

ELEMENTAL EVIL™



ADVENTURERS LEAGUE™

BOLTSMELTER'S BOOK

A dwarven expedition has stopped in Mulmaster for much-needed supplies. Furgis Boltsmelter, their founder and leader, is looking for some “no questions asked” protection for the duration of his stay in the city. Whatever he is trying to protect may not stay hidden for long. Can you keep his secret treasure out of the wrong hands? A four-hour adventure for 1st-4th level characters.

Adventure Code: DDEX2-16

CREDITS

Adventure Design: John Rossomangno

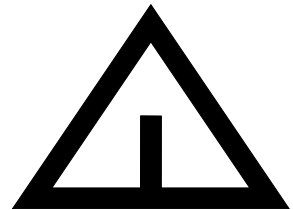
Development and Editing: Claire Hoffman, Chris Tulach, Travis Woodall

D&D Organized Play: Chris Tulach

D&D R&D Player Experience: Greg Bilsland

D&D Adventurers League Wizards Team: Greg Bilsland, Chris Lindsay, Shelly Mazzanoble, Chris Tulach

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick



EXPEDITIONS™

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INTRODUCTION

Welcome to Boltsmelter's Book, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Elemental Evil™ storyline season.

This adventure is designed for **three to seven 1st-4th level characters**, and is optimized for **five 2nd-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Mulmaster and the Flooded Forest to the south of the city.

THE D&D ADVENTURERS LEAGUE

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

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

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

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

PREPARING THE ADVENTURE

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

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

BEFORE PLAY AT THE TABLE

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

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

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

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

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange

arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

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

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

ADJUSTING THE ADVENTURE

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

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

This adventure is **optimized for a party of five 2nd-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

DETERMINING PARTY STRENGTH

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

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

DUNGEON MASTERING THE ADVENTURE

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

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

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

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

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

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

DOWNTIME AND LIFESTYLE

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

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

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

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

activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

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

SPELLCASTING SERVICES

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

ACOLYTE BACKGROUND

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

Faiths that can call upon spellcasting services in Mulmaster include the following: Bane, Leira, Loviatar, Mystra, Savras, Tempus, Tymora, Velsharoon, and Waukeen.

CHARACTER DISEASE, DEATH, AND RECOVERY

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

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

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

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

DEATH

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

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

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

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

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

In his research Murssvayas Dhuurniv, a drow from an outpost west of Mulmaster, has discovered that an ancient tome known as the elemental codex has secrets that could save his people. Murssvayas's attempts to persuade the dwarves of the city of Earthfast to let him study the codex met with harsh denials by the dwarves.

In hopes of getting the codex the drow hired an unscrupulous dwarf by the name of Furgis Boltsmelter. Furgis had a way of getting information and things from people that was uncanny. In fact Boltsmelter has a medallion of thoughts that allows him to know the secrets that others hold, which then allows him to blackmail or otherwise use the stolen information to his advantage. This is what he did to the dwarves of Earthfast, blackmailing a clan leader and getting a hold of the elemental codex.

From Earthfast Boltsmelter travelled north to Mulmaster and awaits the ship he booked passage on to depart and make way to the west to meet up with Murssvayas and receive his payment in exchange for the codex. The ship has several days to wait until it leaves and Furgis is afraid the dwarves of Earthfast and the Cult of the Black Earth are on his trail. Feeling exposed, he has hired adventurers to protect him.

Furgis is correct in his assumption that the dwarves of Earthfast are after him. In fact they have sent a party of Hammers of Moradin after him in hopes of returning the codex and bringing the thief to justice.

In addition to the dwarves two of the cults of Elemental Evil, the Cult of the Crushing Wave and the Cult of the Black Earth have been interested in the codex for some time. Their spies within Earthfast have alerted the cults that the codex has been stolen. The cults wish to recover the elemental codex, for they believe that it will guide them to elemental nodes far beneath Mulmaster.

OVERVIEW

The characters begin the adventure having already been hired by Furgis to protect him. They've been on the boat for several days and the monotony is maddening. The monotony is broken when the ship is beset upon by the Cult of the Crushing Wave, searching for the elemental codex. It soon becomes obvious that the cult is overwhelming and they must take to the streets of Mulmaster in order to keep Furgis safe.

Once on the streets of the City of Danger the characters must elude the cult and find a safe place to rest. The characters can visit a place they have been to in their

adventures or Furgis knows of a place.

The cult is persistent and someone knows of secret tunnels that lead into the Underdark, surely they'll be safe there.

In the Underdark the Hammers of Moradin confront Boltsmelter and the adventurers, demanding the return of the codex and for the thief to be remanded to their custody. Either in the middle of the transaction or the middle of combat with the dwarves, a cell of Black Earth cultists intervene and capture the elemental codex, escaping beneath the earth. Several of the Hammers are dead and they hire the party to retrieve the codex, using a magic item to track it.

The codex and the cultists are tracked further into the Underdark, to an elemental node of earth that has been sealed from the inside. In searching for a way in the characters meet Murssvayas Dhuurniv, who originally hired Furgis. The drow offers to help the characters get into the node in exchange for being able to copy rituals from the elemental codex if recovered. If the characters refuse the drow's help, they can still find a way in, but must face him and his cohorts when they leave the node.

ADVENTURE HOOK

The adventure begins with the characters already having accepted a job to keep Furgis Boltsmelter safe until his ship departs Mulmaster. There could be a dozen and more reasons why the adventure decided to take on the job—be it for gold, for reputation, to satisfy a favor to a higher-up in their respective faction, or simply because while Furgis may be shady and unprincipled, his safety is important to the public good. Let the characters decide what has motivated their character.

PART 1: I'M ON A BOAT

I've spent a lifetime,

Sorting through your tangled mind,

Taking out the memories,

Trapped inside.

No more,

Now they're all mine,

I hope you don't mind.

—Aramesha, the Hope of Aramesha

IN BOLTSMELTER'S SERVICE

The characters have previously accepted work as swords for hire by Furgis Boltsmelter. The dwarf seems to be expecting trouble, but he's light on the details of what kind of trouble. They've been keeping watch on Indigo Wings, a ship docked in Mulmaster. Furgis is usually found below decks, only occasionally coming up for fresh air.

The ship Indigo Wings sways lightly in the tide of Mulmaster bay, tied against the docks. You've settled into the monotony of this job over the last few days. Your employer has paid you a handsome sum of 125 gold pieces to protect him for several days, until the ship is outfitted and sets off for lands west. It's been three days and you're getting sick of being on this ship.

Your employer, Furgis Boltsmelter, a dwarf with a bushy unkempt beard makes a rare appearance on the top deck. Furgis reminds you of a mole, his black beady eyes set close together nearly hidden by bushy eyebrows. He stretches and points his face toward the sun, soaking it up for a few moments.

"You there, what have you to report?", before you can answer he quips, "Those who would seek to do me harm could be anywhere and I've offered you good gold to protect me. Stay sharp!"

ROLEPLAYING FURGIS BOLTSMELTER

Frankly, Furgis is a coward, but he's been bolstered by the *medallion of thoughts* that he wears. With the *medallion* he is confident and in command. When he uses the *medallion* he looks of into the distance or closes his eyes for a few moments up to a few minutes. The dwarf asks lots of questions in a never ending stream, speaking quickly and noting any hesitation in answers.

Without the *medallion*, he constantly second guesses himself and submits to other's demand easily.

