

ELEMENTAL EVIL™



ADVENTURERS LEAGUE™

MULMASTER UNDONE

The Cults of Elemental Evil have been unveiled within the City of Danger and in retaliation, they seek to use the fundamental forces of nature to destroy it from within. Join your factions as well as the Blades, Cloaks, Hawks and Soldiers alike in defending Mulmaster against those that would burn, crush, drown, and buffet it into oblivion. A special four-hour multi-table adventure for 1st-10th level characters.

Adventure Code: DDEP2

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INTRODUCTION

Welcome to *Mulmaster Undone*, a D&D Epics™ adventure, part of the official D&D Adventurers League™ organized play system and the *Elemental Evil™* storyline season.

This adventure is designed for **multiple tables of three to seven 1st-10th level characters**, and is optimized for **five 3rd-level characters or five 8th-level characters**. Characters outside this level range cannot participate in this adventure. This is a multi-table adventure, requiring **at least four tables**. Characters at the same table must be in the same level tier of play (either 1st-4th level or 5th-10th level).

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

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 than 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 3rd-level or five 8th-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. Once a character reaches 5th level, this option isn't available.

ADVENTURE BACKGROUND

The time is at hand! For some time, the four cults of Elemental Evil have infiltrated daily life within Mulmaster down to its most humble of levels. All of this has been in pursuit of the ultimate goal, the utter destruction of the city through the use of devastation orbs—artifacts created by chosen priests of the four elemental princes in unholy rites.

To that end, the adventure begins as the individual cults, in opposition and competition with one another, have each secreted a single devastation orb into the city. Despite this commonality, each of them has their own individual goals.

Cult of the Eternal Flame. Crannak Smolderburn seeks to raze the House of the Blades to the ground, decimating the whole of the city's leadership in one, fell stroke.

Cult of the Black Earth. Stonemelder Edo's objective is to topple the Black Lord's Altar thereby eliminating one of the most powerful groups in the city and putting his thumb in the eye of deists everywhere.

Cult of the Howling Hatred. Terror flies on white wings - the Cult of the Howling Hatred's sky-borne armada rises from the south. Their destination: the soon-to-be wasteland of Mulmaster.

Cult of the Crushing Wave. The marid Qabara seeks to smash and drown all of Mulmaster beneath a massive tidal wave.

OVERVIEW

The adventure is divided into four tracks: two tracks for levels 1-4, and two tracks for levels 5-10. Each of these tracks is further divided into three or more parts, culminating with the discovery of a *devastation orb* on the verge of detonation.

- **Low-Level Tracks (Levels 1-4).** Earth, Fire
- **High-Level Tracks (Levels 5-10).** Air, Water

TIMING

The adventure is designed to be accomplished in three hours of play time. Ideally the Introduction, Part One & Part Two should take no more than 2 hours. Some groups /tracks might take less time than that. However, it is import that all groups start Part Three at the same time. Tables that get done early need to wait until all are ready to proceed. Part Three should take 50 minutes to complete.

INTERACTIVE ELEMENT:

Each Track has an objective to achieve in Part Two of their track which can impact another Track. Before Part Three starts, results need to be tabulated to see if the unfavorable condition listed in the adventure is in play.

- Failure in Track 1 (Fire) affects Track 3 (Air)
- Failure in Track 2 (Earth) affects Track 4 (Water)
- Failure in Track 3 (Air) affects Track 1 (Fire)
- Failure in Track 4 (Water) affects Track 2 (Earth)

RANDOM EFFECTS

The elemental magic being brought to bear is having dramatic effect on the environment. If the Organizer desires, they can bring these effects to their game three times during parts One and Two; approximately every 40 minutes, A roving DM should choose one element to represent and applies that element's effects to all the tables. Once an element is used, it should not be duplicated. At large conventions more than one roving DM may be needed.

The DM approaches each table in turn and at the end of the current player's turn apply the appropriate effect for the chosen element to each character. Monsters are protected by their patrons and are unaffected.

For each element, consult the track the table is playing to determine the effect.

AIR

- Air: No effect.
- Earth: A driving sandstorm whips up and covers the battlefield. Characters must succeed on a DC 11 Strength saving throw or take 1d4 bludgeoning damage and be moved 1d4x5 feet in a random direction. Those that save take half damage are not moved.
- Fire: A firestorm whips up and covers the battlefield. Characters must succeed on a DC 11 Constitution saving throw or take 1d4 fire damage and be moved 1d4x5 feet in a random direction. Those that save take half damage are not moved.
- Water: A waterspout spawns and rapidly moves across the battlefield. Characters must succeed on a DC 16 Dexterity saving throw or take 4d6 bludgeoning damage and be moved 1d6x5 feet in a random direction. Those that save take half damage are not moved.

EARTH

- Air: No effect.
- Earth: No effect.

- Fire: An earthquake shakes the battlefield. Characters must succeed on a DC 11 Dexterity saving throw or take 2d4 bludgeoning damage and be knocked prone. Those that save take no damage are not knocked prone.
- Water: An earthquake causes a tsunami to wash over the characters. Characters must succeed on a DC 16 Dexterity saving throw or take 5d6 bludgeoning damage and be knocked prone. Those that save take half damage are not knocked prone.

FIRE

- Air: The heat below causes extreme updrafts that shakes the airship. Characters must succeed on a DC 20 Strength saving throw or be knocked prone.
- Earth: Boiling sludge rushes down the tunnel or through the street. Characters must succeed on a DC 11 Constitution saving throw or take 2d4 fire damage and be restrained for one round. Those that save take no damage are not restrained.
- Fire: No effect.
- Water: A boiling fog rises up from the water. Characters must succeed on a DC 16 Constitution saving throw or take 5d6 fire damage and suffer Disadvantage on attacks and ability checks that rely on sight for one round. Those that save take half damage are not Disadvantaged.

WATER

- Air: A sudden driving rainstorm pelts the battlefield. Characters must succeed on a DC 16 Wisdom saving throw or suffer Disadvantage on attacks and ability checks that rely on sight until they succeed. The check is made at the end of the character's turn. A character can use a move action to wipe their eyes and gain Advantage on this saving throw. Those that save are no longer Disadvantaged.
- Earth: A tsunami washes over the characters. Characters must succeed on a DC 11 Dexterity saving throw or take 1d4 bludgeoning damage and be moved 5 feet in the direction the wave is traveling. Those that save take half damage are not pushed.
- Fire: A energy sapping humidity rises up suddenly. Characters must succeed on a DC 11 Constitution saving throw or suffer one level of exhaustion for 2d4 rounds (Disadvantage on ability checks). Those that save are not exhausted.
- Water: No effect.

INTERLUDES

The following sections boxed text can be read to the entire interactive at the appropriate times.

OPENING OF THE INTERACTIVE

Welcome to the Epic Adventure for Season Two of the D&D Adventurers League! Each of your DMs has been given a sheet for determining what track your table will be participating. If you have not already done so, that tracking sheet should be turned in now. Once I finish the opening boxed text, you will have two hours to complete the first portion of the adventure.

You have been called to Mulmaster by representatives of your Faction, but given no specific duties until the time of your meeting tomorrow. Given the fine weather, you have decided to take in the city. It a calm late summer morning, but there is an energy in the air, an energy as if a storm might break at any moment.

DMs, begin now

AFTER PART TWO IS COMPLETED

Somewhere in the Tower of the Wyvren, the High Blade stands surround by Cloaks, members of the Soldiery, representatives of the five Factions and in the back, a dour group dressed in the black spiked armor of Bane's faithful. Groshin Lor of the Hawks, stress clear upon his face, address his concern to the High Blade.

"Your Excellence, the shaking in the government quarter continues. I fear it's getting worse and buildings may soon collapse. The Zhent Ghettoes are ablaze with flame and the docks are awash with Umberlee's fury. There have been tornadoes spotted along the North Road preventing an evacuation. It's as if the very elements have turned against us! I fear there is nothing we can do."

Stepping from between two women, a young Kelemvorite and a robed elf, is an armored woman with streaks of grey throughout her blonde hair, framing a face with the hard-won lines of advancing age and a violent life. "Excuse me my High Blade, but if I may speak. The people of Phlan sympathize with the Mulmaster that has sheltered us in our time of need and at the behest of the Factions we have many heroes in the city. If you give us the chance, we will save your city, and perhaps if we do so, you will give us the aid we need to reclaim our home?"

The High Blade nods, "Knight Commander Bural, if your heroes can do as you say, you will have your aid; though that success is so far, far from certain."

DMs you have 45 minutes for the final part of the event.

AT THE END OF THE INTERACTIVE

Groshin Lor turns to the High Blade. "Mulmaster stands Excellence, though not without its wounds."

*The Organizer should summarize the fate of the four devastation orbs.

The High Blade looks to Aleyd Bural. "It seems as if we owe you a great debt, but the damage to Mulmaster is extensive. As we climb from the rubble and rebuild, it remains to be seen how much aid we can offer to Phlan."

ADVENTURE HOOKS

The adventure begins like most others. The characters are in Mulmaster for whatever reason they see fit and are in between jobs when adventure just so happens to present itself. It's funny how fate works sometimes.

DESTROYING AN ORB

It is possible that a *devastation orb* will be the target of an attack. An orb has AC 10, 15 hit points, and immunity to poison and psychic damage. Reducing it to 0 hit points causes it to explode immediately.

TRACK 1. THE CULT OF THE ETERNAL FLAME

BUILD A MAN A FIRE, AND HE'LL BE WARM FOR A DAY. Set a man on fire, and he'll be warm for the rest of his life.

—Terry Pratchett

Expected Duration: 20 minutes

This portion of the adventure introduces the characters to the crisis at hand and Dornal Whitebeard, the head of the Lords Alliance's presence within the Moonsea region.

PROLOGUE. BREAKFAST, INTERRUPTED

The characters begin the day as they would any other in the City of Danger. Whether they have just broken their fast over a bowl of stew, a mug of ale, or even over the contents of a book while idly gnawing on a hunk of dried meat, the day's events catch all of them by surprise. As the events of this adventure begin it is morning and they are in a round plaza in the eastern portion of the city. Even though they may not have met as of yet, they are in the same general vicinity, close enough to react as a group.

GENERAL FEATURES

The general features of this area of the city are as follows:

Terrain. The adventure primarily takes place in the eastern portion of the city. Here, the streets are somewhat clean and crime is sparse. The adventure begins in a round plaza, perhaps 80 feet across.

Light and Visibility. The day is clear and bright. However, shortly after the adventure begins, smoke and ash blots the sun from the sky, transitioning into a dim, hazily-lit afternoon and night—with the glow of fires reflected by the clouds above as the only visible light.

Weather. The weather is calm and mild with a gentle, salty breeze rolling in off of the Moonsea. As the day progresses, the temperature rises and the wind turns into a blast furnace as hot winds tear down the narrow streets.

Smells and Sounds. The smell of baking bread and sea air helps mask the smell of city life—rotting food, unwashed bodies, and worse. However, the city is soon filled with panicked screams and the smell of burning

wood and bodies.

Read:

The silence of the morning is broken as voices of terror and panic begin to echo down the narrow streets of the city. Eventually a flood of people—fleeing in a dozen different directions at once—washes down the street with the acrid smell of smoke riding in their wake.

A horse whinnies in protest at the appearance of the fleeing residents and the door of the carriage it is pulling is flung open. A finely-dressed dwarf with a splendid, white beard leans out the open doorway and calls out to you.

"Over here! Get in!" he shouts barely audible over the din of hundreds of panicked footfalls.

This is Dornal Whitebeard, the faction representative for the Lords Alliance in the Moonsea region. He happened to be in the area and spied the characters shortly before the street erupted into tumult. He was originally going to offer the adventurers a job in the Earthspur Mountains, but...well, plans often change.

Dornal waves the characters over and bids them take refuge from the chaos in his carriage. However, the street is raging torrent of human bodies and the adventurers must work their way against the tide to reach the offered solace.

Though it is not required, having the characters enter initiative may appropriately impress the situation upon them.

FIGHTING THE TIDE

The panicked people in the street make getting to Whitebeard's carriage intensely difficult. At the beginning of this encounter, the characters are each 30 feet away from the carriage which stands like an island in a sea of people. A successful check allows the character to move through the crowd—though it is (unnatural) difficult terrain.

Any character that succeeds on a DC 8 Intelligence (Investigation) check realizes that the crowd is moving away from the Zhent Ghetto.

Pushing or Slipping Through the Crowd. The most straight forward method to get through the crowd is to simply push your way through or slip in between. Any character that succeeds on a DC 11 Strength (Athletics) or Dexterity (Acrobatics) check successfully moves through the crowd, closer to Dornal's carriage. Characters with abilities like *halfling nimbleness* make this check with advantage. Only one such check need be made per turn.

Any character that fails by 5 must succeed on a DC 10 Strength saving throw or be pushed back 10 feet, knocked prone and take 3 (1d6) bludgeoning damage. Those that succeed are merely pushed "downstream" 10 feet. Any prone creature must succeed at a DC 10 Strength check in order to stand up. At the start of each of its turns, a prone creature takes an additional 2 (1d4) points of bludgeoning damage as the crowd tramples them. A creature reduced to 0 hit points in this manner is knocked unconscious and easily recoverable if the characters wait for the crowd to thin before attempting rescue (see *Waiting*, below). Otherwise, see *Assisting Others*, below.

