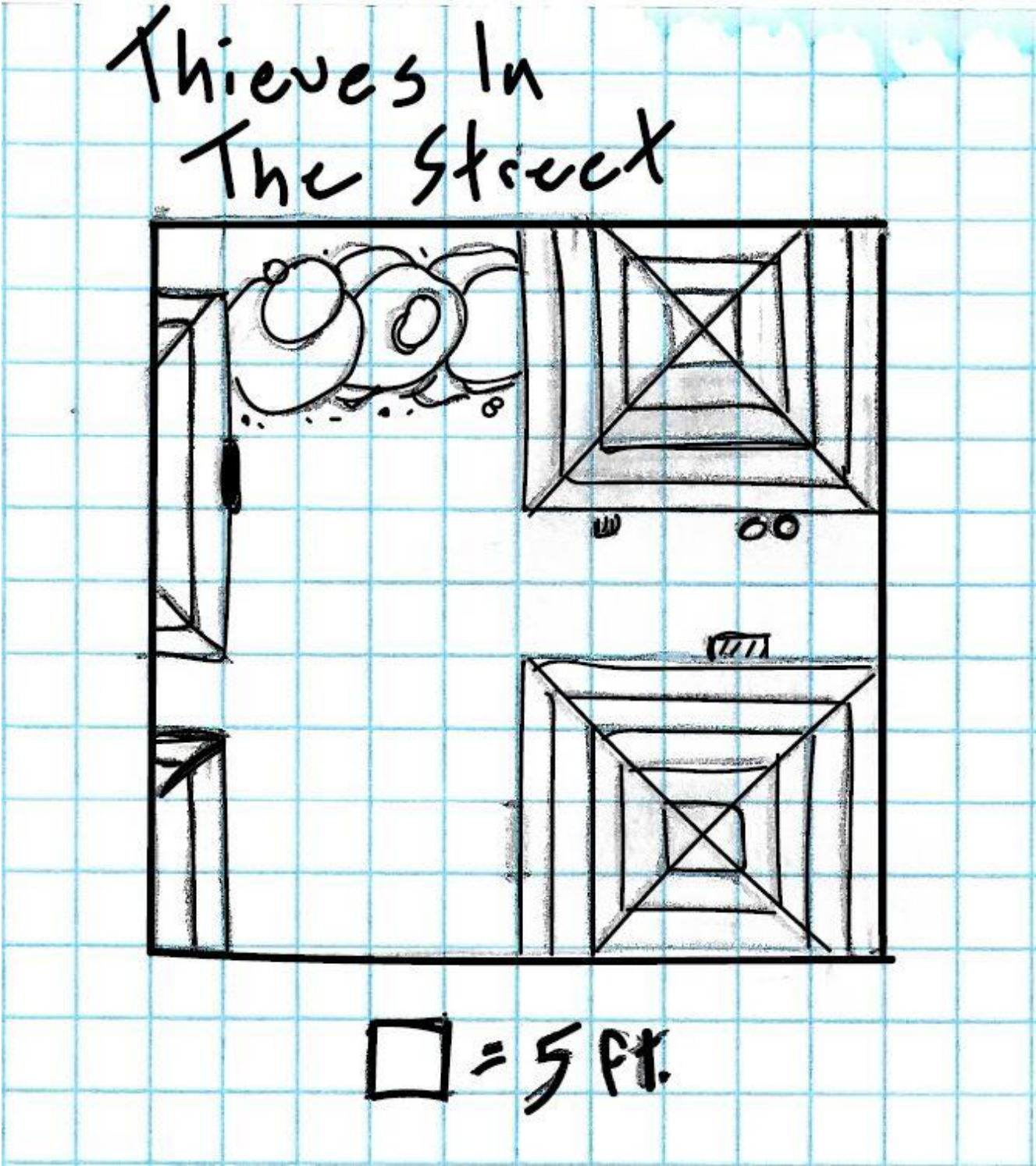
Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