GENERAL FEATURES

Furgis's ship—Indigo Wings—and the docks have the following general features:

Weather. It's been rainy for the past few days so everything is wet; however, the sun is now out and the sky is clear.

Light. Sunlight illuminates the deck. Below deck, however, it is dimly lit at best and completely dark in many places. The only light is that which the characters bring with them. Furgis's quarters are well-appointed with lamps and are brightly lit.

Sound. The lapping of waves against the ship, the shouting of dockworkers and the ship's crew. Straining rope and the cries of gulls. Bells.

ARAMESHA'S WISDOM

At all times Furgis wears a medallion of thoughts known as Aramesha's Wisdom. The medallion is always hidden beneath his clothes and beard. When using the medallion, the dwarf takes a moment, often looking into the distance or closing his eyes as if in thought. Furgis uses it to know the surface thoughts of those around him. He uses the more in-depth aspects of detect thoughts if he must get more information from someone around him, but rarely does so as it may alert the other party to his mental delving.

When he does want to delve deeper he often offers his subjects to share a drink. Furgis gives them a small flask, of which he pretends to drink from first. The draught is a strong dwarven liquor. A character drinking the liquor must make a DC 15 Constitution saving throw, on a failed save the character suffers Disadvantage on Wisdom saving throws for the next hour.

THE DISTRUSTFUL DWARF

The dwarf doesn't particularly trust the characters or the ship's crew. He questions them using his medallion to try and ferret out those who would do him harm.

Furgis wanders the ship, moving from character to character, including several crew members, asking seemingly innocuous questions, such as:

- What did you eat for breakfast?
- When was the last time you sharpened your weapon?
- What did you do on the day before yesterday?
- What's your favorite color?
- What's the most underhanded thing you've ever done?
- Do you bathe regularly?
- Do you consider yourself an honest person?
- How many fingers am I holding up?

Roleplay this out a bit with some of the questions before moving on to the next section. If asked questions, Furgis deflects by asking questions back. As the characters answer, Furgis considers each of their answers carefully, his face screwed up in intense concentration and deliberation.

A BAD ANSWER

Furgis questions each crew member in turn and without warning, jerks to a stop with a troubled look on his face.

"This sailor seeks to do me harm," he says, turning towards you, "his allies are coming, protect me." Before you have time to blink, he shoves the man bodily overboard into the sea.

Looking over the gunwales, you can see the man treading water, a look of smug indignation on his face. Suddenly, tentacles emerge all around the man.

Alongside the ship, you see human men and woman with a harpoon, shark-tooth swords, turtle-shell shields, and crocodile-hide armor climbing up the side of the ship while others are lifted on the deck by the octopus.

The Cult of the Crushing Wave has arrived to try and steal the elemental codex. A **giant octopus** lifts eight **cultists**, two **Crushing Wave reavers**, and one **Dark Tide knight** onto the ship. you should make clear that based on numbers alone, this is a fight that the adventurers are unlikely to win. If necessary describe how the crew is fighting additional forces. Flight is sometimes a good option.

FOES AND TACTICS

On their first turn, four cultists, one of the reavers and the knight stay above deck to deal with the characters while the others try and get below deck in search for Boltsmelter's book.

The dark tide knight stays in the grasp of the octopus and gets moved around the battlefield by the tentacles. After the first round of combat, the giant octopus starts grabbing the ship and crushing it—**flinging debris** at the characters. Each round after the first, the octopus attacks one randomly chosen character (+4 to hit; Hit: 3 (1d6) bludgeoning damage and the target is knocked prone). On the third round of combat the ship begins to sink. On the sixth round of combat, the ship is pulled free from its moorings. The ship sinks on the tenth round of combat.

Furgis has run below deck to get the codex and once retrieved, he locks himself in his room. Assuming the characters try and talk him out of the room, they hear him yell "help" followed by the sounds of splintering wood and crashing furniture. The door is locked, and a successful

DC 10 Dexterity check using a set of thieves' tools is required to unlock it. Alternatively, a successful DC 15 Strength check breaks it down. Failing that, the door can be destroyed (AC 15, 15 hit points, immune to poison and psychic damage). Once through the door, the characters see Furgis restrained by one of the octopus's tentacles. It lets go if it takes 10 or more points of damage.

The end of every 3rd round of combat, four more crushing wave cultists board the ship followed by a crushing wave reaver.

DEVELOPMENT

This battle is not one that should be won by the adventurers. The cultists want the codex, and they want it badly. To that end, they are willing to send whatever they've got at the characters.

Escape. This battle is intended to be overwhelming to the characters, but easily escapable. It should be quickly obvious that they need to escape into the city. As they get off the boat they see an obvious member of the cult talk with several members of the City Watch. It must be determined who has the codex—the characters or the cultists.

Overwhelmed. If the characters are overwhelmed, the cult succeeds in preventing their escape, and captures the elemental codex. The cult then escapes into the bay. Any character or NPC reduced to 0 hit points by a cultist is instead knocked unconscious. Unconscious characters or NPCs that are knocked unconscious aboard the sinking ship awaken on the docks, having been pulled from the bay by dockworkers. Furgis is there, as is Aleksei—a trussed-up cultist that seems willing to answer questions.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 4 cultists, 1 Crushing Wave reaver, and 1 Dark Tide knight
- **Weak party:** Remove 1 Dark Tide knight, Add 1 Crushing Wave reaver
- **Strong party:** Add 1 Dark Tide knight
- **Very strong party:** Add 1 Crushing Wave caller and 2 Dark Tide knights

THE CAPTURED CULTIST

Aleksei is a **cultist** and was taken down in the battle, but survived. He was dragged out of the water while the other cultists escaped. Being left behind has shaken his faith in the cult. Aleksei gives up details of the cults plans as follows and Furgis seems satisfied that he is telling the truth:

- The Cult of the Crushing Wave plans to use the elemental codex as a sort of divining rod to find a location for a new elemental node far beneath Mulmaster.
- The Cult of the Black Earth is also looking for the codex
- Aleksei is willing to take the characters to the watery grotto where the cult makes its plans.

ROLEPLAYING ALEKSEI THE CULTIST

Aleksei is the rotten son of a rather minor noble house. Tired of being oppressed and pampered by his parents (who were completely ignorant to the troubles and tribulations of a teenager), he left home three years ago and fell into the Cult of the Crushing Wave. Since then, it's been a flurry of worshipping, scuttling ships, and generally being a nuisance to local fisherman until very recently when the cults all began implementing their big plans for the City of Danger.

Lately, however, he's come to grips with what being a cultist means, and he's been looking for an out.

WHAT NOW?

What happens next depends primarily on the results of the characters's encounter with the cultists on the Indigo Wings.

The Characters Escaped with the Codex. If the characters escaped with the codex, Aleksei begins yelling at the characters hysterically. He informs the characters that more cultists are coming and in no small number. He pleads with the characters to take him with them, for his life will surely be forfeit if the cult reclaims him and they learned of his betrayal. Proceed to The Chase, below.

The Cult Recovered the Codex. Aleksei mentions the codex and informs the characters of where it might be found. Aleksei begs to be untied and promises to show them. A character succeeding at a DC 13 Wisdom (Insight) check notes that he appears to be honest in this promise. Furgis refuses to pay the adventurers unless they recover the codex. Proceed to The Grotto, below.