Using Other Skills. Using skills will be difficult unless the character in question has some unusual ability to effect a number of people at once. Asking someone to please step aside is easy, but not when they've got 50 people pushing them from behind. Assess advantage or disadvantage as is appropriate for the character's action, and the player's justification.

Waiting. Hands down the easiest of the options. The torrent of fleeing residents subsides in 5 minutes (50 rounds), at which point the players can simply walk to the carriage unmolested. However, the ease comes at a price; the delay only allows the characters to make two decisions during Part 2, below.

Using Magic. Some characters may attempt to use magic to clear a space. At this tier of play, this may not be as effective as they would like, but feel free to reward clever use of spellcasting. However, it is important to note that some spellcasting within the city limits is illegal, and is likely to inspire fear and hatred on the part of a number of residents who may attack the offending caster. Though it may not be necessary, use the **commoner** (or even **guards** for exceptionally egregious acts) stat block provided at the end of this track if you feel that the characters do something particularly deserving.

Assisting Others. Characters may use the Assist action to ease their companions's progress through the throng. Characters who have already made it to the carriage may throw a rope, shout encouraging words, or use any number of ways to make their colleagues's progress easier. Conversely, a character may attempt to carry an ally through the crowd. This is feasible and if successful, requires only the character carrying the other to succeed on the check, but due to the additional weight and bulk, any check made to traverse the crowd is made with disadvantage.

DORNAL WHITEBEARD

As the characters get within reach of the aged dwarf, he stretches out a short arm and pulls them bodily into his carriage. Once all of the characters are safely within the carriage, read:

The old dwarf wipes sweat from his brow and collapses onto the cushioned bench. Outside, the tumult of the crowd is still audible, though it appears to have thinned considerably.

"I don't know what has caused this ruckus," Dornal says, a look of concern washing over his face, "but I've got a purse of gold to pay whomever wants to find out."

He yanks on a silk rope that runs along the roof of the compartment, and presumably towards the driver, and the carriage yanks into motion. Looking out the window, it is easy to see that the carriage is moving against the flow of fleeing residents.

At this point, the carriage proceeds into the Zhent Ghetto, something that is easy to deduce given the direction of travel and the state of the buildings upon the characters's arrival.

ROLEPLAYING DORNAL WHITEBEARD

Dornal is a gregarious dwarf approaching old age. Judging by his hedonistic demeanor, however, you'd never guess it. Dornal enjoys the finer things in life and is rarely seen without a broad smile nestled amongst his fine, white beard.

DEVELOPMENT

Dornal is just about as clueless as the adventurers are at this point as to the cause of the mass exodus from the ghettos. If asked, he reveals that he was, incidentally, in the area looking to hire the adventurers for a job, but the matters at hand are much more pressing.

TREASURE

Dornal gives the characters a pouch containing 100 gp, up front, as a reward for assisting him in discovering the cause of the commotion.

XP AWARD

If the characters successfully navigate the fleeing crowd, award each player 100 XP. If they wait for the crowd to pass, award them nothing.

Once you feel that the players are ready to move on, proceed to Part 1, below.

PART 1. THE BUCKET BRIGADE

Expected Duration: 45 minutes

Dornal Whitebeard's carriage winds through the streets of Mulmaster towards the Zhent Ghetto, which, unbeknownst to the party, is largely ablaze.

This is not difficult to notice; any character with a passive Perception score of 10 or higher notice flames and smoke in the direction of the Zhent Ghettoes.

MULMASTER ON FIRE

As the characters progress during this part of the adventure, each of the potential encounters includes three primary parts: its general description, the benefits of its success, and the consequences of its failure.

GENERAL FEATURES

The burning Zhent Ghetto has the following general features:

Terrain. The adventure primarily takes place in the Zhent Ghetto. Here, the streets are somewhat filthy and crime is rampant. Due to the current situation, the streets are largely empty. However, that does not deter some of the braver criminals from taking advantage of the chaos.

Light and Visibility. Despite the choking clouds of smoke and ash that blot out the sun the entire ghetto is brightly lit due to the raging fires in the area. Within the ghettos, it is a disturbing mixture of night and day.

Weather. The air in the ghettos is still and swelteringly hot. Breathing is uncomfortable due to the copious amounts of smoke and ash.

Smells and Sounds. The acrid smell of smoke fills the air almost completely blanketing the stench of burning wood, garbage and, worse still, bodies. Once the characters arrive in the ghettos, read:

The carriage careens down the road--slamming into buildings around particular tight turns and leaping into the air as it strikes a nasty pothole along the way. Meanwhile, the light filtering through the drawn curtains slowly dims and turns a menacing orange.

Eventually the jerking carriage comes to a stop.

As the characters tumble out of the carriage (perhaps in varying degrees of nausea), read the following. Alternatively, if one or more characters specifically

mentioned that they rode atop the carriage during its trek, do likewise:

To your horror, you quickly realize the full scale of what is transpiring, as what seems like the entirety of the Zhentarim Ghetto burns around you. Thick clouds of lung-burning smoke rise into the sky blotting the sun and reflecting the brilliant orange glow of the flames that dance in the windows and doors and atop the rooftops of nearby homes.

At this point, the characters are presented with a number of options. The ghetto is burning around them, and the adventurers are among the only people actively trying to help mitigate the damage.

To assist the players in deciding which encounters to participate in, read the box text for each adventure--pointing out the correlation between the encounter and the characters' factions, while ensuring that they only have enough to time to complete three encounters before the fire completely consumes the ghetto.

ENCOUNTERS

During the course of this portion of the adventure, the characters have the ability to assist in a number of different ways. Once the characters have participated in *three* of the following encounters, they are ready to move on to Part 2, below. These encounters should be fast paced and exciting--one right after another. If, in Part 1, above, the characters waited for the crowd to disperse instead of fighting their way through it, the situation has further progressed; move on once they have participated in *two* encounters instead of three.

DESCRIPTIONS

For the sake of time, briefly describe each of the five below scenarios, and allow the characters to indicate which they'd like to accomplish.

- **Encounter 1.** Members of the Soldiery are trapped in a burning watchtower.
- **Encounter 2.** Two children with Zhentish features and wearing black and gold are trapped in the upper floor of a burning building.
- **Encounter 3.** A group of City Watch guards are taking the opportunity to loot a business.
- **Encounter 4.** A handful of winged creatures are assaulting a halfling in green and brown clothing.
- **Encounter 5.** A new shrine to Lathander is burning as a young cleric watches.

SUCCESS

Some of the encounters that the characters complete may have benefits that come up later in the adventure. For example, if the characters save a patrol of City Watch guards, those same guards may show up and assist the adventurers later when things seem dire.

FAILURE

Conversely, if the characters fail to complete some other encounters or skip them in favor of others, there may be some unforeseen consequence. For example, innocent children who are consumed in a fire may show up as burning zombies in a later encounter.

1. ALL ALONG THE WATCHTOWER

Read:

Shouts of alarm emanate from within a nearby watchtower. The ruins of a building have fallen and barricaded the door to the structure. The narrow windows, no more than arrow-slits, remain unobstructed. A number of faces peer out from within--Soldiery guards by the look of it, each staring at you pleadingly. The assistance of the Soldiery could be of assistance in defending the city, this cannot be denied.

The group of Soldiers is genuinely trapped within their watchtower. In order to free them, the **debris barring the door** must be cleared away.

In order to successfully clear away the debris, the characters must succeed on a total of *three* DC 12 Strength (Athletics) checks. Any character attempting the check takes 3 (1d6) fire damage from the burning timbers.

Alternatively, clever characters may attempt to use other means to free the debris.

This encounter has the following success/failure consequences:

- **Success.** **Lords Alliance characters** earn **one additional point** of renown for serving the greater good in saving the granary. Additionally, a small squad of Soldiery guards assists them in the final encounter with Crannak Smolderburn (see Part 3, below).
- **Failure.** The Soldiers' deaths have pleased Imix and Crannak's burn-punchers (see Part 3, below) are gifted with his favor and deal an additional 2 fire damage.

TREASURE

Thankful for the characters assistance in saving them, the Soldiers all dig into their pockets and provide the group handfuls of coins worth a total of 50 gp.

If the characters have not received two *potions of healing* in Part 1 already, the Soldiers also provide the characters with a *potion of healing*.

XP AWARD

If the characters successfully free the members of the Soldiery trapped within the watchtower, award each player 100 XP.

2. HAP! HAP!

Read:

The air is split by harsh cries from a pair of children hang out of an upper-story window of a nearby building--completely enveloped in flames. The building creaks and groans--it is obviously on the verge of collapse.

The older of the two children is wearing a black, homespun tunic with gold trim--the colors of the Zhentarim.

The two children are on the third floor balcony of the building in question. Unless particularly inventive measures are taken to prevent it, the **building completely collapses** at the end of five rounds, something that any character that succeeds on a DC 10 Intelligence (Investigation) check realizes. At a cursory glance, it will take approximately 10 rounds to enter the building, climb to the fourth floor, collect the children, and exit the building. This simply isn't an option.

I'VE FALLEN AND I CAN'T GET UP!

Any character inside the building when it collapses takes 11 (2d10) points of bludgeoning damage and 11 (2d10) points of fire damage and is trapped within the wreckage until dug out an hour later by the other characters and members of the City Watch and Soldiery. Any characters buried in the building' wreckage will be unable to participate in additional encounters during Part 1 and will be unable to take a short rest at the end of Part 1. Other characters may proceed as normal.

The most sure-fire way to rescue the children is to either climb up the face of the building or convince them to jump--hopefully into some sort of makeshift breakfall, such as a pile of collected garbage or a stretched out tarp held by multiple people. Constructing a suitable breakfall may take a few rounds depending on the number of adventurers that are actively contributing to it.

If, at the end of round 5, the characters have not rescued the children, they jump. Without anything to break their fall, it will likely kill them.

Climbing. The face of the building is fairly easy to climb and requires a successful DC 10 Strength (Athletics) check. Climbing down with a child or two is trickier, and the check is made with disadvantage. The window that the children are in is 30 feet off the ground. If the character attempting to scale the wall fails by 5 or more, they fall.

Convincing the Children to Jump. The children can be coaxed to jump with a successful DC 12 Charisma (Deception or Persuasion) check. Using Intimidation scares them even more than they already are; automatically failing. The check is made with advantage if the characters construct a breakfall that is easily identified as such.

Without a breakfall or some other means of slowing their descent, any creature (children and players alike) falling from the balcony takes 10 (3d6) bludgeoning damage. However, there are ways of reducing or preventing this damage.

- **Catching the Child.** Assuming that he has readied an action to do so, a character may attempt to catch the child in his arms. The character catching the child must succeed at a DC 15 Dexterity (Acrobatics) or Strength (Athletics) check. If successful, the falling damage is reduced to half, which is then shared equally by the falling child and the character catching it (i.e., the falling child and the character each take 3 bludgeoning damage).
- **Use A Breakfall.** At the DMs discretion, a breakfall may provide a saving throw or advantage to a saving throw that's already been provided depending on the creativity and ingenuity of the characters. A simple tarp would help, but a pile of soft hay might help more. If a breakfall is used, the falling creature may attempt a DC 10 Dexterity saving throw (each child has a +1 bonus). If successful, the child takes only half damage from the fall. If the child fails by 5 or more, the child takes full damage.
- **Using Spells or Other Abilities.** At the DMs discretion, other abilities or spells can be used to assist the children in getting down safely. These can allow a saving throw or provide advantage or a bonus to one that the children have already been provided.

This encounter has the following success/failure consequences:

- **Success. Zhentarim characters** receive **one additional point** of renown for saving the children, who happen to belong to Hap, a Zhent agent. Additionally, Hap (a Zhentarim scout) assists the characters in the final encounter with Crannak Smolderburn (see Part 3, below).
- **Failure.** If not rescued, the children succumb to the fire. They appear as a pair of charred zombies--animated by the cult's foul magic (see Part 3. Burning Down the House, below)

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** The building collapses in 6 rounds.
- **Strong or very strong party:** The building collapses in 4 rounds.

TREASURE

Thankful for the characters assistance in saving his children, the Zhentarim agent provides the characters a platinum trade bar worth 50 gp.

If the characters have not received two *potions of healing* in Part 1 already, the Zhentarim agent also provide the characters with a *potion of healing*.

XP AWARD

For each of the children that the characters rescue from the burning building, award each player 100 XP.

3. AN OPPORTUNE TIME TO STEAL

Read:

Shouts of anger are heard within this burning building as a number of ruffians emerge with arms full of various goods and sundries. A half-elven woman swats at the nearest no-good-nick with a broom as he shoves his way past her.

A closer look at the perpetrators reveal that they wear the livery of the City Watch. Nothing is more sickening than those who would abuse a position of public trust.

A patrol of two **guards** and a **scout** led by a **bandit captain** are take advantage of the chaos to loot a local shop. The guards attempt to flee if the bandit captain is slain.

This encounter has the following success/failure consequences:

- **Success. Harper characters** earn **one additional point of renown** for defending the shopkeeper against the City Watch. Additionally, a Harper (a

Harper mage) is watching from the shadows and assists the characters during their encounter with Crannak Smolderburn (see Part 3, below).