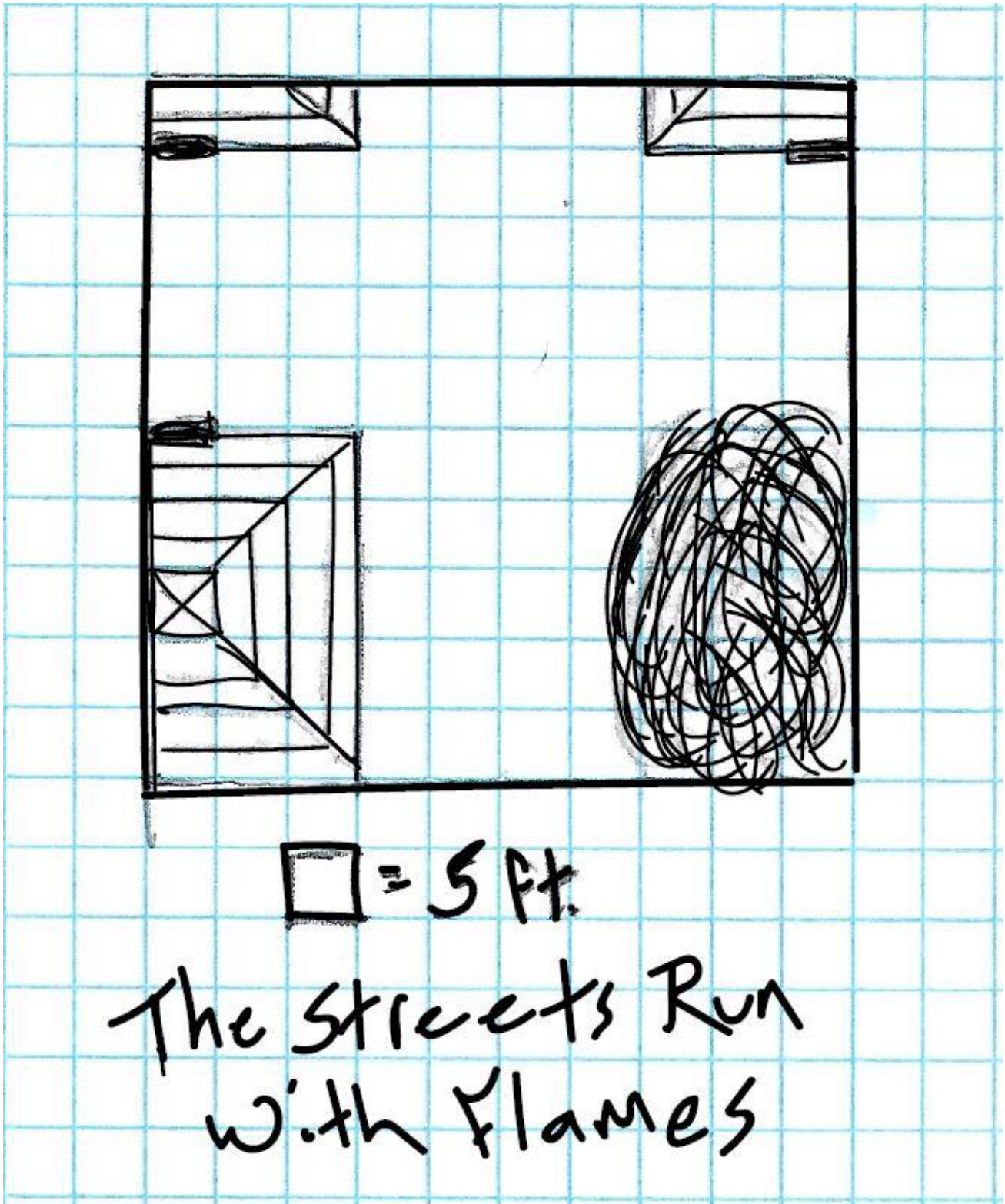
Actions

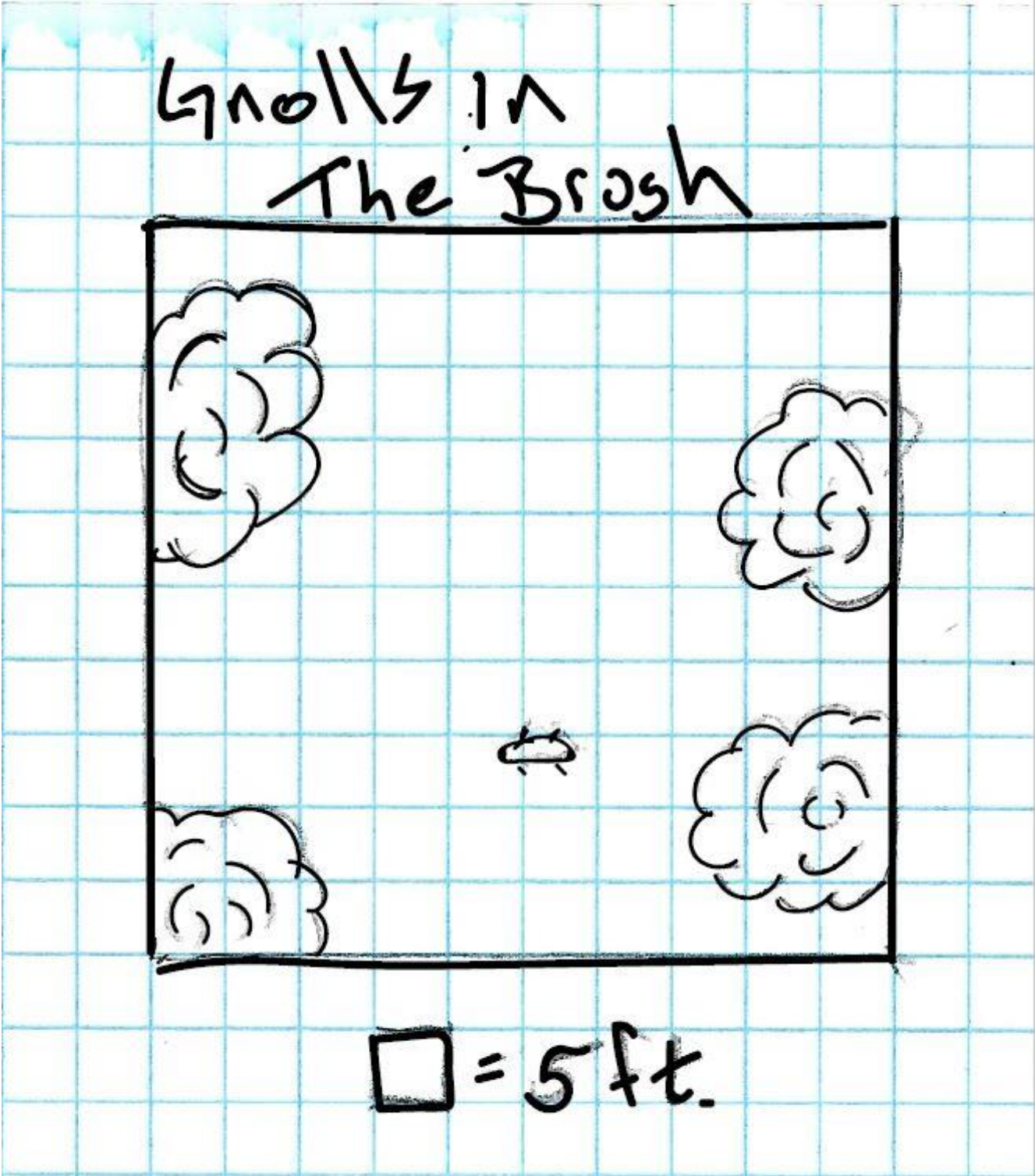
Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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







Player Handout. Magic Item

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

Periapt of Wound Closure

Wondrous item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.