THE GROTTO

Aleksei leads the characters to the grotto, a small cave outside the city of Mulmaster hewn into the cliffs. If the character took a short rest then guarding the elemental codex are a **Crushing Wave priest** and three **cultists**. If the characters took a long rest add a **water weird**. The other cultists, the crushing wave reaver and the dark tide knight are not present; they are purchasing gear for their underground expedition and the giant octopus is hunting for food in the Moonsea. Aleksei refuses to accompany the characters.

Upon getting the elemental codex back and escaping, the characters see the remaining members of the cult return and begin searching for them. Continue with the Chase.

ADJUSTING THE ENCOUNTER

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

- **Very Weak party:** Replace Crushing Wave priest with a cultist; replace water weird with 1 steam mephit
- **Weak party:** Remove cultist; replace water weird with 1 steam mephit
- **Strong party:** Add 1 cultist
- **Very strong party:** Add 1 Crushing Wave caller

TREASURE

The characters recover the elemental codex from the body of the crushing wave priest.

THE CHASE

The characters should know that to stop will likely end in a fight they cannot win, at least at the beginning. As they exit the ship the characters run through the streets of Mulmaster.

Keep track of how many cultists, reavers, and knights are chasing the characters with a minimum of 4 cultists and 1 reaver.

During the chase the characters are assumed to be taking the Dash action each round, if they do not they are caught by the cult. The characters can perform one of the following as a bonus action. The list below is only a suggestion; and characters should be allowed to create options of their own—provided they can justify them.

- **Create an Obstacle.** A character can try and throw something (crate, cart, stand, bystander, etc.) in the way of the pursuers to hamper their movement forcing the pursuing cultist to make a DC 10 Strength saving throw. Failure indicates that the cultist's next ability check or saving throw is made with disadvantage.
- **Hang Back.** A character can choose to stay in the back of the pack to hinder the leading pursuers. The character makes a contested Strength (Athletics) check against one of the crushing wave cultists in pursuit or a reaver or knight if there are no Cultists left. Success indicates that the cultist's next ability check or saving throw is made with disadvantage. Failure indicates that the character's next ability check or saving throw is made with disadvantage.

- **Surge Ahead.** The character pushes themselves to get ahead by succeeding on a DC 10 Strength (Athletics) check. Success indicates that the character's next ability check or saving throw is made with advantage.
- **Leap.** The character bounds up, over, or around obstacles by succeeding on a DC 10 Dexterity (Acrobatics) check. Success indicates that the character's next ability check or saving throw is made with advantage.
- **Duck in an Alley.** A character familiar with the streets of Mulmaster can guide the party down difficult to follow alley ways. The characters makes contested Intelligence, Dexterity (Stealth) or Charisma (Deception) check opposed by a cultist's Wisdom (Perception) check (+0 modifier). Success indicates that the cultist's next ability check or saving throw is made with disadvantage.
- **Frightened an Animal.** A character can grab a nearby horse or other animal and send it running down the street, causing chaos with a successful DC10 Wisdom (Animal Handling) check. Success indicates that the next ability check or saving throw made by a cultist is made with advantage.
- **Finding the way.** Clever, street-savvy characters may try using their familiar knowledge of the city's winding streets and alleys. With a successful DC 10 Wisdom (Perception) or Wisdom (Survival) the character's next ability check or saving throw is made with advantage.

CHASE COMPLICATIONS

The city of Mulmaster is crowded and the streets are slick from the recent rains many obstacles can befall the characters as they try to escape the cult. Each round before the Pursuit check roll on the Mulmaster Complications table below.

MULMASTER CHASE COMPLICATIONS

d20	Complication
1	Two members of the city-watch see the chase and begin pursuit. Count them as two more cultists for purposes of the chase.
2-3	You are forced to make a sharp turn to avoid colliding with something impassable. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, you collide with something hard and take 1d4 bludgeoning damage.
4-6	Slick Streets. Make a DC 10 Dexterity saving throw. On a failed save, you gain disadvantage on your next ability check.
7-8	A religious parade consisting of Baneites and self-flagellating worshipers of Lovitar blocks your way. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the crowd unimpeded. On a failed check, you gain disadvantage on your next ability check.
9-10	A large obstacle such as a horse or cart blocks your way. Make a DC 10 Dexterity (Acrobatics) check to get past the obstacle. On a failed check, you gain disadvantage on your next ability check.
11+	No Complication

THE PURSUIT CHECK

At the end of each round, each member of the chase must make an ability saving throw. The character makes a DC10 Constitution save, possibly with advantage or disadvantage depending on the actions of the characters for the round.

Characters must get a total of two successes per character before the cultists get the same amount of successes. A roll of a natural 20 counts as two successes. A roll of a 1 takes away a success.

If the characters get the needed number of successes they lose the cultists in the streets of Mulmaster. If the cultists get the needed successes, those cultists who made the save the last round have caught up with the characters and attempt to get the book from Furgis.

DEVELOPMENT

After the characters elude the cult or fight them once more make it plain that they need a safe place to hole up away from the cult and city-watch, rest, and figure out what to do next.

TREASURE

The cultists have no treasure of value.

PART 2: NOW WHAT?

The characters have escaped the clutches of the Cult of the Crushing Wave with Furgis Boltsmelter in tow or have recovered the codex from the cult. Either way, the cult flows into the docks and the nearby city searching for the elemental codex.

CONTACTING CONTACTS

Despite their recent setbacks the cult of the Crushing Wave still has many friends among the citizens of Mulmaster and has paid off the city-watch to aid them in their search. As the characters search for a place to gather their wits and plan their next move the cult is on the lookout for them.

If the characters are familiar with Mulmaster they may have an idea of where they can go to hideout and take a breather, if not Furgis can suggest a location. The characters may wish to ask their Faction, in that case see the Faction Contacts section below.

Each time the characters move through the city or for each hour that they do not take action roll on the random encounters table to see if they run into any cult members searching for them. If the group is trying to be stealthy and succeeds on a DC 10 Dexterity (Stealth) group check they get advantage on the avoiding the cult random encounters roll.

GENERAL FEATURES

The city of Mulmaster is teeming with life. The sounds of city-life abound, neighing horses, yelling dock workers, merchants selling their wares, beggars asking for coin, etc.

Smells. Mulmaster's streets are clean from the recent rains, but the smell of fish dominates the docks and lessens as one moves away from the bay.

Light. A rare sunny day after the last few overcast days.

Sound. Neighing horses, yelling dock workers, merchants selling their wares, beggars asking for coin

AVOIDING THE CULT

D20	Encounter
1	4 Crushing Wave cultists
2	4 Black Earth cultists
3	2 Black Earth cultists, 1 Black Earth guard
4	2 Crushing Wave cultists, 1 Crushing Wave reaver
5-7	2 members of the City-Watch
8+	No encounter

Example: The characters seek out Zern Xerkstil, on their way, they must roll on the Avoiding the Cult table. After their meeting they must find Oster Iron hand and on the way, roll once again on the table. If they visit multiple contacts they must roll each time.

CAPTURED CULTIST

If any cultists are captured they can relate the following information:

Cultist of the Crushing Wave. Captured members of the cult reveal the following:

- The Cult of the Crushing Wave plans to use the elemental codex as a diving rod to find a budding elemental node far beneath Mulmaster.
- The Cult of the Black Earth is also looking for the *codex*

Cultist of the Black Earth. Captured members of this cult reveal the following:

- The Cult of the Black Earth plans to use the elemental codex as a diving rod to find a budding elemental node far beneath Mulmaster.
- The cult is led by Yegor, a priest of the Black Earth.
- A party of dwarves from Earthfast is also looking for the *codex*.