- **Failure.** The corrupt guards are all members of the Cult of the Eternal Flame. If the adventurers do not stop them here, they encounter 2 additional guards during their encounter with Crannak Smolderburn (see Part 3, below).

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove bandit captain, add 1 guard
- **Weak party:** Remove bandit captain, add 4 guards
- **Strong party:** Replace guards with thugs
- **Very strong party:** Add 1 veteran, replace 2 guards with 4 thugs

TREASURE

The rogue City Watch guards carry a total of 50 gp in various coins.

If the characters have not received two *potions of healing* in Part 1 already, the Harper agent also provide the characters with a *potion of healing*.

4. CAUSE AND EFFECT

Read:

Above the crackling of burning wood and screams of fleeing residents, a more malevolent sound can be heard, a dry, wracking cackle coming from a number of small, winged creatures—apparently made of fire, earth, and smoke.

At their feet, a figure wearing dusty, green and brown clothes lay unmoving. A wooden symbol in the shape of a stag hangs around his neck.

This building is less consumed by flame than the others, but is disappointingly occupied by three **magma mephits** and four **smoke mephits**. The figure at their feet is a halfling; a member of the Emerald Enclave who happened across the creatures and was defeated while attempting to slay them.

This encounter has the following success/failure consequences:

- **Success.** Emerald Enclave characters earn **one additional point** of renown for saving the halfling; an Emerald Enclave woodsman. Additionally, the halfling (a bandit) and his wolf mount assist the characters during their encounter with Crannak Smolderburn (see Part 3, below).
- **Failure.** The mephits commence to wreaking havoc on

the city and appear during the characters' encounter with Crannak Smolderburn (see Part 3, below).

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 magma mephit and 2 smoke mephits.
- **Weak party:** Remove 3 smoke mephits.
- **Strong party:** Add 2 smoke mephit
- **Very strong party:** Replace 3 magma mephits with 3 azers

TREASURE

Upon being slain, the mephits collapse into a pile of molten rock and ash. Any character searching their remnants finds gems worth a total of 50 gp.

If the characters have not received two *potions of healing* in Part 1 already, the woodsman (who is easily awoken) also provide the characters with a *potion of healing*.

5. WATCHING THE SUN BURN

Read:

This small building burns with an extraordinary brilliance while a man runs in frantic circles around it, beating at it with a smoldering blanket. A symbol of a rising sun bounces on a chain around his neck.

From within, charred, shambling forms emerge--flames licking at their shoulders.

The forms are three **ghouls** set ablaze by the fires that have consumed the recently constructed shrine to Lathander. The attending priest is doing his best to extinguish the flames while defending himself against the ghouls.

The burning undead deal an additional 2 (1d4) fire damage with their attacks.

This encounter has the following success/failure consequences:

- **Success.** Order of the Gauntlet characters earn **one additional point** of renown for saving both the acolyte of Lathander (who is a member of the Order of the Gauntlet) and his shrine. Additionally, the cleric (an acolyte) assists the characters in their encounter with Crannak Smolderburn (see Part 3, below).
- **Failure.** The priest of Lathander is not available to provide healing at the end of Part 2, below.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Replace ghouls with zombies, add 1 zombie
- **Weak party:** Replace ghouls with zombies, add 4 zombies
- **Strong party:** Add 1 ghoul
- **Very strong party:** Remove 2 ghouls, add 3 ghasts and 2 zombies

TREASURE

The undead wear slightly melted jewelry worth a total 50 gp.

If the characters have not received two *potions of healing* in Part 1 already, the cleric also provides the characters with a *potion of healing*.

AFTERMATH

If they choose, the players may choose to take a short rest, during which time, members of the City Watch and Soldiery arrive to stamp out the last patches of burning wood or pull charred bodies from the wreckage of ruined homes.

Otherwise, proceed to the boxed text below. Additionally, this is a good time to skip ahead to Part 3, below, and note which encounters the characters successfully accomplished and which they did not.

SUCCESS & FAILURE TABULATION

Once you the characters have completed Part 1 of the adventure, complete the following table. It will determine which reinforcements join the fight against Crannak in Part 3, below.

Success. Place an "X" in the "Success" column of each encounters that the characters successfully completed during Part 1.

Failure. Place an "X" in the "Failure" column of each encounter that the characters did not successfully complete or attempt during Part 1.

Encounter	Success	Failure
1		
2		
3		
4		
5		

FLIGHT OF THE FIRESTARTERS

As soon as the characters have decided upon and completed the third encounter, a bulk of the tumult in the area has calmed down, both for good and ill. Those encounters that the characters chose to ignore resolve themselves, resulting in failures that come into play later in Part 3, below.

If you do not have sufficient time to conduct this encounter, simply summarize it as a dramatic chase through the narrow, winding streets of Mulmaster.

GENERAL FEATURES

The burning Zhent Ghetto have the following general features:

Terrain. The adventure primarily takes place in the Zhent Ghetto. Here, the streets are somewhat filthy and crime is rampant. Due to the current situation, the streets are largely empty.

Light and Visibility. Due to its proximity to the flames that consume the area, the area is brightly lit. However, choking clouds of smoke and ash blot out the sun.

Weather. The air in the ghettos is still and swelteringly hot. Breathing is uncomfortable due to the copious amounts of smoke and ash.

Smells and Sounds. The acrid smell of smoke fills the air almost completely blanketing the stench of burning wood, coal, garbage and, worse still, bodies.

If you do not have sufficient time to conduct this encounter, simply summarize it as a dramatic chase through the narrow, winding streets of Mulmaster.

Otherwise, read:

You finally find a moment to catch your breath and steel yourselves against the atrocities you have just borne witness to. Suddenly, you see what must have been the perpetrators of the fires.

A half dozen men and women in red, orange, and yellow clothing run down the street pause for a moment to hurl burning torches into the open windows of a nearby building. Without a second look, they tear down the road away from you.

Following the fleeing cultists is easy enough, but despite the adventurers's best efforts; they always seem to be just out of reach. For example, the characters round a corner in the road just to see the cultists duck down a narrow alley, only to see the last one climb a ladder as the characters enter the alley.

Allow the characters to get creative here; have them make checks when it serves the narrative and narrate

when it serves as a viable substitute for making checks. The important thing here is pacing and ensuring the pursuit is thematically exciting.

If there is sufficient time, consider using some of the following thematic elements to add some excitement to the chase:

- A character slips on the water-soaked street and falls prone.
- Thick smoke fills an alley, blinding the characters.
- A rush of fleeing Mulmasterites delays the characters' pursuit.
- A pair of City Watch guards—cudgeling everyone in sight—attempts to stop the characters only to be overrun by a group of fleeing residents and beaten to death.
- What the characters thought was a shortcut, turns out to be a dead end.

Eventually, the cultists, themselves, wind up at a dead end.

Read:

Rounding the corner, you see the exhausted cultists at the end of a high-walled cul-de-sac. It appears that they have run out of places to run. They are doubled over, panting and retching when they spot you.

Knowing that they are trapped, their shoulders sag dejectedly.

The **6 cultists** put up no fight. They know they are caught and are at the adventurers's mercy. They acquiesce to the characters commands, if any.

DEVELOPMENT

Before the characters are able to get any actual information out of them, or in the event that the characters attack them, before they are all slain, read:

The ground shakes violently and without warning, the wall at the far end of the cul-de-sac explodes in a shower of brick and mortar; burying the cultists and filling the air with choking dust and morbidly muted screams of pain and fear.

A dull, red glow appears in the hazy smoke as a great, iron monstrosity crawls over the rubble with a half dozen immense, notched wheels, pushed by the glowing red forges which belch oily black smoke into the air.

The great machine jerks awkwardly and careens to the north, plowing straight through a building which explodes into a heap of stone as the behemoth's prow—which is fashioned in the shape of a great, clenched fist—slams into it.

XP AWARD

For cornering the fleeing cultists, award each player 100 XP.

PART 2. COME HELLION OR HIGH WATER

Expected Duration: 90 minutes

This part of the adventure begins as the characters are introduced to the Hateforged Hellion.

THE HATEFORGED HELLION

At the height of tension in the interaction between the characters and the now exhausted cultists, Crannak's turns his crowning achievement—the Hateforged Hellion—upon Mulmaster.

GENERAL FEATURES

The burning Zhent Ghetto has the following general features:

Terrain. The Hateforged Hellion is made primarily of iron. There may be the occasional use of wood, canvas, or other materials, but it would be few and far between.

Light and Visibility. Due to its proximity to the flames that consume the area, the area is well lit. However, choking clouds of smoke and ash blot out the sun; a disturbing mixture of night and day.

Within the Hellion, it is dimly lit with the exception of the furnace and engine room, which is well lit.

Weather. The air within the Hellion even hotter than it is outside. Breathing is uncomfortable due to the copious amounts of smoke and steam.

Sounds. Hissing steam, grinding gears and stone. Yelling.

Smells and Sounds. Burning coal, unwashed bodies, oil.

Dimensions. The Hellion is 40 feet wide with a 5-foot-wide catwalk around its perimeter, for a total width of 50 feet. It is 60 feet long with an iron prow that extends out an additional 15 feet from its hull, for a total length of 75 feet.

From the bottom of its wheels to top of its hull, the Hellion is 50 feet tall. The bottom of the hull is 5 feet off of the ground. The interior is divided into 3 levels, the engine room, the crew quarters, and the bridge. The ceiling of the engine room is 15 feet tall, the crew quarter's ceiling is 10 feet high, and the bridge's ceiling is 10 feet high.

Wheels. The Hellion moves about on eight, 10-foot-wide, menacingly-notched wheels made of solid iron, welded to four axles running through the hull. Though it is easy enough to dramatically jump out of their way, in

the unfortunate event that a character is run over by a wheel, they take 11 (2d10) bludgeoning damage. If they are conscious, they may make a DC 12 Dexterity saving throw—leaping out of the way and taking no damage if successful.

Ladders. Six, iron ladders are bolted to the hull in the 5-foot space between each pair of adjacent wheels; three ladders to a side. The ladders exit at the lower catwalk. Neither grabbing nor climbing the ladder requires a check.

Catwalks. Three levels of iron catwalks that wind around the hull. The first level is 5 feet above the wheels (20 feet off of the ground) and each level above that is 10 feet above the one below it (30 feet and 40 feet off of the ground, respectively).

At the rear of the behemoth and on each side, each catwalk has one ladder that runs to the levels above and below it (lower catwalk's ladder only goes up). There is a 2-foot-high railing that runs around the edge of each catwalk. A number of iron rings are set into the hull, to which the hellion's crew can tether themselves with a hook and rope.

There are a total of four doors leading into the Hellion's interior on each level of the catwalks—two to a side.

BEAT THE HELLION OUT OF IT!

This huge machine is essentially a number of forges on wheels encased in foot-thick iron. As described above, the Hellion's size and construction render it nearly invulnerable to most conventional damage that the characters could mete out, though with time and effort, they could certainly put a dent in it. However, time is not on their side and it's going to take more than a dent if they want to stop Crannak's creation. But, if they want to try, that's what heroes are for, right?

- **Destroying the Hull.** Each 5-foot section of its hull has an AC of 22 and 300 hit points. It is resistant to bludgeoning, piercing, and slashing damage; and is immune to poison and psychic damage. Reducing a section to 0 creates a hole in the hull, large enough for a Medium-sized creature to crawl in.
- **Destroying the Wheels.** Each wheel has an AC of 22 and 200 hit points. It is resistant to bludgeoning, piercing, and slashing damage; and is immune to poison and psychic damage. Reducing a wheel to 0 hit points destroys the wheel. Destroying one wheel is not enough to stop the beast, however. If all of the wheels on one side are destroyed, the vehicle is forced into a wide turn. So long as there is at least one, intact wheel on each side of the hull, the machine chugs along in a straight line (unless steered in another direction (See Cockpit, below).

UNSTOPPABLE FORCE, MEET IMMOVABLE OBJECT

This immense iron-clad monstrosity is barreling through

(emphasis, through) the city reducing anything in its way to a heap of smoldering rubble. Any character with a passive Investigate of 12 or higher realizes that it is heading straight towards the Tower of the Wyvern.

As the character's need to move fast, they've got a number of options available to them:

Move Ahead of the Hellion. Although the Hellion is quite large, it is still relatively fast. In a given round, it moves forward 30 feet. The advantage it possesses, however, is that while the characters must navigate the streets of Mulmaster, it needn't; it merely plows through whatever obstacle is in its path—be it building, character, or innocent bystander. If the characters hustle, however, it is possible for them to get in front of it. Once there, they quickly realize that there isn't much to do, but potentially warn the residents of Mulmaster to flee their homes or to otherwise get out of the hellion's path. Should they tarry too long, they soon realize where it's headed, if they haven't already. Quick action is needed!

Let it Go on About its Business. Are you sure these are adventurers at your table? If left to its own devices, the Hellion plows into the Tower of the Wyvern, destroying it and thoroughly killing everyone inside. Depending on your characters' opinions towards the Blades, this may or may not be a good thing. However satisfying their deaths may be, the characters should be made aware that the chaos that would rise in the wake of their deaths would be devastating to the common folk of Mulmaster.

Board the Hellion. It becomes quickly apparent that the characters' only hope of stopping this thing is by boarding it.

RESTING

It is imperative that the characters stop the Hellion before it is able to reach the Tower of the Wyvern. Because of this, it would be ill-advised for the characters to attempt a short rest.

If they are insistent, they are happened upon during their respite; roll on the Catwalk Random Encounters table, ignoring a result of 4-7. Continue until they get the hint.

BOARDERS!

There are a number of cultists entering and exiting the various levels of the Hellion via the catwalks. As the characters maneuver around them, it is possible that they may run into one or more of them. Each time that the characters enter a new section of the catwalks

(lower, middle, upper), roll 1d10 and consult the following table. If the characters enter a section that they have already visited or if the roll results in an encounter that the characters have already encountered, use a result of 4-7, instead:

CATWALK RANDOM ENCOUNTERS

Result	Encounter
1	Apparently late for the Hellion's departure, two guards have just boarded and are scrabbling up the ladders towards the bridge, finishing the last few straps on their armor as they run. They are winded when the characters encounter them and all of their attacks are made with disadvantage.
2	The characters encounter an area of the catwalk that has been freshly swabbed. The abundance of soapy water has rendered it quite slippery and the first character that enters the area must succeed on a DC 12 Dexterity saving throw or fall prone. If the character falls by 5 or more points, they also fall overboard (see Over the Edge, above).
3	Two steam mephits have just left the bridge with a pair of shoes that one of the duergar shovelers asked them to fetch for him. They are contemplating on disgusting things to do with them when they happen upon the characters.
4 - 7	No encounter.
8	A gnoll is bullying a surprisingly-young cultist, threatening to throw him overboard when the characters show up. If saved, the cultist informs the characters of the occupants of the bridge if they promise to let him go. He flees into the chaos below if freed.
9	A duergar is headed to the bridge with a box of engine parts, and other miscellaneous equipment. If slain, the characters find a <i>potion of healing</i> in the bottom of the box that the duergar was carrying.
10	An orc leans against the railing of the catwalk, taking a break from his duties in the engine room and is casually smoking a stinking cigar. He revels in the fine work his crew is doing, but his pride in being a part of the whole operation is shaken when the characters find him.

1. THE LOWER CATWALK

The ladders each exit onto the lower catwalk. From here, the characters can continue their climb to the

cockpit or enter one of the four doors into the belly of the beast, specifically the forges and the engine room.

OVER THE EDGE!

It is possible for a creature to fall (or be shoved) from the catwalk to the ground below. If this happens, the creature takes falling damage as normal, as detailed below. Additionally, they now find themselves on the ground while the Hellion continues on its way. At initiative count 20 (losing ties), the Hellion moves 30 feet in whatever direction it was traveling.

- **Lower (20 foot fall).** 7 (2d6) bludgeoning damage
- **Upper (30 foot fall).** 10 (3d6) bludgeoning damage

The crew of the Hellion has been trained to use lanyards to move around the catwalks. As a bonus action, the crewmembers may attach a lanyard to the number of anchor points that have been welded to the hull. This prevents them from falling (or behind thrown) overboard, unless, however, the rope is cut.

If the characters rescued the cleric of Lathander in Watching the Sun Burn (Part 2, above), he is following the Hellion as it tears through the city. If a character is reduced to 0 hit points from the fall, and the rest of the characters are unable to go back to assist that character, that character is found, stabilized, healed to half hit points, and rejoins the party at the end of Part 2.

If the characters did not rescue the cleric, a character that falls is found by faction representatives, healed to 1 hit point and rejoins the party at the end of Part 2.

2. THE ENGINE ROOM

This room is designed to house the immense furnaces that heat the water tank in the engine room. Two coal closets contain the coal used in the furnaces. A small cart is used to move the shovel from the closets to the furnace where the shovelers are waiting to scoop it up. The room is swelteringly hot.

Read:

The door empties onto a 10 foot by 10 foot platform with stairs leading 5 feet down to the floor, below.

In the center of the room a huge iron tank is beset by a five furnaces--each glowing red hot. Hoses and pipes lead down the center of the room to two immense machines emitting screeching noises and the occasional jet of scalding steam.

A muscular humanoid in a leather apron dumps shovel full after shovel full of coal into the furnaces--embers flying into the air with each scoop. Winged creatures fly busily amongst the steam stopping every few moments to tighten a bolt or beat mercilessly on a misbehaving part with a hammer.

The heavy iron door creaks loudly, and the occupants of the room turn their heads in your direction!

There are a total of three **duergars** in the room; two shoveling coal and one in one of the latrines (a) between the coal closets (b). In addition, a **thug** is pushing a coal cart to and from the furnaces and the coal closet. Upon noticing the characters, the shoveling duergars shout in alarm. On their turn, they use *enlarge* and engages the characters in melee. On its initiative in the second round, the duergar in the latrine emerges--hastily pulling up his pants with his weapon held in his teeth--and does the same.

In addition, a **steam mephit** flits around the engines, performing what he believes to be maintenance. This consists primarily of looking busy enough to avoid getting yelled at by the duergars. Upon seeing the duergars engage the characters in combat, the mephit flies out of an open window. From there, it spends the following round flying around to flank the characters, and engages them on their initiative count in round 3.

The duergar in the latrine wears a *cloak of protection*, increasing both his AC and saving throws by 1 (not included in the stat block).

The steam mephit also has the flowing attack, useable twice:

Tool Throw. *Ranged Weapon Attack:* +4 to hit, range: 20/60 ft., one target. *Hit:* 3 bludgeoning damage plus 1 fire damage.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 duergar and steam mephit
- **Weak party:** Remove 2 duergar
- **Strong party:** Add 1 thug
- **Very strong party:** Add 2 duergar and 2 steam mephits

DEVELOPMENT

Even with the engine room crew slain or captured, the Hellion doesn't seem to be stopping. Unbeknownst to the characters, there is enough steam in the boiler for the engines to keep pumping for another 20 minutes or so--which is twice as much steam as it needs to reach the Tower of the Wyvern.

Disabling the boiler (AC 18, 50 hit points) or targeting it with cold spells (such as *ray of frost*, *frostbite*, *ice knife*, etc.) may reduce this time per the DM's discretion. Similarly, the engine may also be destroyed (AC 18, 200 hit points).

If the characters forgo this encounter and instead head straight to the bridge, proceed to "Reinforcements" under The Bridge (Encounter 4, below).

TREASURE

One of the duergars is wearing a *cloak of protection*. In addition, the shovelers carry a total of 25 gp in coins and gems between them. A small chest in one of the coal closets contains three stone slates that function as spell scrolls. One is a *scroll of catapult*, another a *scroll of Aganazzar's scorcher*, and the last a *scroll of Maximilian's earthen grasp*.

3. THE UPPER CATWALK

The ladders at the rear of the hellion lead up from the middle catwalk to this one. From here the characters can continue down to middle catwalks or enter one of the four doors into the interior of the Hellion, specifically the bridge.

DEVELOPMENT

When the characters approach one of the doors to the bridge, read:

This heavy, solid iron door is set with hand wheels that more than likely lock the door up tight.

A sign on a chain hangs from the hand wheel. It reads: "Secret Knock or Go Away!!!"

The doors are heavy and secured using drop bars. In order to gain access, they must either know the secret knock or use force to open them (AC 18, 100 hit points). Captain Krol isn't the smartest tool in the shed, and his bridge crew is possibly even dumber. Because most of them frequently forgot the secret knock, he has chosen a ridiculously common sequence to serve as its replacement. Whatever the players come up with either happens to be the secret knock or the guards inside simply can't tell the difference—in either case, the bridge crew simply opens the door if anyone knocks.

4. THE BRIDGE

The upper catwalk has four doors leading into the interior of the Hellion, specifically the bridge.

Read:

The central feature in this room is a large platform beset with a number of different levers, pedals, and wheels. More than a dozen pipes ending in flanged viewports drop from the ceiling and are oriented in a ring around the large chair in the middle of the platform.

A fire-scarred humanoid with hyena-like features sits in the chair, manipulating the controls before him, while other similar creatures move frantically about the room.

On the far side, a pair of humans stands guard, wearing armor that appears to have been fused to their body. The seams in the metal glow from the heat of an internal, unseen flame and wisps of smoke curl around them—muting the light of their internal flames in the gray haze.

Captain Krol is a **gnoll pack lord** with a bridge crew of three **gnolls**, and two **razerblast initiates**. The initiates fight with reckless abandon.

RAZERBLAST INITIATES

When a cult warrior demonstrates exceptional promise, the mastersmiths of the Cult of the Eternal Flame remove the warrior's heart and replace it with an orb of living flame that burns with the fury of Imix. Additionally, the mastersmiths fuse the warrior's armor to their skin—a process that inflicts incomprehensible agony. Forever more, wisps of smoke and tongues of flame coil from between the plates.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove gnoll pack lord and 1 gnoll; replace 2 razerblast initiates with 2 guards
- **Weak party:** Replace gnoll pack lord with a gnoll, replace razerblast initiates with guards
- **Strong party:** Remove 2 gnolls, add 1 gnoll pack lord
- **Very strong party:** Add 1 gnoll pack lord, 2 gnolls, and 1 razerblast initiate

REINFORCEMENTS

If the characters skip the Engine Room (Encounter 2, above), and instead head straight to the bridge, Captain Krol, shouts into a trumpeted tube on his turn, alerting the occupants of the Engine Room. At the end of the fifth round, three **duergar**, a **thug**, and a **steam mephit** enter the Upper Catwalk and engage the characters.

The steam mephit has the flowing attack, useable twice:

Tool Throw. *Ranged Weapon Attack:* +4 to hit, range: 20/60 ft., one target. *Hit:* 3 bludgeoning damage plus 1 fire damage.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 duergar and steam mephit
- **Weak party:** Remove 2 duergar
- **Strong party:** Add 1 thug
- **Very strong party:** Add 2 duergar and 2 steam mephits

TREASURE

Captain Krol is wearing *bracers of archery*. The gnolls carry a total of 50 gp.

In addition, there is a lockbox in one corner of the bridge. It is locked, and requires a set of thieves' tools and a successful DC 13 Dexterity check in order to unlock it. The lid of the lockbox is also trapped so that it releases a **volley of poisoned needles** in a 5-foot radius around it. Detecting the trap requires a successful DC 13 Intelligence (Investigation) check, and disabling it requires a set of thieves' tools and a successful DC 13 Dexterity check.

If the lockbox is opened without the trap being disarmed, the trap is triggered. Any creature within 5 feet of the lockbox must succeed on a DC 11 Dexterity saving throw or take 1 piercing damage plus 11 (2d10) poison damage.

The lockbox contains ten platinum trade bars, each worth 50 gp, for a total of 500 gp, as well as a *potion of greater healing*.

Finally, if the characters skipped the Engine Room, and the occupants provided reinforcements to Captain Krol, one of the duergars is wearing a *cloak of protection*. The shovelers carry a total of 25 gp in coins and gems between them.

XP AWARD

If the characters bypass the trap on the lockbox, award each character 100 XP.

NOW WHAT?!

Assuming that the characters successfully disable the engines and/or thwart Captain Krol and his bridge crew, the Hellion comes screeching to a halt just outside the Tower of the Blades—which contains the Aerie; the headquarters of the Hawks in Mulmaster.

THE THANKFUL MORNINGLORD

If the characters successfully completed *Watching the Sun Burn* (Part 1, Encounter 5, above), as the Hellion comes screeching to a halt, the acolyte of Lathander that they assisted previously rushes up to the characters carrying a handful of scrolls and potions.

The cleric has brought the following spell scrolls, and uses them at the characters's request.

- Two scrolls of *cure wounds*
- One scroll of *prayer of healing*

She does not relinquish any of the unused scrolls.

TREASURE

The acolyte will, however, provide the characters with an iron box containing two *potions of healing*.

INTERACTIVE ELEMENT

If the characters were successful in stopping the Hateforged Hellion, they earn a victory for this adventure's Interactive Element. Inform HQ of this victory.

Otherwise, they were unsuccessful and the Cult of the Eternal Flame has gained a foothold in the city—likely making others's jobs more difficult as they face off with the other cults that threaten the city. Inform HQ of their failure.

PART 3. BURNING DOWN THE HOUSE

Expected Duration: 30 minutes

As the Hateforged Hellion comes roaring to a halt, the characters find themselves outside the burning wreckage of the Tower of the Blades, the residential and administrative headquarters of the sixteen elected nobles known as the Blades, and the Aerie, the headquarters of the Hawks.

Unbeknownst to the characters, Crannak Smolderburn himself has set the place ablaze, and is running throughout the place setting everything within reach ablaze.

CRANNAK SMOLDERBURN

Crannak Smolderburn is thoroughly insane—even for a derro. He is completely obsessed with fire, and finds no greater pleasure than watching everything around him burn.

ROLEPLAYING CRANNAK SMOLDERBURN

To call Crannak simply mad is doing mad people everywhere a disservice; Crannak is a raving lunatic whose insanity is only overshadowed by his brilliance behind a forge. He is bald—due mostly in part to his unquenchable fondness for fire—and blind in his left eye, which he lost in the same fire that claimed his left hand, the stump of which has been fitted with a clenched, iron fist.