FACTION CONTACTS

Characters may wish to get in touch with a faction contact, someone they've recently met, or someone from their background. The following is a list of faction contacts and where that contact would point them to.

The characters can seek out their faction contacts to find out information and a place to hide. For more information about the faction contacts see the "Conversations with..." article series on the D&D Adventurers League website.

Seranolla the Whisperer (Emerald Enclave). The dust covered gnome suggests the characters to visit a gardener of a Blade's estate named Yulian Ryakhin, who can often be found at a park in the noble district. She warns the party that a contingent of dwarves from Earthfast has been looking for Furgis in addition to members of the Black Earth Cult.

Chaab (Zhentarim). Always to the point, Chaab assess the situation then suggests the party see Oster Ironhand in the Traveler's district. He tells the party the best way to get to the dwarf while avoiding the watch. The party gains advantage on the next Avoiding the Cult Random Encounter roll.

Dornal Whitebeard (Lords Alliance). The dapper dwarf thinks deeply for a moment then suggests a halfling named Radomir Panin, in the docks district. He warns the party privately that Furgis used to have a magical medallion to read others' thoughts.

Zern Xerkstil (Order of the Gauntlet). The ever taciturn half-orc gives the name of a member of the Soldiery who can be trusted, Vlada Rybakov, stationed at the Storm gate. He warns the party that known members of the Cult of the Black Earth have been making inquiries about Furgis around town.

Olisara Lightsong (Harpers). The pale skinned moon elf advises that the characters seek the aid of a tavern bard by the name of Frosya Shuvalova who often plays at one of several taverns. Olisara mentions that rumors have found their way to her that Furgis has the elemental codex. She tells them that the cults likely want it as it is supposedly a sort of divining rod for locations that are infused with elemental energies. The characters must roll twice on the Avoiding the Cult table to find the tavern Frosya is working at this night.

OTHER RESOURCES

Be sure to check out in-character "interviews" with the faction leaders at:

<http://dndadventurersleague.org/category/columns/conversations-with/>

CITY CONTACTS

Below is a list of other contacts that can be found within Mulmaster. If they ask to speak with someone not on this list, such as an inn keeper, point them to an unsavory dwarf named Oster Ironhand. If they don't have any idea of where to go, Furgis suggests an old "friend" named Hada Forgebreath.

Zora Culkin. The Zora suggests the party seek out a halfling named Radomir Panin, in the docks district. She warns the party that in addition to the Cult of the Crushing Wave, the Cult of the Black Earth is known to be looking for them.

Saerol Danonbryl. Oster Ironhand in the Traveler's district. Saerol knows of Furgis and warns the characters that Furgis used a magical medallion to read others' thoughts if they have a moment alone together.

Sirge Wintermelt. Sirge suggests a tavern bard by the name of Frosya Shuvalova who often plays at one of several taverns in the Merchant district. The characters must roll twice on the Avoiding the Cult table to find the tavern she is working at this night.

Sark Toliver. Oster Ironhand in the Traveler's district and Sark warns the characters that Furgis used a magical medallion to read others' thoughts.

The Soldiery. The characters learn that Vlada Rybakov, stationed at the South Keep gate can be trusted. They're warned that the Cult of the Black Earth is looking for them.

City-Watch. The watch agrees to escort them to a contact...but delivers them to the cult instead. The characters are attacked by four **Crushing Wave cultists** and one **dark tide knight**

Hada Forgebreath. One of the relatively few dwarves who live in Mulmaster, Hada is a metalsmith of some renown. She seems a bit annoyed at seeing Furgis. There seems to be some history between the two. She reminds Furgis of old Oster Ironhand, who runs a stable in the Travelers district. When they have a moment alone Hada warns the characters that Furgis has used a magical medallion to read others' thoughts.

Other. Oster Ironhand in the Traveler's district.

TREASURE

Cultists each carry 5 gp in various coins.

HOLING UP

The characters have learned of a place they can hole up and avoid the cults and the city-watch for a time, but it will cost them. Any downtime spent during the course of this part of the adventure is deducted from rewards earned in the Rewards section, below. This affords characters with no saved downtime the ability to use the options presented below.

All of the contacts give similar information:

- The City-Watch is out in force, looking for the characters.
- The safest thing for them would be to get out of the city.
- The contact knows of a set of tunnels that leave the city.

Each of the contacts has a price for their assistance, however. Their prices vary; some prefer favors, some hard, cold coin, or a combination of the two. One of them happily accepts a good potion or scroll.

These prices are paid at the conclusion of the adventure, after the characters have received their rewards for completion. The contact along with their required method of compensation follows:

OSTER IRONHAND (10 DOWNTIME DAYS OR 100 GP)

Oster Ironhand is a gruff looking dwarf with a soft voice who owns Oster's Stables in the traveler's district. Ironhand demands that the characters owe him a favor for him in exchange for hiding them and showing them a way out.

XP Award. If any character pays this contact's price, award that character 50 XP.

YULIAN RYAKHIN (100 GP)

Yulian is a wretched looking gardener with a soft voice who can be found at a park in the noble district. She asks that the characters come back and deal with an undead threat to a local village in exchange for helping them get out of the city.

XP Award. If any character pays this contact's price, award that character 50 XP.

RADOMIR PANIN (5 DOWNTIME DAYS AND 50 GP)

Radomir is a thin halfling that seems to have a small habit of using the Silkroot (a drug). Radomir can be found in the docks district supervising dock workers. In exchange for helping them get out of the city, the halfling asks for the characters to guard a warehouse for him once they have finished their task at hand.

XP Award. If any character pays this contact's price, award that character 50 XP.

VLADA RYBAKOV (10 DOWNTIME DAYS)

Vlada is a member of the Soldiery stationed at the Storm gate. She is a surly Mulmasterite who thinks her city can do better. Vlada asks the characters to return to him for information detailing a job to go to a few places the Soldiery isn't welcome, ask some questions and get answers.

XP Award. If any character pays this contact's price, award that character 50 XP.

FROSYA SHUVALOVA (1 CONSUMABLE MAGIC ITEM)

Frosya is a knowledgeable tavern bard with a penchant for precision playing in the merchant's district. Frosya is also a keen business man that dabbles in easily sold magic trinkets.

XP Award. If any character pays this contact's price, award that character 50 XP.

THE ELEMENTAL CODEx

The *elemental codex* is a large, iron-and-mithral bound tome (NOT an artifact in and of itself). A successful Intelligence (Arcana or Religion) check gives the characters the following information depending on the DC the character successfully made:

- **DC10.** The *elemental codex* has been a sacred tome ever since it was recovered many years ago from a lost temple by the dwarves of Earthfast.
- **DC 15.** It contains rituals that could focus or disperse energies in an elementally infused area. It also acts as something of an elemental divining rod.
- **DC 20.** The *elemental codex* contains ancient rituals used by the dwarven clerics of Moradin that would bind elemental energy to mundane weapons and armor – and in rare cases, could bind entire elemental creatures into powerful artifacts.

DEVELOPMENT

The Codex. If the characters do not want to leave the city, Furgis could be reading the codex and alert the characters that he is feeling a pull, down into the earth. Furgis does not give up the codex if possible and if the characters begin to get pushy he may well use Aramesha's Wisdom to try and read their minds if he must.