Despite all of this, in his rare fits of lucidity, he is cunning and manipulative and was elevated quickly among the ranks of the cult for nothing more than his single-minded devotion to destruction. This came at a cost, however, as the Cult of the Eternal Flame was required to post numerous guards around him to ensure that he remained in his shop, dutifully giving birth to his crowning achievement.

Quote. "Hahahahaha! Hurts, doesn't it?!"

THE TOWER OF THE BLADES

The Aerie—the headquarters of the Hawks—is located within the Tower of the Blades. Crannak Smolderburn was sent by the leadership of the Cult of the Eternal Flame to decimate their ranks in anticipation. To that end, he has a devastation orb in his possession that will soon detonate if he is not stopped.

GENERAL FEATURES

The Tower of the Blades has the following general features:

Terrain. The Aerie is well-appointed, with tall ceilings

and tapestries demonstrating the historic achievements of the Hawks in and out of Mulmaster. Most of these are ablaze.

Light. The amount of fire within the building has caused interior to be well lit.

Smells. Burning furnishings and flesh.

Sounds. Screaming. Crackling flames. Crashing timbers. Shattering glass. Cackling laughter.

Navigating the Tower of the Blades is relatively easy. Most of the hallways and rooms have collapsed in the fire. The clearest path leads directly to the Aerie.

ASSETS & COMPLICATIONS

Depending on their successes in Part 1, above, the characters have help in their fight against Crannak Smolderburn. Conversely, their failures result in Crannak's favor.

ASSETS

Consult the following table and place a check mark in the last column of each encounter that the characters successfully completed during Part 1, above. The reinforcements arrive at the end of the first round of combat and enter initiative, normally. They fight to the death.

Encounter	Friendly Reinforcements	
1	Three Lords Alliance guards	
2	A Zhentarim thug	
3	A Harper scout	
4	An Emerald Enclave bandit and wolf	
5	An Order of the Gauntlet acolyte	

COMPLICATIONS

Consult the following table and place a check mark in the last column of each encounter that the characters fail to complete during Part 1, above. Reinforcements arrive at the end of the first round of combat and enter initiative, normally. They fight to the death. If applicable, the razerblasts begin the encounter with their AC bonus.

Encounter	Hostile Reinforcements	
1	Burn-Puncher damage bonus	
2	Two burning zombies	
3	Three guards	
4	Mephit mischief	
5	n/a	

THE AERIE

The Aerie is the central chamber within the Tower of the Blades from which the Hawks coordinate their actions.

GENERAL FEATURES

The Aerie has the following general features:

Terrain. The Aerie is well-appointed, with tall ceilings and tapestries demonstrating the historic achievements of the Hawks in and out of Mulmaster. Most of these are ablaze. There is also a large table—beset with an impressive, topographical map of the Mulmaster and its surroundings—in the center of the room.

The floor is also covered with thick-piled carpet. This fine carpet is flammable and satisfies the need for fuel to expand an existing fire using *control flames*.

Light. The amount of fire within the building has caused interior to be well lit.

Smells. Burning furnishings and flesh.

Sounds. Crackling flames. Shattering glass. Cackling laughter. Shouting.

Fire. Patches of debris have caught fire in the room. Any creature entering a patch of burning debris or starting its turn there takes 3 (1d6) fire damage. Though the flames are not large enough to spread on their own, there is sufficient debris in the room to cause additional flames or permit the existing flames to expand if *control flames* is cast.

INTERACTIVE ELEMENT

If the Air track players were not successful (check with HQ), it will become quickly apparent during this encounter. The entire western wall has been torn away as well as a large portion of the roof.

In addition to small areas of difficult terrain caused by the rubble, the wind has picked up drastically here. At the beginning of the encounter, a whirlwind of hot, dry air blast through the room. Each round, at initiative count 20 (losing ties), it moves 15 feet in a random direction. Any creature that the whirlwind touches takes 5 (1d10) bludgeoning damage and must succeed on a DC 10 Strength saving throw or be knocked prone.

Additionally, any fires that the whirlwind touches are fueled by the supernatural wind and expand in a random direction as if *control flames* had been cast upon it.

As the characters enter the Tower of the Blades, read:

Entering the high-ceilinged building, you quickly realize the breadth of the damage that it has suffered so far. Fires rage throughout the building that, were it not made of stone, would likely have collapsed already. Burning tapestries, rugs, and other decorations fill the air with thick, suffocating smoke.

The hallway empties into a large, octagonal room. In the middle of the room lay a huge table. On it, on a stand of wrought-iron is a foot-wide sphere of swirling red flames. Another hallway exists the room on its far wall.

A short, grey-skinned figure with bulging white eyes runs around the room—cackling wildly while setting fire to the room's contents with a torch. A small orb of glowing flame swirls around his head, leaving motes of ash and ember in its wake.

Crannak Smolderburn is here, running around the room and cackling gleefully. He—along with his personal entourage of five **burn-punchers**—is setting everything within reach on fire.

BURN-PUNCHERS

Burn-punchers are the twisted apprentices of Crannak who, in an attempt to emulate the derro and demonstrate their devotion to Imix—have plunged one of their hands into a vat of molten iron half way up to the elbow. Once cooled, the iron is then engraved with symbols of fire that glow with menacing reddish light.

Crannak is a wretched and cunning creature. He makes effective use of cover and uses *cunning action* to put as much distance between he and the characters, preferring to have allies to hide behind. At the onset of the encounter, he has already cast *mage armor*.

The mote of flame swirling around Crannak's head is a *healing ember*. He uses the ember if reduced to 15 hit points.

HEALING EMBER

Wondrous item, uncommon (requires attunement)

This small mote of flame and ash swirls around the head of whomever it is attuned to.

As a bonus action, the ember's wearer can grab and swallow it, causing the wearer to regain 2d8+2 hit points. If an unattuned creature attempts to do so, however, the ember explodes in the user's mouth causing 11 (2d10) fire damage. This damage is reduced by half if the target succeeds on a DC 13 Constitution saving throw.

The healing ember is an unstable item, however, and its magic fades after 24 hours, causing it to turn into a nothing more than a small lump of coal.

Crannak also wears a bandoleer carrying 3 smoke bombs. These iron flasks release a 10-foot-radius cloud of thick smoke that lasts for 1 minute or until dispersed by a strong wind. The area within the cloud is heavily obscured. A smoke bomb also has a 1-in-6 chance of summoning a magmin, which disappears after 1 minute. These grenades are highly unstable and lose potency after 24 hours.

If he is reduced to 15 hit points or less and he has used his healing ember, Crannak flees.

The burn-punchers, however, fight with wild disregard for their own safety.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove burn-punchers, increase Crannak's hit points to 55.
- **Weak party:** Replace Crannak Smolderburn with evil sorcerer, remove 1 burn-puncher
- **Strong party:** Remove 2 burn-punchers, add 1 eternal flame guardian, and 1 steam mephit
- **Very strong party:** Add 1 burn-puncher, 1 eternal flame guardian, and 1 steam mephit

HOSTILE REINFORCEMENTS

During the course of the encounter, hostile reinforcements arrive from the hallway on the opposite side of the room. The reinforcements fight to the death.

Precisely who reinforces Crannak depends on the characters's actions during Part 2, above. At the end of Part 2, you have completed a pair of tables. Consult the "Hostile Reinforcement" table and for each encounter *without* a check mark, apply the reinforcement effect, below. If, for example, the characters complete Encounters 2, 4, and 6; the Hostile Reinforcements for Encounters 1 and 3 are applied. The reinforcements are described as follows:

Encounter 1. In return for the sacrifice of the Soldiers, Imix gifts the **burn-punchers** with his

blessing. They deal an additional 2 fire damage with their *slam*.

Encounter 2. Two **charred, child-sized zombies** wearing the burnt remains of gold and black tunics shamble into the room at the end of the first round. Despite their size, their statistics are unchanged. They enter initiative as normal in the second round.

Encounter 3. Three **guards** that the characters witnessed looting enter the room at the end of the first round. They enter initiative as normal in the second round.

Encounter 4. A **swarm of mephits** fly into the room at the end of the first round and enter initiative as normal in the second. The mephits throw bricks, chunks of burning wood, and other debris at the adventurers. They attack 2 different characters, determined randomly. They have a +4 bonus to hit, and if successful, the target takes 3 bludgeoning damage. The mephits dip and swoop into and out of the clouds of roiling smoke in the upper reaches of the room. They can be attacked, (AC 12, immune to fire). Once the swarm has taken a total of 21 damage, the remaining mephits leave the fight.

FRIENDLY REINFORCEMENTS

During the course of the encounter, friendly reinforcements arrive from the hallway that the characters arrived from. The reinforcements fight to the death. The reinforcements only fight Crannak if no other foes remain.

As with Hostile Reinforcements, above, precisely which factions provide reinforcements to the characters depends on which encounters they successively completed in Part 2, above. Consult the "Friendly Reinforcement" table and for each encounter *with* a check mark, apply the reinforcement effect, below:

Encounter 1. Three **guards**, wearing tabards with the livery of the Lords Alliance arrive at the end of the first round and enter initiative as normal in the second.

Encounter 2. A **thug** wearing a Zhentarim brassard arrives at the end of the first round and enters initiative as normal in the second. The characters recognize him as the father of the two children in the burning building.

Encounter 3. A leather-clad **scout** wearing a Harper pin arrives at the end of the first round and enters initiative as normal in the second. The characters recognize her as the Harper who witnessed them stopping the looting guards.

Encounter 4. A halfling **bandit** with a broach emblazoned with the symbol of the Emerald Enclave

and riding a **wolf** arrives at the end of the first round and enters initiative as normal in the second. The characters recognize the halfling as the one that they rescued from the mephits.

Encounter 5. A young **acolyte** of Lathander with the symbol of the Order of the Gauntlet lacquered onto her shield arrives at the end of the first round and enters initiative as normal in the second.

TREASURE

Crannak carries a *healing ember*. Besides that, the only thing of value that Crannak carries on his person are a two, slightly-melted copper pieces.

The sphere of fire on the iron stand is a *devastation orb*—created by cultists at a nearby elemental node and drawing ever closer to detonation.

CONCLUSION

Once Crannak is slain, the characters are free to explore the room. The most insidious thing inside, however, is the orb on the table. It can be picked up and handled, but any character holding the orb feels a nigh-unbearable heat radiate up their arms and a smoky, crackling voice in their head whispers maddening promises of a painful, agonizing death.

Any character succeeding at a DC 12 Intelligence (Arcana) check knows only enough to identify the object as a *devastation orb of fire*. Characters with the Sage background or those who participated in the events of DDEX 2-2 *Embers of Elmwood* make this check with advantage.

DEVASTATION ORB

A devastation orb is an elemental bomb that can be created at the site of an elemental node by performing a ritual with an elemental weapon.

A devastation orb has AC 10, 15 hit points, and immunity to poison and psychic damage. Reducing it to 0 hit points causes it to explode instantly.

The orb was created earlier in the day, and, unbeknownst to the characters (and even Crannak), detonates in **four hours**. If none of the characters successfully identify the orb, play upon the *devastation orb's* instability, which grows worse as time progresses, as motivation for the characters to do something with it. This instability can be described in a number of ways, such as:

- The orb begins smoking
- Tongues of flame lash out randomly

- The surface of whatever the orb is resting on bubbles and chars
- Small cracks appear in the orb's surface issuing sulfurous steam

If all else fails, consider Dornal Whitebeard showing up on the scene and educating the characters as to the *devastation orb's* true nature with a look of abject terror on his face.

AFTERMATH

The fate of Mulmaster depends largely on what the characters decide to do with the *devastation orb*.

- **The Orb Explodes in Town.** If the characters destroy the *devastation orb* or don't leave the city with the orb, it explodes immediately if destroyed or 4 hours after their encounter with Crannak Smolderburn if they simply hang onto it. The resulting heat wave lasts a full 24 hours and causes numerous wildfires throughout the eastern districts of the city that reduce it to smoldering ruins. Hundreds die in the resulting fires, and thousands are rendered homeless—a dire fate in the City of Danger. Characters in the presence of the orb when it explodes suffer 3d6 fire damage (no save).
- **The Orb Explodes Outside of Town.** Assuming that the characters do not tarry, and move the *devastation orb* out of town, they are able to find a place suitably far away from town but not too far to prevent getting caught up in its destructive aftermath. The area surrounding it is ravaged by the heatwave and subsequent wild fires, but the town is otherwise unaffected.
- **The Orb Explodes in the Harbor/Moonsea.** If the characters seem intent on simply tossing the orb into the harbor or into the Moonsea, the orb's effect decimates the local fish population. With no fish to be had, thousands more perish of starvation in the following months.

TREASURE

If the characters are able to get the *devastation orb* out of town before it detonates, Rending Talon Groshin Lor—the leader of the Hawks—greet the characters on their way back. He, along with Dornal Whitebeard, debrief the characters and learn about what transpired. On behalf of the High Blade and the city of Mulmaster, Rending Talon Lor gives the characters a purse containing 50 pp in exchange for their service.

If the *devastation orb* detonates within city's walls or

in the Moonsea, they receive no such reward.

XP AWARD

If the characters successfully recover the *devastation orb* and remove it from Mulmaster to detonate safely, award each player 100 XP. If the orb detonates within the city's walls or in the Moonsea, they receive no additional XP.

REWARDS

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
Commoner	10
Guard	25
Scout	100
Thug	100
Bandit Captain	450
Veteran	700
Magma Mephit	100
Smoke Mephit	50
Zombie	50
Ghoul	200
Ghast	450
Steam Mephit	50
Duergar	200
Razerblast Initiate	100
Gnoll Pack Lord	450
Burn-Puncher	100
Eternal Flame Guardian	450
Crannak Smolderburn	700

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Save the Soldiers	100
Rescue the children	100
Cornering the fleeing cultists	100
Bypass the trapped lockbox	100
Remove the orb from Mulmaster	200

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 **1,500 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
Dornal's gold pouch	100
Reward from the Soldiers	50
Reward from the children's father	50
Looters's coins and gems	50
Gems recovered from mephits	50
Melted jewelry from undead	50
Coins from living quarters	25
Trade bars from Captain's Quarters	500
Gnolls's treasure	25
Payment from Groshin Lor	500

POTION OF HEALING

Potion, common

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

POTION OF GREATER HEALING

Potion, uncommon

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

SCROLL OF CATAPULT

Spell scroll, common

A description of this spell can be found in the *Elemental Evil Adventurers League Player's Companion*.

SCROLL OF AGANAZZAR'S SCORCHER

Spell scroll, common

A description of this spell can be found in the *Elemental Evil Adventurers League Player's Companion*.

SCROLL OF MAXIMILIAN'S EARTHEN GRASP

Spell scroll, common

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

BRACERS OF ARCHERY

Wondrous item, uncommon (requires attunement)

A large, smoking chunk of obsidian smolders in the center of each of these thick, brass bracers. The bracers

emit dim light in a 5-foot-radius around the wearer, but do not radiate heat. Any object used to conceal the bracers's light, however, smolders and burns away. A description of this item can be found in the *Dungeon Master's Guide*.

CLOAK OF PROTECTION

Wondrous item, uncommon (requires attunement)

This cloak is more a mantle; covering only the shoulders and head with the hood drawn. However, it is made of what appears to be scales of thin stone, sewn together with fine, golden wire. A description of this item can be found in the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

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

Zhentarim characters earn **one additional renown point** for rescuing the children from the burning building.

Lords Alliance characters earn **one additional renown point** for helping the Soldiers escape the watchtower.

Harper characters earn **one additional renown point** for stopping the corrupt City Watch looters.

Emerald Enclave characters earn **one additional renown point** for rescuing the Enclave woodsman from the mephits.

Order of the Gauntlet characters earn **one additional renown point** for rescuing the cleric of Lathander.

DOWNTIME

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

DM REWARDS

You receive **200 XP, 100gp** and **ten downtime days** for

running this session.

DM APPENDIX: NPC SUMMARY

NPCs

The following NPCs are used in this adventure:

- ***Crannak Smolderburn (KRAN-uck SMOL-der-burn).*** High ranking member of the Cult of the Eternal Flame. Crannak is a thoroughly-insane derro mastersmith. Crannak is a raging pyromaniac and wants for nothing more than to watch the world burn.
- ***Dornal Whitebeard (DORE-nul WHITE-beard).*** Representative of the Lords Alliance in the Moonsea region. Gregarious and hedonistic, Dornal enjoys the finer things in life.
- ***Captain Krol (KROLE).*** Male gnom. Captain of the Hateforged Hellion. Fairly dumb but quite malicious.
- ***Groshin Lor (GRO-shin LOHR).*** Groshin Lor is the master of the Hawks in Mulmaster. Very charming with most people, but can quickly become vicious if he needs to or is cornered. Missing two fingers on his right hand, and often uses illusions to mask the significant number of disfiguring facial scars that he bears.

APPENDIX. NPC/MONSTER STATISTICS (PROLOGUE)

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

APPENDIX. NPC/MONSTER STATISTICS (PART 1)

AZER

Medium elemental, lawful evil

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack plus 3 (1d6) fire damage.

BANDIT CAPTAIN

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

ACTIONS

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

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or

range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

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

CULTIST

Medium humanoid (any race), neutral evil

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 Common, Ignan

Challenge 1/8 (25 XP)

ACTIONS

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

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghost's Stench for 24 hours.

Turning Defiance. The ghost and any ghouls within 30 feet of it gain advantage on saving throws against Turn Undead and similar features.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a living creature other than an elf, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

GHOUL

Medium undead, lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage. If the target is a living creature other than an elf, it must succeed on a DC 10

Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its

turns, ending the effect early on a success.

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)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 6)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

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

SCOUT

Medium humanoid (human), lawful evil

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 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 attacks, one with its scimitar and one with its handaxe.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SMOKE MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 6)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

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

ACTIONS

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

Cinder Breath (Recharge 6). The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must make a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

THUG

Medium humanoid (human), neutral evil

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 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 ft. 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 target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

VETERAN

Medium humanoid (human), lawful evil

Armor Class 17 (splint)

Hit Points 58 (9d8 +18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

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

APPENDIX. NPC/MONSTER STATISTICS (PART 2)

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resistance. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Warpick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

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

GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

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

Special Equipment (bracers of archery). While wearing these bracers, Captain Krol has proficiency with the longbow and shortbow, and gains a +2 bonus to damage rolls on ranged attacks made with such weapons. This is already factored into the longbow entry, below.

ACTIONS

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

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

Hit: 5 (1d4 + 3) piercing damage.

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

Hit: 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

RAZERBLAST INITIATE

Medium humanoid (human), chaotic evil

Armor Class 13 (*chain shirt*)

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

Resistances *fire*

Senses *passive Perception* 10

Languages *Common*

Challenge 1/2 (*100 XP*)

Shrapnel Explosion. When the razerblast drops to 0 hit points, a flaming orb in its chest explodes, destroying the razerblast's body and scattering its armor as shrapnel. Creatures within 10 feet of the razerblast when it explodes must succeed on a DC 10 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. The razerblast makes two melee attacks.

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

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 *Auran, Ignan*

Challenge 1/4 (*50 XP*)

Death Burst. When the mephit dies, it leaves behind 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:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

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

Tool Throw. *Ranged Weapon Attack:* +4 to hit, range: 20/60 ft., one target. *Hit:* 3 bludgeoning damage plus 1 fire damage.

THUG

Medium humanoid (human), chaotic evil

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 *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 ft. 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 target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

APPENDIX. MONSTER/NPC STATISTICS (PART 3)

ACOLYTE

Medium humanoid (human), neutral good

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 4th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 11; +3 to hit with spell attacks). The acolyte has the following spells prepared:

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

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

BANDIT

Medium humanoid (halfling), neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Halfling

Challenge 1/8 (25 XP)

ACTIONS

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

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, ranged 100/400 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BURN-PUNCHER

Medium humanoid (human), chaotic 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)

13 (+1) 15 (+2) 12 (+1) 10 (+0) 14 (+2) 9 (-1)

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

Resistances fire

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Unarmored Defense. While the burn-puncher is wearing no armor and wielding no shield, its AC includes its Wisdom modifier (included in its AC).

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

ACTIONS

Multiattack. The burn-puncher makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) bludgeoning damage.

REACTIONS

Parry. The burn-puncher adds 2 to its AC against one melee attack that would hit it. To do so, the burn-puncher must see the attacker.

CRANNAK SMOLDERBURN

Small humanoid (derro), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 44 (8d6 + 12)

Speed 25 ft.

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

Skills Deception +5, Intimidation +5, Religion +5

Resistances fire

Condition Immunities frightened

Senses passive Perception 11

Languages Common, Undercommon, Ignan

Challenge 3 (700)

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

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

Spellcasting. Crannak is a 5th-level spellcaster that uses Charisma as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Crannak knows the following sorcerer spells (an asterisked spell is from appendix B of the Elemental Evil Player's Companion):

Cantrips (at will): *control flames**, *create bonfire**, *firebolt*, *minor illusion*

1st level (4 slots): *expeditious retreat*, *mage armor*, *shield*

2nd level (3 slots): *blur*, *scorching ray*

3rd level (2 slots): *fireball*

ACTIONS

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

ETERNAL FLAME GUARDIAN

Medium humanoid (human), chaotic evil

Armor Class 17 (*breastplate, shield; 15 while using a crossbow*)

Hit Points 45 (7d8 + 5)

Speed 30 ft.

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

Skills *Intimidation* +3, *Perception* +2

Damage Resistances *fire*

Senses *passive Perception* 12

Languages *Common*

Challenge 2 (450 XP)

Flaming Weapon (Recharges after a Short or Long Rest). As a bonus action, the guard can wreath one melee weapon it is wielding in flame. The guard is unharmed by this fire, which lasts until the end of the guard's next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

ACTIONS

Multiattack. The guard makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, ranged 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

EVIL SORCERER

Medium humanoid (human), chaotic evil

Armor Class 12 (*15 with mage armor*)

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws *Int* +5, *Wis* +3

Skills *Arcana* +5, *History* +5

Senses *passive Perception* 11

Languages *Common, Draconic, Dwarvish, Elvish*

Challenge 1 (200 XP)

Spellcasting. The evil sorcerer is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He knows the following sorcerer spells (an asterisked spell is from appendix B of the Elemental Evil Player's Companion):

Cantrips (at will): *control flames**, *create bonfire**, *firebolt*

1st level (4 slots): *expeditious retreat*, *mage armor*, *shield*

2nd level (3 slots): *blur*, *scorching ray*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) bludgeoning damage.

GUARD

Medium humanoid (human), lawful neutral

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)	11 (+0)

Skills *Perception* +2

Senses *passive Perception* 12

Languages *Common*

Challenge 1/8 (25 XP)

ACTIONS

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

MAGMIN

Small elemental, chaotic neutral

Armor Class 14 (*natural armor*)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	15 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances *bludgeoning, piercing, and slashing from nonmagical weapons*

Damage Immunities *fire*

Senses *darkvision* 60 ft., *passive perception* 10

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the end of each of its turns.

SCOUT

Medium humanoid (human), lawful evil

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 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 attacks, one with its scimitar and one with its handaxe.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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 Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind 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:* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

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

WOLF

Medium beast, unaligned

Armor Class 14 (studded leather barding)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

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

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50XP)

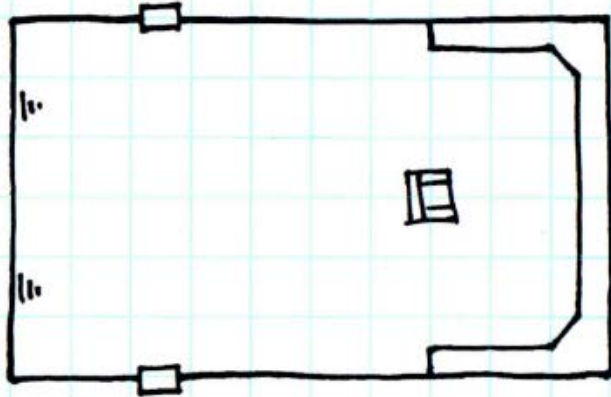
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.





ACTIONS

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

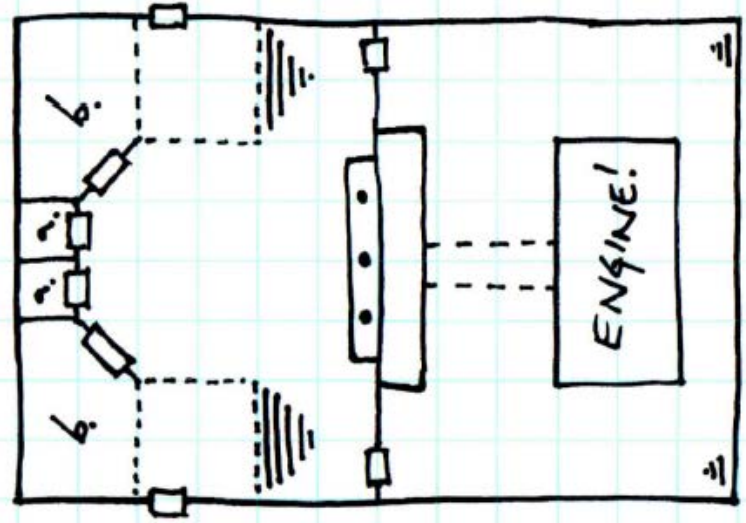
APPENDIX: MAP 1

THE BRIDGE



-  = 3 FEET
-  = CAPTAIN'S CHAIR
-  = DOOR
-  LADDER (UP)

THE ENGINE ROOM



TRACK 2. THE CULT OF THE BLACK EARTH

PEOPLE ARE LIKE DIRT. They can both nourish you and help you grow as a person or they can stunt your growth and make you wilt and die.

--Plato

Expected Duration: 20 minutes

This portion of the adventure introduces the characters to the crisis at hand and Zern Xerkstil, the representative of the Order of the Gauntlet in the Moonsea region.

PROLOGUE. SHAKING THE FOUNDATIONS

The characters begin the day as any they would any other in the City of Danger. Whatever they happen to be doing, they find themselves in a plaza fronting the Gate of Good Fortune in the northeastern portion of the city.

GENERAL FEATURES

The general features of this area of the city are as follows:

Terrain. The adventure primarily takes place in the northeastern portion of the city, both above and below ground. The adventure begins in the plaza affronting the Gate of Good Fortune, Tymora's main temple in Mulmaster.