Furgis is determined, a successful DC 20 Charisma (Persuasion) or Charisma (Intimidation) check is needed for the dwarf to give up the codex.

Should the characters take possession and have time to study it and thus activate it, they immediately feel the pull below ground. From details in the codex they know that it is likely pulling toward an area of active elemental energy.

Tunnels. If the characters decide to leave the city their contact knows a way through a series of tunnels beneath the city. In order to get well away from the city they'll have to go fairly deep.

If they decide to follow the pull of the codex their contact can show them to the tunnels, which are known to have deeper entrances to the Underdark.

PART 3: THE HAMMERS OF MORADIN

The characters are confronted by a group of dwarves as they travel through the tunnels beneath Mulmaster and into the upper levels of the Underdark. The dwarves—all from the dwarven city of Earthfast—are fighters, clerics, and paladins of Moradin wishing to retrieve their relic—the elemental codex.

THE CAVERN

The dwarves have an enchanted lodestone that points the way to the codex. Not realizing who they're actually chasing, other than Furgis, they come upon the party in a small cave.

GENERAL FEATURES

This large cavern has two entrances and several small ledges scattered throughout. It has the following features:

Ceilings. The ceilings of the cave are 30 feet high.

Light. No light is present except that which the characters bring.

Read:

Travelling through the tunnels beneath Mulmaster you've gone quite deep. You find yourself in a cave. Dim shapes form from the darkness at the edge of your torchlight.

A party of well-armed dwarves stands before you. The dwarf in front holds a lodestone, dangling from a chain in his hand. The stone pulls and points toward the *elemental codex*, defying the pull of the world. "By my father's beard, I am Kalda Purefist, Forge-Knight of the First Anvil and leader of the Hammers of Moradin. We will have what is rightfully ours, Furgis!"

The Hammers of Moradin consists of Kalda Purefist (a **knight**), Borri mac Rogni (a **priest**), Bredna mac Hilda (two dwarven **scouts**), Sunni mac Grunna, and Thorbal Longstone (two hammers of Moradin using **thug** statistics).

ROLEPLAYING KALDA PUREFIST

Kalda is a paladin of Moradin and her vows guide her every step. However, she understands that not everyone holds the same values that she does and does not expect that others live up to her standards, in fact she knows most cannot. If someone seems guided by their own code she will have more respect for them than those that change their mind for a bit of coin.

About the Earthfast Dwarves. A successful Intelligence (History) check reveals the following information:

- **DC 10.** Each Earthfast dwarf believes their parents are heroes, so each carries the name of their father or mother following the word "mac" which means son or daughter of. The dwarves cut off heads and take them as trophies.
- **DC 15.** In Earthfast silence is a virtue. The dwarves value honor and order.

The Hammers of Moradin. A successful Intelligence (History or Religion) check reveals the following information:

- **DC 10.** The Hammers of Moradin are a military order dedicated to the dwarven god Moradin.
- **DC 15.** The Hammers often act outside of the regular dwarven army, going on special missions for the clan lords. Hammers can throw their warhammer.
- **DC 20.** Some Hammers of Moradin can throw their warhammer and have it return to them and gain other earth related magic from their worship of the creator of the dwarven race.

DEVELOPMENT

Here the characters are presented with a dilemma; the dwarves want both Furgis and the codex. They first appeal to the characters sense of honor and relate the story of how Furgis came to have the codex. The dwarves have heard rumors that Furgis has mental powers and are unaware that he possesses the medallion of thoughts. If a plea to their honor does not work, the dwarves are willing to pay the characters 100 gp to hand Furgis and the codex over to them.

Furgis maintains that the clan's leader, Astor mac Hastor, gave him the codex of his own free will; however, Furgis gives up more of the background of his mission and the codex with a successful DC 15 Charisma (Intimidation or Persuasion) check.

Some characters may want to turn him over, while others of who have their own personal code may not want to. Let internal party roleplaying happen for a while. If it looks like there is a party split have the dwarves start getting tense and demanding to have Furgis and the codex turned over.

Attack of the Black Earth. During the negotiation the party is attacked by the cult of the Black Earth, which attempts to steal the codex. If it looks like the party is undecided about what to do have the cult attack then. If the party is going to defend Furgis have the cult attack just before it comes to blows. If the party is going to give up Furgis have the cult attack after the exchange has been made.

TREASURE

If the characters relinquish Furgis and the codex to the dwarves, Kalda gives the characters a single platinum trade bar worth 10 pp (100 gp).

ATTACK OF THE BLACK EARTH

Sometime during the negotiations with the dwarves the Cult of the Black Earth attacks the party, looking to steal the codex.

Without warning a monstrous hook armed creature falls from the ceiling of the cave, landing with a thunderous roar. Stone-skinned genasi follow the creature with shouts of "Black Earth" and "Ogrémoch".

A **hook horror** and five Black Earth **cultists** drop down on the characters. An equal number drop onto the dwarves.

The dwarves get to work combating the cultists. The characters notice that the dwarves fight in silence, occasionally a grunt escapes their lips, but the stereotypical exuberance of dwarven battle cries and even howls of pain are absent.

During the third round of combat, a **young xorn** burrows through the wall of the cave bearing a **Black Earth guard** on its back. The rider jumps off, entering the fray. The xorn sensing the gems adorning the codex's cover rushes for it, attempting to grapple whomever carries it. Once done, the xorn burrows through the floor along with its prize—the book and Furgis (or whoever is carrying it). If someone other than a character carries the book, they let go of it when the xorn grabs it.

ADJUSTING THE ENCOUNTER

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

- **Very Weak party:** Remove 1 hook horror, 1 Black Earth guard and 4 cultists, add 2 piercers
- **Weak party:** Remove 1 Black Earth guard and 4 cultists
- **Strong party:** Add 1 Black Earth guard
- **Very strong party:** Add 1 Black Earth guard and 1 earth elemental

DEVELOPMENT

What happens depends primarily on the outcome of the fight.

Elemental Codex Captured. The dwarves paid a heavy price for the battle. In the end only two dwarves survive—the Borri mac Rogni, and a warrior named Sunni mac Grunna. They realized they are not be able to track and defeat the earth cultists and offer the gratitude of the Hammers of Moradin and 125 gp if the party helps the dwarves track down the codex from the Cult of the Black Earth using the lodestone.

Elemental Codex Not Captured. If Furgis survived the battle or if the character still possesses the codex, Furgis reveals the true reason behind his possession of the codex; the Earthen Cyst. After deciphering some of the codex's contents, it revealed the location of a "font of elemental power coupled with untold riches." Furgis plans to meet an associate within the tunnels that he plans to aid in gaining access to this place and make get rich in so doing. Furgis leads the characters to the meet using the codex. If Furgis does not survive, a note containing his personal notes is found folded amongst the codex's pages. The note contains the information found above.

A CAPTURED CULTIST

If the characters capture any of the cultists, an earth genasi by the name of Evelina Plaksina is among them. With a successful DC 10 Charisma (Persuasion) or Charisma (Intimidation) Evelina tells the characters the following:

- She is part of the Cult of the Black Earth. The cult worshipping Ogrémoch.
- The cult has been seeking the codex to find a rumored Elemental Node.
- If the cult can find the node they can make a devastation orb to destroy Mulmaster.
- The cult is led by Yegor, a Black Earth Priest.