Light and Visibility. The day is clear and bright. Before long, however, the adventurers will find themselves in the lightless sewers of Mulmaster. There is no illumination unless otherwise specified.

Weather. The weather is calm and mild with a gentle, salty breeze rolling in off of the Moonsea. Once the characters travel to the undercity it is damp and chilly.

Smells and Sounds. The Gate of Good Fortune smells clean and fresh, the comingling of incense and attentive housekeeping. The sewers, however, smell of nightsoil and filth.

Read:

What began as a pleasant mid-morning journey to the Gate of Good Fortune has abruptly changed for the worse. The ground shakes ominously causing man and especially beast to startle in fear. As the temblor intensifies bits of masonry crack and tumble from the sides of buildings, horses filled with terror

break free of their handler's control and careen across the plaza, and frightened residents can be heard uttering oaths to their chosen deities for protection.

As the rumbling reaches a crescendo one of the homes adjacent the Gate of Good Fortune emits a tremendous cracking noise followed by a spray of dust and masonry. The front of the home has collapsed! Striding past the choking dust is a rough looking man with the taint of orcish blood on his face, white enameled plate mail scarred with the signs of frequent battle and a silver bladed battle axe strapped to his back.

"Be about it!" he bellows, pointing to the collapsed home, "Hear the cries of the innocent? To action fellows!"

This striking fellow is Zern Xerkstil, the faction representative for the Order of the Gauntlet in the Moonsea region. He was in the midst of discussing some troubling information with the good priests of Tymora's house when the temblor struck.

Zern, seeing the panicked citizenry and damage wrought to the surrounding area, is keen to restore order and save lives. His expectation is that the characters will do the same, although how is completely up to them

SIGNS OF LIFE

Now would be an excellent time to have the characters introduce their characters and state what they would like to do. The courtyard is filling with dust from collapsed masonry and the cries of shocked and injured citizens is filling the air. A few examples of what is occurring in the courtyard:

- The cries of a trapped child can be heard in the frontage of a collapsed house
- A husband is pulling his injured wife in to the courtyard begging for help
- People are running hither and yon screaming and causing a general panic
- Fires have started in one business as candles were knocked over by the tremors

Have players decide what they might like to do and describe those actions, have the players make skill checks if they'd like with a reasonable DC, most likely 10. The main thrust of this encounter is to introduce the characters and the gravity of the situation.

ZERN XERKSTIL

As the characters finish interacting read:

Wiping the sweat from his now filthy brow, the burly half-orc turns to you.

"Fellows, I am not a betting man as the Vigilant One does not permit such, but I would wager that this tremor was no happenstance." He continues, "I am Zern Xerkstil, Champion of the Watcher and honored member of the Order of the Gauntlet. Chaos is afoot this day, join me and let us put an end to it, whatever it may be".

Feel free to modify the text above if a character did something unwise during the rescue. Zern politely acknowledges any characters who have worked with him before. He beckons the characters into the Gate of Good Fortune as it is now one of the safest buildings in Mulmaster.

ROLEPLAYING ZERN XERKSTIL

Zern is a stern, dedicated, serious man in service to a stern, dedicated, and serious deity. He sees his role as one of protecting the innocent and meeting justice to evildoers. He does not tolerate frippery from others and is respectful in conversation until given a reason not to be. He is known to many as the Hammer of Impiltur and is particularly dedicated to hunting devils.

DEVELOPMENT

Zern wishes to consult the priests of Tymora within the Gate of Good Fortune and see if any divination can be made which could establish what exactly is going on. Minor tremors continue to shake the city and smoke is beginning to rise from the southern part of town. Something wicked is afoot.

Once you feel that the players are ready to move on, proceed to Part 1, below.

PART 1. WHAT A WONDERFUL SMELL YOU'VE DISCOVERED!

Expected Duration: 60 minutes

Zern Xerkstil explains that something terrible is afoot under the streets of Mulmaster that the characters could be instrumental in stopping. A journey under the city follows soon thereafter.

THE GATE OF GOOD FORTUNE

Standing before the Gate of Good Fortune, covered in mortar dust, sweat, and dirt Zern will explain the following to the characters:

- Ill omens and portents hinting at a widespread danger to the city have been noted by several clergy in Mulmaster.
- Zern was in the process of assembling a group on behalf of the Order of the Gauntlet to research these ill omens when disaster struck. How fortunate?
- The Order's diviners have ascertained that the elements themselves will seek to lay the city low
- Of note, several of the city's major houses of worship as well as the High Blade's quarters in the northeastern quarter of the city are at risk of destruction. Specifically of being "consumed by earth and stone".
- The quakes now shaking the city highlight the urgency of finding and stopping whatever the source of this destructive force is.
- Zern is certain that the recent spate of unusual events in and around Mulmaster are tied to the current troubles
- Mulmaster has an extensive sewer system under the city as well as an "undercity" of sorts. Old rooms, warrens, and bits of infrastructure that have been buried and built over in ages past. If nefarious individuals wanted to conduct a ritual to sink the city, they'd have lots well hidden places to do it.

At this point, the characters can make a DC 10 Wisdom (Insight) or (Survival) check to notice that rodents and other vermin appear to be leaving cellars and sewer grates in unusual numbers heading towards the city walls. Rangers and Druids make this check with advantage. Those of an arcane bent could make DC 12 Intelligence (Arcana) checks to feel a great destructive

force straining against the Weave. It is difficult to pinpoint, but seems to be coming from the northeast and from underground. Also, encourage the characters to be creative in using their skills to identify where the trouble is coming from. They could use Investigation, dwarves could feasibly know more about tremors and such phenomena based on their culture, etc. The players should be encouraged to use these skills to help guide them to the source of the disturbance throughout this portion of the adventure.

In summary, help the characters understand that something is shaking the foundations of Mulmaster, that something is located roughly northeast of them, and the sewers would be the easiest, most logical way to track it down.

Zern implores the characters to find the source of the trouble and destroy it before it's too late. He is going to rally the faithful, evacuate the elderly, young, and infirm, and organize help for the wounded. He knows of a relatively clean, safe entrance to the undercity in the cellars of the Gate of Good Fortune and takes the characters to it posthaste. If they decide to run out in to the street and pry up a sewer grate or some other course of action to get down below, initiate the encounter below once they decide on a course of action.

GENERAL FEATURES

The sewers have the following general features:

Terrain. Both the sewers and areas connected to them are dank, chilly, and made mostly of worked stone. The waterway is 15 feet wide with 5-foot-wide stone walkways on either side. The ceiling is 5 feet high. The presence of sludge and sewer water is also easily noticeable. The sewer water is approximately five feet deep. Small characters must swim, medium characters move at half speed in the water.

Light and Visibility. Unless otherwise stated, there is no light in the sewers except for areas illuminated by the cracks in a grate or manhole cover.

Smells and Sounds. It smells like a sewer-nightsoil, rotten food, and decay. The sewer tunnels boom and echo with the calamity that is striking the city, along with the rushing of water and the drip of condensation. Wisdom (Perception) checks that rely solely on sound are made at disadvantage while in the sewers.

At times, the characters actions may carry success or failure consequences which will impact the players as the adventure progresses. These will be listed in the relevant section under success/failure. Take a moment and track their success or failure on a sheet of paper or

note card so it's easy to apply the correct modifiers later on.

1. LUCK RUNS OUT

Once the characters enter Tymora's temple proper en route to the cellar or as appropriate circumstances dictating read the following:

Frightened Mulmasterites have begun to crowd the Gate of Good Fortune, a stout and sturdy structure, since the chaos erupted this morning. Many stand with heads bowed in fervent supplication, clinging to each other in fear. A piercing scream erupts from further in the temple as civilians begin to panic and flee out the huge double doors and in to the oft-trembling street. Something terrible is afoot within the temple.

If the characters do not act, describe lots of wet ripping and tearing sounds followed by strangled screams. Bloody, wounded civilians flee the temple as the screaming, shouting and growling continue. Once the characters choose to investigate or engage describe the following:

- Screaming, cowering families in the main vestibule of the temple
- Broken, mangled bodies in a path from deeper within the temple
- A priest with a large candelabra in her hands attempting to fend off a badger the size of a pony. The badger has unnatural looking teeth and claws that appear to be made of obsidian. Also unusual are its eyes which resemble opals.
- Three other similarly sized, similarly unusual badgers are attempting to chase down other parishioners
- A man in a stylized gargoyle mask and slate colored robes is quite literally pounding a male priest's face in with his fists.

Four **giant badgers** tainted by the Cult of Black Earth and a single **sacred stone monk**, similarly from the Cult, are engaging in a bit of pre-celebratory slaughter. All fight to the death. Quick action saves the threatened priests and laypersons, delay dooms them. If the characters subdue the monk he will give a grim chuckle and tell them, "This debased city will be crushed beneath Ogrémoch's fists". If they kill him, consider those his dying words. The characters may wish to make an Intelligence (Arcana) check or an Intelligence (Religion) check to identify that name. A DC 15 or better reveals Ogrémoch as the Prince of Evil Earth.

The way Zern spoke of lies open, the cellar door bashed in. Rangers, Druids, or other characters with the Survival skill may wish to attempt to track where the assailants came from. That is a wonderful idea, go with it. Otherwise the characters may use the skills previously discussed to continue navigating to the source of trouble.

2. THE LOCAL ECOLOGY

Read:

The sewers of Mulmaster are smelly and claustrophobic, yet quite well constructed. Stone walkways run along either side of a 15-foot wide channel of filthy water. The sloping ceiling above extends barely high enough for the average man to stand upright. No light penetrates the smelly gloom and intermittent tremors shake bits of masonry from overhead. Ahead you hear the high pitched squeals of what sounds like children in distress.

A quartet of urchins is under attack from 2 **carriion crawlers**. The kids will run pell-mell past the characters unless the players attempt to stop them. The players have one round to ask questions before the creatures attack.

- The kids shout madly about their friend Jesohneke being eaten by a giant bug, pointing back down the tunnel from whence they came.
- The oldest looking child, a boy, is wearing a black homespun tunic with gold trim, colors of the Zhen-tarim. They admit to being Zhent footpads if pressed.
- The kids do not answer questions while their friend is being eaten.
- Once the situation is calmed down, the kids reveal that they are teasers and footpads for the Zhents. They were moving to do a little "business" when everything started shaking and these sewer bugs attacked them.
- They confide that there are some odd men with weird stone boxes further on at a sewer junction that they avoided which happens to be close to the temple of Bane. The kids provide good directions, allowing the characters to get there quite quickly. If the characters do not try to save Jesohneke they do not get this information.
- The kids ask what in the nine hells the players are doing down here. Any response that mentions saving the city elicits praise from the kids.

The carrion crawlers are approximately 30 feet farther ahead. Two are climbing along the ceiling, one along the wall, and one is dragging the paralyzed Jesohnek back towards a side tunnel. Jesohnek will be dragged away and eaten in **three rounds**. Attacking the carrion crawler dragging him will cause it to let him go.

This encounter has the following success/failure conditions:

- **Success.** Any **Zhentarim characters** receive **one additional point** of renown for saving the kids.
- **Failure.** The cultists encountered (see Part 3. below) will be at a greater state of alertness and much more difficult to surprise.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** Each carrion crawler is at 3/4 hp from the tremors.
- **Strong or very strong party:** Add 1 carrion crawler.

TREASURE

The oldest urchin gives the characters a small pendant they lifted worth 50gp as a token of their appreciation.

XP AWARD

If the characters successfully defeat or drive off the carrion crawlers, reward XP as appropriate. If they manage to save Jesonhek award an additional 100 XP.

DEVELOPMENTS

Time is a factor, if they choose to attempt to stop and rest stress the intermittent shaking that's rocking the city and that it does not seem safe.

Have the characters make a relevant check as previously discussed at DC 12. Remember that the check can be whatever the characters can reasonably justify to keep moving towards the epicenter of the disturbance. If they fail the check it the party loses time navigating the tunnel. Annotate their success or failure as it will be relevant in Part 3.

3. I...CAN'T...MOVE...

Read:

The reeking, damp tunnel you've been traveling down empties in to a large, hexagonal stone room roughly 40 feet around and 15 feet high. Numerous drainage tunnels converge along the circumference of the room draining down to wrought iron grate roughly 20 feet in diameter.

The room is a huge central drain for this section of the city. One **Black Earth guard** and three **sacred stone monks** are planning to "assist" the coming disaster by weakening the support structure of this room with **stonecutting acid**. This will ensure more damage to the temple of Bane nearby. They also plan on releasing a small flock of three **cockatrices** in to the streets above once their work here is done, just for fun. If the characters succeeded in saving Jesohnek previously they are able to surprise the group of cultists with a group DC 10 Dexterity (Stealth) check and two of the monks are not wearing the tanks described below. If they did not save the boy, the DC is instead 15 and the description below stands.

Use the following descriptive elements based on the circumstances of the last encounter.