TREASURE

Furgis has the medallion of thoughts. If he is handed over to the Hammers of Moradin, his captors give it to the characters. If the characters refuse to turn him over, he gives it to the characters as payment for their kindness.

PART 4: THE EARTHEN CYST

If the characters agree to the dwarves offer and follow the elemental codex they travel for some time, having to take Underdark tunnels back and forth until they find a passage that leads in the directions they need to go.

Eventually they come to a large cavern. At the end of the cavern is a hemisphere of strange orange red stone that covers an entrance to a further cave, making it impossible to go forward. It seems like the stone is only recently added as a small stream that cuts across the cave runs into the stone wall and is overflowing its banks. The lodestone points directly toward the earthen cyst.

The Cult of the Black Earth has located an ancient earth elemental node with a protective cyst around it.

TRAVELING TO THE CYST

Searching the area, looking for other entrances, the characters find similar stone coverings in other tunnels and caves in the area. Due to the placement of the other sheets of rock the party can determine that the cyst is roughly egg-shaped.

Examining the stone lets the characters know that the stone seems innately magical and infused with elemental energies and looks like a slow moving liquid. Attacks on the stone seem to have little effect. Individuals may have class features or other abilities that let them pass through the stone, but at this tier the whole party should not be able to.

Examining the stone and searching the area you come up with little and begin to wonder how you will pass the stone wall to see what is beyond.

Just then the air seems to be sucked out of the room. Behind you two drow materialize out of nothing. One is an older male drow with eyes clouded by cataracts carrying an obsidian staff and wearing elaborate black and red robes. He turns toward the party, then back to the other drow and says, "This is where you wish to be then." Then he teleports away.

The other drow is younger. He doesn't wear the robes of a wizard, but more practical adventuring clothes, although he does seem to have several fetishes, pouches, and also carries a staff. His skin is so dark it's almost purple,--with close-cropped, silver hair and long, well-manicured sideburns. His most striking features are his green eyes—quite unusual for a drow.

The drow mage introduces himself as **Murssvayas Dhuurniv**. Borri (and Furgis if he is still with the characters) appears to recognize Murssvayas. Both relate how they know the drow. For Furgis, it was Murssvayas who hired him after the dwarves of Earthfast turned the drow away. Borri knows the drow came to his elders seeking the codex previously.

The drow explains his situation, his home—the subterranean outpost called Szith Morcane—is in danger of being overrun by demons and their fire giant minions and believes the rituals contain within the elemental codex will enable defend themselves.

If asked how he found them, the drow approaches Furgis, pulls off the dwarf's boot (with a bit of a struggle) and removes a small gem set in gold. He shows it to the characters before pocketing it—explaining that with a ritual he is able to track it. If Furgis is no longer with the characters, he reveals a lodestone which is so similar to that Borri carries that the dwarf frantically pats his pocket to make sure that he still actually carries it.

Murssvayas insists that he can get the party through the stone wall. In exchange for aiding them he asks that he be allowed to copy the needed rituals from the codex. It seems clear that the party may not be able to get into the node without the help of the drow or a powerful cultist.

ROLEPLAYING MURSSVAYAS DHUURNIV

Murssvayas (Mers-svi-yes), the drow is smart, but desperate. The fire giants are at the doorstep of Szith Morcane and he needs the characters to work with him. He's very practical and cautious about surface dwellers.

Despite his niceties, he is wholly chaotic and evil. Goodness and lawfulness are weaknesses to be exploited for one's own gain and pleasure. He knows when to keep his mouth shut, however.

DEVELOPMENT

Murssvayas's assistance involvement from here depends on whether or not the characters and the dwarves agree to his conditions.

The Parties Agree. The dwarves agree to Murssvayas' stipulations, realizing they have no other way in, Murssvayas casts a ritual and the party is able to pass through the stone wall. Borri sets up a ritual to cast a magic weapon that makes 3 of the characters primary weapons magical for the duration of their adventure in the earthen cyst (to overcome the xorn's resistance). Detail the ritual to Moradin as much or as little as time allows.

The Parties Disagree. If the party for some reason becomes antagonistic, the drow casts greater invisibility and simply leaves—determined to get the codex from the cult once they have destroyed the characters and the dwarves. If Furgis is still with the characters, he is quite upset by their refusal. Murssvayas instead casts invisibility (using a 3rd level spell slot and including Furgis as a target) and the two leave together.

Borri informs everyone that he may be able to prepare a spell that allows the party to travel into the cyst, however, he must take a long rest to do so; something that allows the cult the opportunity to conjure a gargoyle to aid in its defense.

After Murssvayas (or Borri) completes the ritual, the party can pass through the stone wall with ease. As they do the stone feels like gelatin against their skin, pulling at them until they pass all the way through. When they pass through, the magical effect ends and they become solid again.

GETTING INSIDE THE CYST

The cultists are desperate to keep the Elemental Node, their cult has been rebuffed time and again by heroes in Mulmaster. They fight to the death using everything in their power to defeat the characters.

GENERAL FEATURES

The earthen cyst is cool on the inside and has the following general features.

Light. Several masses of amorphous stone float through the air; they shed a flickering, green light. The entire cavern is dimly lit.

Sound. Echoes of the smallest movement reverberate through the earthen cyst. Everything echoes. Chanting in Terran.

On the inside of the earthen cyst the cave is infused with a fantastic amount of elemental energy. Liquid stone floats in mid-air, some even casting a strange dim light. Stone columns, stalactites and stalagmites emerge from the floor and hang from the ceiling. Plateaus of stone jut from the ground or float in the air and in some places are connected by stone bridges. In other places stone arms reach out from some plateaus and do not connect to anything at all.

In the center of the egg shaped cyst an altar rests on a plateau floating in the air. Although there does not seem to be a direct way to get on the center plateau, stone bridges float in the air above the plateau. Atop the floating plateau is an earth genasi in priestly robes flanked by cultists.

The remnants of the creek flow through the cave, its bed seems to be coated with semi-precious stones. Kneeling at the edge of the creek bed a small, three-legged, three-armed creature scoops up stones and tosses them into the maw atop its head. It pauses for a moment and bellows, as it feels your presence in the stone.

Inside the cyst Yegeor (a **Black Earth priest**) stands along with two Black Earth **cultists** near the altar. A **sacred stone monk** is atop the stone bridge and a **young xorn** is near the streambed, digging for gems to eat.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 1 young xorn, 1 sacred stone monk, and 1 Black Earth priest; add 1 gargoyle
- **Weak party:** Replace 1 young xorn with 1 gargoyle
- **Strong party:** Replace 1 sacred stone monk with 1 stonemelder
- **Very strong party:** Remove 1 young xorn, 1 sacred stone monk, and 2 cultists; add 1 xorn, 1 earth elemental, and 1 stonemelder

TREASURE

If the characters spend an hour searching, they find 200 gp worth of semi-precious stones scattered about the chamber.

Additionally, by spending the requisite amount of downtime, characters can copy the spells from the elemental codex: Spells cost 50 gp and 2 hours per level of the spell to copy. A downtime day can be spent for up to 8 hours of copying. The following spells are available (spells marked with an asterisk can be found in the Elemental Evil Player's Companion):

- 1st level: *absorb elements**, *alarm*, *earth tremor**, *illusory script*
2nd level: *magic mouth*, *Maximilian's earthen grasp**, *silence*
3rd level: *erupting earth**, *meld into stone*, *Melf's minute meteors**
4th level: *transmute rock**

CONCLUSION

After the battle, the remaining dwarves destroy the node using the codex. If the agreement was made with Murssvayas Dhuurniv they keep their word and allow him time to copy sections. The dwarves refuse to willingly return the codex to the characters. No attempt to persuade or intimidate them will change their mind; such attempts automatically fail.

The characters may attempt to take it by force, in which case the remaining Hammers of Moradin defend themselves. What the characters do with the codex from there is up to them. They may keep it, give it to their factions, but they cannot sell it; they simply can't find a buyer.

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

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

COMBAT AWARDS

Name of Foe	XP per Foe
Cultist	25
Crushing Wave priest	450
Crushing Wave reaver	100
Crushing Wave caller	1,100
Giant octopus	200
Dark Tide knight	700
Water elemental	1,800
Water Weird	700
Guard	25
Knight	700
Priest	450
Scout	100
Thug	100
Black Earth guard	450
Black Earth priest	700
Sacred stone monk	100
Earth Elemental	1,800
Gargoyle	450
Piercer	100
Hook horror	700
Young xorn	700
Xorn	1,800

NON-COMBAT AWARDS

Name of Task	XP per Character
Enlist Oster Ironhand's help	50
Enlist Yulian Ryakhin help	50
Enlist Radomir Panin help	50
Enlist Vlada Rybakov help	50
Enlist Frosya Shuvalova help	50

The **minimum** total award for each character participating in this adventure is **900 experience** points.

The **maximum** total award for each character participating in this adventure is **1200 experience** points.

TREASURE

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

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

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

TREASURE AWARDS

Item Name	GP Value
Furgis' Payment	125
Kalda's Payment	100
Borri's Payment	125
Semi-precious stones in the cyst	200

MEDALLION OF THOUGHTS

Wondrous item, uncommon (requires attunement)
Aramesha's Wisdom, this beautiful silver medallion has an intricate engraving in Celestial upon it – a short poem called “The Hope of Aramesha.” A description of this item can be found in the Dungeon Master's Guide.

ELEMENTAL CODEX SPELLS

By spending the requisite amount of downtime, characters can copy the following spells from the elemental codex:

- 1st level: *absorb elements**, *alarm*, *earth tremor**, *illusory script*
- 2nd level: *magic mouth*, *Maximilian's earthen grasp**, *silence*
- 3rd level: *erupting earth**, *meld into stone*, *Melf's minute meteors**
- 4th level: *transmute rock**

RENOWN

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

DOWNTIME

Each character receives **10 downtime days** at the conclusion of this adventure.

FAVORS AND ENMITY

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

Friends in Low Places. You have met a drow mage of Szith Morcane, if he was allowed to copy the items he needed from the codex he sees you in a favorable light. Perhaps one day he will be able (and willing) to return the favor.

DM REWARDS

You receive **200 XP**, **100 gp** and **10 downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

CULTIST

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

ACTIONS

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

CRUSHING WAVE CALLER

Medium humanoid (water genasi), neutral evil

Armor Class 11 (14 with *mage armor*)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	14 (+2)	10 (+0)	17 (+3)

Skills Athletics +4, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Amphibious. The Crushing Wave caller can breathe air and water.

Innate Spellcasting. The caller's innate spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). He can innately cast the following spells.

At will: *shape water*

1/day: *create or destroy water*

Spellcasting. The Crushing Wave caller a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell appears in this appendix):

Cantrips (at will): *acid splash*, *chill touch*, *friends*, *prestidigitation*, *ray of frost*

1st level (4 slots): *disguise self*, *mage armor*, *magic missile*

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

3rd level (2 slots): *tidal wave**

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

CRUSHING WAVE PRIEST

Medium humanoid (human), neutral evil

Armor Class 13 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	16 (+3)

Skills Deception +5, Religion +2, Stealth +2

Senses passive Perception 10

Languages Aquan, Common

Challenge 2 (450 XP)

Spellcasting. The priest a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell appears in this appendix):

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *expeditious retreat*, *ice knife*,* *magic missile*, *shield*

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

3rd level (2 slots): *sleet storm*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

ICE KNIFE*

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: S, M (a drop of water or piece of ice)

Duration: Instantaneous

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the ice exploded must succeed on a Dexterity saving throw or take 2d6 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.

CRUSHING WAVE REAVER

Medium humanoid (human), neutral evil

Armor Class 14 (shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	8 (-1)

Skills Athletics +4, Stealth +4

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

ACTIONS

Sharktoothed Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands. Against a target is wearing no armor, the reaver deals an extra die of damage with this sword.

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

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of sticky mud. Each Medium or smaller creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or be restrained until the end of the creature's next turn.

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

ACTIONS

Fists. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). The mephit belches viscid mud onto one creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT OCTOPUS

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

DARK TIDE KNIGHT

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +7, Stealth +7

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Bonded Mount. The knight is magically bound to a beast with an innate swimming speed trained to serve as its mount. While mounted on this beast, the knight gains the beast's senses and ability to breathe underwater. The bonded mount obeys the knight's commands. If its mount dies, the knight can train a new beast to serve as its bonded mount, a process requiring a month.

Sneak Attack. The knight 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 knight that isn't incapacitated and the knight doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The knight makes two shortsword attacks.

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

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker the knight can see hits it with an attack, the knight can halve the damage against it.

WATER WEIRD

Large elemental, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

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

Damage Immunities poison

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

Senses blindsight 30 ft., passive Perception 10

Languages understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

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

REACTIONS

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

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages 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.

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, thaumaturgy*

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.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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.

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.

HOOK HORROR

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 10 ft., passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Spider Climb. The piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

BLACK EARTH GUARD

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Skills Intimidation +1, Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

ACTIONS

Multiattack. The guard makes two melee attacks.

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

REACTIONS

Unyielding. When the guard is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

MURSSVAYAS DHUURNIV, MAGE

Medium humanoid (drow), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Damage Resistances cold

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 11

Languages Common, Draconic, Elvish, Infernal

Challenge 6 (2,300 XP)

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

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

Innate Spellcasting. Murssvayas innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate (self only)*

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

Cantrips (at will): mage hand, minor illusion, poison spray, ray of frost

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

2nd level (3 slots): alter self, misty step, web, invisibility

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

4th level (3 slots): Evard's black tentacles, greater invisibility

5th level (1 slot): *cloudkill*

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.

BLACK EARTH PRIEST

Medium humanoid (human), neutral evil

Armor Class 17 (splint)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Intimidation +5, Religion +3, Persuasion +5

Senses passive Perception 10

Languages Common, Terran

Challenge 3 (700 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *acid splash*, *blade ward*, *light*, *mending*, *mold earth**

1st level (4 slots): *earth tremor**, *expeditious retreat*, *shield*

2nd level (3 slots): *shatter*, *spider climb*

3rd level (2 slots): *slow*

ACTIONS

Multiattack. The priest makes two melee attacks.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

SACRED STONE MONK

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Senses tremorsense 10 ft., passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The monk makes two melee attacks.

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

STONEMELDER

Medium humanoid (human), neutral evil

Armor Class 17 (splint)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	17 (+3)

Skills Intimidation +5, Perception +2

Senses tremorsense 30 ft., passive Perception 12

Languages Common, Terran

Challenge 4 (1,100 XP)

Death Burst. When the stonemelder dies, it turns to stone and explodes in a burst of rock shards, becoming a smoking pile of rubble. Each creature within 10 feet of the exploding stonemelder must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The stonemelder is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *acid splash*, *blade ward*, *light*, *mending*, *mold earth**

1st level (4 slots): *expeditious retreat*, *false life*, *shield*

2nd level (3 slots): *Maximilian's earthen grasp**, *shatter*

3rd level (3 slots): *erupting earth**, *meld into stone*

4th level (1 slot): *stoneskin*

ACTIONS

Black Earth Rod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The stonemelder can also expend a spell slot to deal extra damage, dealing 2d8 bludgeoning damage for a 1st level slot, plus an additional 1d8 for each level of the slot above 1st.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

YOUNG XORN

Medium elemental, neutral

Armor Class 18 (natural armor)

Hit Points 50 (5d8 + 25)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	20 (+5)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 3 (700 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The young xorn makes three claw attacks and one bite attack.

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

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

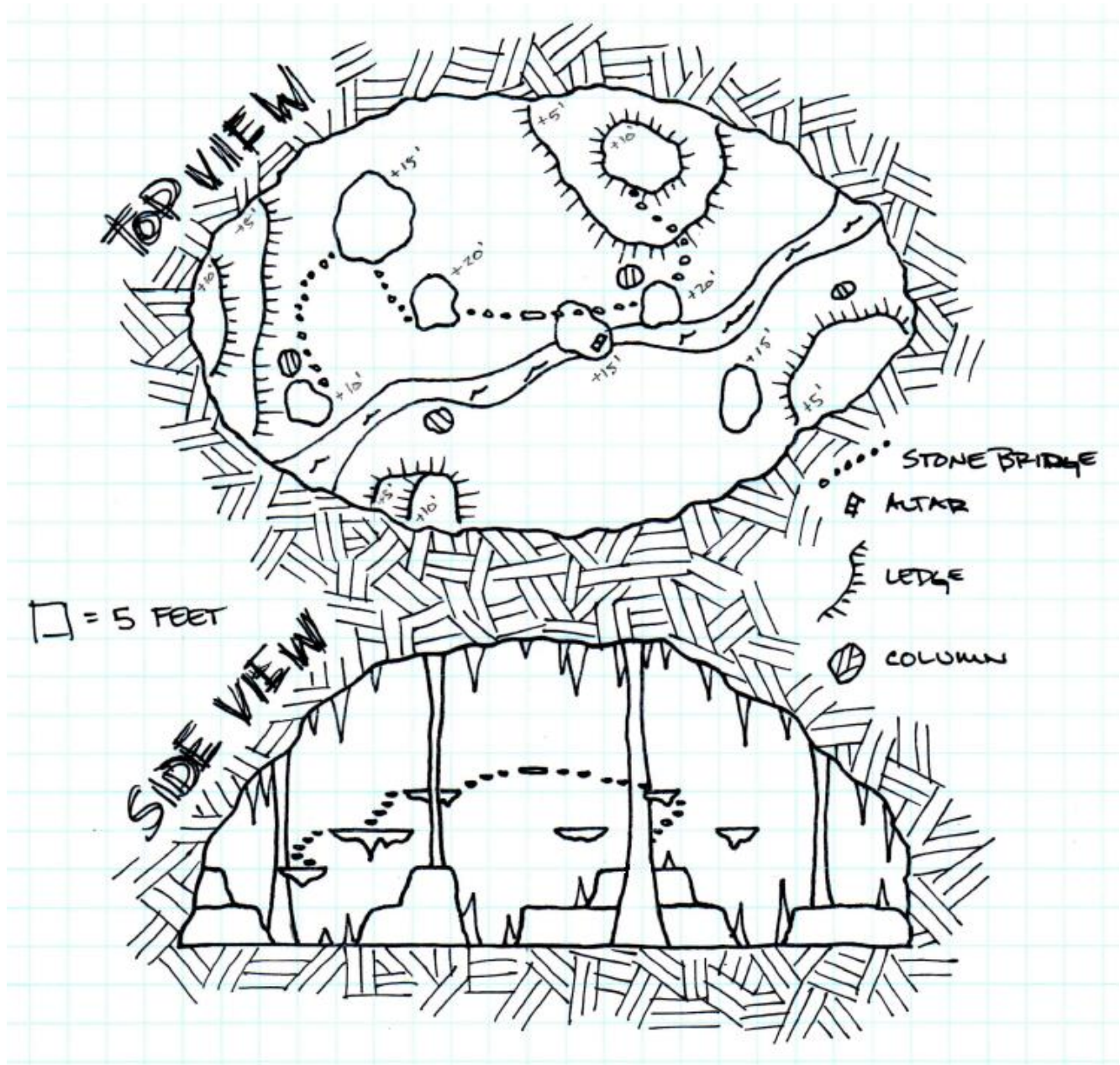
Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

MAP: THE HAMMERS OF MORADIN



MAP: THE CYST



DM APPENDIX: NPC

SUMMARY

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

MAJOR CHARACTERS

Furgis Boltsmelter (FER-giss). Furgis is a male dwarf, he's responsible for blackmailing a dwarven clan leader and escaping Earthfast with the Elemental Codex. He wears a medallion of thoughts called Aramesha's Wisdom.

Murssvayas Dhuurniv (mer-SVEY-yas durr-NEEF). Murssvayas is a drow mage, hired Furgis Boltsmelter to acquire the Elemental Codex when he was rebuffed by the dwarves of Earthfast. The drow is smart, but desperate. The fire giants are at the doorstep of Szith Morcane and he needs the characters to work with him to get rituals from the Codex. He's very practical and cautious about surface dwellers.

Kalda Purefist (CALL-duh). Kalda is a female dwarf and a Hammer of Moradin. She serves the Iron Lord of Earthfast and Moradin honorably. She seeks to keep her dwarves safe, but willing to sacrifice them all to complete her task.

MINOR CHARACTERS

Oster Ironhand (OH-ster). Oster Ironhand is a gruff looking dwarf with a soft voice who owns Oster's Stables in the traveler's district. He can hide the characters and help them get out of the city. He offers to help them in exchange for a favor later.

Yulian Ryahkin (YOO-lee-an ree-AH-kin). Yulian is a wretched looking gardener with a soft voice who can be found at a park in the noble district. She can hide the characters and help them get out of the city. She offers to help them in exchange for a favor later.

Radomir Panin (RAD-oh-meer puh-NEEN). Radomir is a thin halfling that seems to have a small habit of using the Silkroot (a drug). Radomir can be found in the docks district supervising dock workers. He can hide the characters and help them get out of the city. He offers to help them in exchange for a favor later.

Vlada Rybakov. (VLA-duh RYE-buh-koff) Vlada is a member of the Soldiery stationed at the Storm gate. She is a surly Mulmasterite who thinks her city can do better. She can hide the characters and help them get out of the city. She offers to help them in exchange for a favor later

Frosya Shuvalova (FRO-sya SHOO-vuh-low-vuh). Frosya is a knowledgeable tavern bard with a penchant for precision playing in the merchant's district. She can hide the characters and help them get out of the city. She offers to help them in exchange for a favor later

Yegor, Black Earth Priest (YE-gor). Yegor is a priest of the Black Earth Cult. His minions attack the characters while they are in the tunnels beneath Mulmaster. He wishes to destroy the city since the cult failed previously.

RESULTS CODE: JULY-AUGUST 2015

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

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