- A large man in ornate armor made of interlocking plates of stone directs a group of men and women in slate colored tunics and gargoyle masks. The man in armor carries a massive warhammer made of stone with inset crystals. He has a set of schematics and directions in a leather pouch detailing how to weaken this room in order to maximize damage to the Black Lord's Altar.
- Several small crates made of stone sit adjacent to the men in tunics
- Two of the men in tunics carry metal tanks strapped to their backs. Leathery hoses sprout from the tops of the tanks ending in metal nozzles. The others each have flasks poking out of satchels they carry.
- Aside from the usual scent of filth, there is a pungent, vinegary tang in the air here

The acid the cultists are using is quite effective against natural stone, but less effective against other materials and magically worked stone, such as the guard's armor.

TACTICS

If the cultists are surprised, two of the monks take a round to don the acid tanks. Another spends a round opening the cockatrice cages allowing the birds to attack in the second round. If they are not surprised the monks start with the tanks on and the cages are already unlocked so the cockatrices may attack in the first round of combat. The guard moves to engage whoever looks strongest and smash them to pieces.

Once they are released the characters can easily notice that the eyes of the cockatrices are opalescent, much like the badgers earlier. The cultists coordinate attacks and work together to defeat opponents one by

one, starting with healers. The cockatrices attack the nearest player until they are dead or petrified and then move on. The monks with sprayers spend each round spraying the seams in the stone where the tunnels connect until their tanks run dry moving to new tunnel intersections as appropriate. If a monk with a sprayer is incapacitated, another will attempt to pick up a sprayer and carry on. Each tank contains enough acid for six rounds of continuous use. Should they each empty their tanks spraying the walls, they then join in the melee.

STONECUTTER ACID

Two of the cultists carry backpacks with an alchemically treated acidic solution that excels at cutting through stone. Stonecutter acid deals more damage to non-magical stone than flesh.

- Flasks of stonecutter acid deal 1d4 (2) points of acid damage to flesh and 1d10 (5) points of acid damage to non-magical stone every round for 2 rounds with a Dexterity save allowed as an action each round to end the effect.
- Stonecutter sprayers deal 2d4 (4) points of acid damage to flesh and 2d10 (10) points of acid damage to non-magical stone every round for 2 rounds with a Dexterity save allowed as an action each round to end the effect. The tanks hold enough acid for three rounds of use.
- A sprayer has an AC of 15. Dealing 5 or more points of damage to it will cause it to rupture dealing 1d10 points of acid damage each round for 2 rounds to the wearer. All creatures within 5 feet of the wearer must make a DC 10 Dexterity save to avoid taking 1d4 points of damage each round for 2 rounds. Saving throws apply as above.

This encounter has the following success/failure conditions:

- **Success.** If the characters stop the monks from spraying the seams of the tunnels the Black Lord's Altar does not sustain near as much damage in the coming attack. This, along with obtaining the instructions carried by the guard ensures that the characters have a much easier time negotiating with the Baneites encountered later in the adventure.
- **Failure.** The weakening to the superstructure of this room causes devastating damage to the Black Lord's Altar later in the adventure. Should the characters obtain the instructions but fail to prevent them from being carried out the Baneites renege on promises of aid.

ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** Subtract 1 monk and 1 cockatrice
- **Strong or very strong party:** Add 2 monks and 1 cockatrice.

TREASURE

The Black Earth guard wears a particularly striking pair of brass bracers, each set with a large, smoking chunk of obsidian smoldering in the center. These are *bracers of archery*.

XP AWARD

Award XP for defeated foes as appropriate. Award 100xp if the players succeed in preventing the damage to the superstructure.

DEVELOPMENTS

The cultists here have left a fairly easy trail to follow back to their operation under the Black Lord's Altar. A DC 10 Wisdom (Survival) check will show the way. If the characters want to stop and rest, track that they used 1 hour to do so and remind them of the volatile nature of events.

4. BENEATH THE BLACK LORD'S ALTAR

Read:

The worked stone of the sewers suddenly opens in to a raw hole gouged in to sewer wall, as though a great beast tore its way through the earth itself. 20 feet beyond lies a darkened room redolent with the sounds of bubbling mud.

This room is an entryway to the cavern complex the Cult of Black Earth built beneath the sub-basement of the Black Lord's Altar. It is a morass of stinking mud that is easily traversable by the Black Earth cultists, not so much by everyone else. Finding safe ground to cross the room requires a DC 12 Wisdom (Survival) check, the ability to levitate, teleport, or some other creative means that the players can come up with. Failing the survival check or simply plowing through the mud requires a character to make a DC 13 Constitution saving throw or gain 1 level of exhaustion.

TREASURE

A DC 12 Intelligence (Investigation) check reveals a muddy oilcloth wrapped around a book. The book contains rites and rituals from the church of Bane and magical studies that have been conducted on planar gates. The **Order of the Gauntlet** would be interested in the ritual book, the **Harpers** would enjoy the studies on planar gates. There is also a *potion of greater healing*.

AFTERMATH

The characters now stand, probably quite dirty and smelly, at the precipice of the Cult of Black Earth's complex. All signs point to this being the epicenter of the tremors in Mulmaster.

Once the characters are ready to move on, read:

A large, circular stone slab lies over a 10 foot diameter hole cut at a 45 degree angle in to the floor. A triangular sigil is cut in to the slab, a sigil which almost radiates malice.

From here, proceed to Part 2, In the Bowels of the Black Lord.

PART 2. IN THE BOWELS OF THE BLACK LORD

Expected Duration: 45 minutes

This part of the adventure begins as the characters enter the complex of the Cult of the Black Earth.

THE UPPER CHAMBERS

The characters have entered the uppermost portion of a complex fashioned underneath the Altar of the Black Lord. The purpose of this complex is two-fold. First, the tunneling that has occurred under the temple of Bane will weaken its foundations when the *devastation orb* is detonated. Second, the temple is located near the Tower of Blades and the Tower of the Wyvern, two of the most important structures in Mulmaster. The ensuing chaos should paralyze the city and leave it leaderless. As the characters explore the chambers it should become apparent that the cultists therein are preparing to leave their hidey hole to wreak havoc above. Remind the characters that the tremors have been increasing in intensity as they have progressed.

The upper chambers are quite simple. They consist of storage areas, living quarters, a staging area, and the Mud Gate. The Mud Gate allows anyone entering it to transport, via potent elemental magic, to the Fane of the Orb—the characters' ultimate objective.

GENERAL FEATURES

The upper chambers have the following general features:

Terrain. Natural stone and earth caverns. The floors are generally smooth, passageways are 10 feet in diameter, with chambers generally 20 feet high. Unlike most excavation work, no beams or other support structures are evident.

Light and Visibility. None unless otherwise stated.

Weather. Cool and damp.

Smells and Sounds. Dank and earthy, sweat mingled with earthworms.

As the characters progress through the complex there is a possibility that creatures from one room may bleed over in to another room based on character actions. Be logical in how you see them reacting and working together. If the players are making smart choices but having bad luck, perhaps delay how the creatures reinforce. If the players are making poor choices, be like the stone and crush them ruthlessly.

1. ENTRYWAY

Read:

The huge stone slab rolls aside to reveal a chamber that looks like it was melted from the stone. A clutch of crystals protruding from the ceiling provide a vivid, purplish light to the room.

Two **Black Earth guards** stand posted here. Unless the characters are invisible, they are easily noticed as they open the portal leading to the complex. If the characters are bedecked in cultist attire this will buy them a few rounds to converse with the guards. Make whatever checks you deem appropriate and logical for the conversation. Note that the guards are dour, taciturn, and suspicious. All social checks are made at disadvantage. If the characters bluff their way past the guards, bear that in mind as the guards still respond to sounds of fighting further down in the complex. The guards appear to be reading equipment to depart

XP AWARD

If the players successfully bluff their way past the guards award each player 100 XP.

2. STAGING AREA

A huge cavern with stacks of supplies-rations, weapons, several empty stonecutter acid packs, vials of acid, and one barrel of the stuff. There also appears to be an area where beasts are cared for.

One **black earth priest** is directing activities in this room. He is joined by four **sacred stone monks** and a pair of **young bulettes**.

GENERAL FEATURES

Terrain. Fairly smooth floors. The boxes of supplies provide cover.

Light and Visibility. Several torches in this room provide normal illumination.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Each young bulette is at 1/2 hp
- **Weak party:** Remove 2 sacred stone monks
- **Strong party:** Add 2 sacred stone monks
- **Very strong party:** Add 1 young bulette

TACTICS

The earth priest directs the monks and young bulettes

from the back supporting with spells and melee if pressed. Once he is reduced to 1/4 of his hit point total he attempts to flee to the Mud Gate. The rest of the monks target whomever they perceive to be the most dangerous foe first. The bulettes attempt to burrow and pop up amongst their opponents, it's habitual. As noted with previous beasts, the young bulettes have odd, opalescent eyes.

If combat should break out in the first room the earth priest sends two monks to investigate. Confirmation of trouble leads to the rest of this room, minus the priest joining the fight. The priest gathers the rest of the occupants in the facility and stage a defense at the Mud Gate.

XP AWARD

Award XP for defeated foes as normal.

TREASURE

The earth priest wears a *cloak of protection* which increases his AC and saving throws by 1. It appears to be made of finely connected scales of stone studded with small crystals. He also has a small satchel of gems worth 250 gp.

3. LIVING QUARTERS

This room is sectioned off in to living quarters for the cultists. The bulk of this cavern is a communal living space with very uncomfortable looking beds. Oddly, there seems to be no area for cooking, but there is a small cistern. Two smaller rooms are sectioned off from the main living area, an alcove for the earth priest and a makeshift jail for three prisoners.

- All three prisoners appear beaten and malnourished. All wear only breechclouts and are covered in dirt
- Llewyn Stargaze is a young half-elf druid and member of the Emerald Enclave. He was captured almost a ten-day ago while investigating odd goings on with some of the local animals in the hills. He is incredibly happy to see non-cultists and desperately seeks to escape in order warn his superiors about this place. If released he sends for more senior druids who assists the characters in the final showdown. Llewyn relates that there is some sort of mud fountain in the next room that the cultists use to travel somewhere. He does not know where.
- Striking Hand Dergin Sondast is a junior priest of Bane on the cusp of becoming a senior priest. He is

tenacious, angry, and respects those who wear the mantle of leadership well. He is infuriated at being captured by the cult, but is not aware of the full scope of their plans.

- Mornay the Hooded is a missionary of Bane who was assaulted and kidnapped along with Striking Hand Sondast. He is likewise furious at being captured and seeks immediate bloody revenge against the cultists. If he is released he will attempt to kill any captive cultists in the complex.

NEGOTIATING WITH THE BANEITES

Followers of Bane are not the kindest, most understanding souls in all of Faerûn and could be mobilized to strike against the cults of Elemental Evil with the right prodding. That said, the church of Bane must still be convinced that the threat they are facing is grave enough to warrant full mobilization of their manpower. The Black Lord's Altar is the largest temple of Bane in all of Faerûn and one of their most holy sites. Its destruction would have incredibly negative consequences for the faith. Consider the following points if the players want to enlist the help of the Baneites. Note, the church of Bane could be helpful against the cults in a very broad sense. Convey this information how you see fit.

- Priests of Bane are impressed by strength
- These two, Mornay and Sondast, are humiliated at being captured
- They must understand the threat to their temple
- The stolen schematics found earlier grant advantage on any Charisma (Persuasion) checks made to elicit their aid
- A DC 12 Charisma (Persuasion) check along with a compelling argument is required to gain the church's aid
- Charisma (Intimidation) checks are made at disadvantage and at a DC of 15. They don't cotton well to being yelled at.
- Charisma (Deception) checks are DC 12, no modifiers.

TREASURE

If the characters take a few moments to search the barracks they find several small figurines representing the Lord of Black Earth that would be worth 50gp to a collector of such things and a *potion of healing*.

XP AWARD

If the players successfully elicit the aid of the Baneites they each receive 100xp.

4. THE MUD GATE

This passage leads to an elemental portal capable of transporting the party directly to the devastation orb menacing this part of the city.

Read:

A series of crystal formations studded across the ceiling illuminate this room in an ugly, yellowish cast. Bubbling in the far wall is a font of flowing mud. The mud has pooled in sticky globules that stink strongly of sulfur around the flowing morass. The room is uncomfortably hot and damp. Arrayed around the font are knee-high stone pedestals inset with small, white geodes.

GENERAL FEATURES

Terrain. Areas marked with a crosshatch on the map are muddy and slow movement. The stone pedestals provide cover for small characters and do not impede movement

Light and Visibility. The crystals shed bright light

Temperature. This area is uncomfortably hot due to the geothermal energy tapped to fuel the gate. Any character in heavy armor exerting themselves (fighting, running, etc.) must make a DC 10 Constitution check or gain one level of exhaustion. Characters with resistance to fire are immune to this effect

Smells and Sounds. A strong odor of sulfur and the constant bubbling of the fountain

Geode Pedestals. Characters who spend a turn kneeling and focusing on a pedestal will gain 5 temporary hit points. Mud flows from one of the pools up and around the kneeling character before hardening in a form fitting shell.

Mud Pools. Every round roll a d6. On a roll of 5-6 two additional **font simulacrums** or one **mud mephit** will rise from a pool of your choice. The pools have the ability to summon 3 rounds of reinforcements before they cease to function. A DC 18 Intelligence (Arcana) check can disrupt the pools from functioning. Three successful checks permanently disrupt the pools from functioning.

The gate is guarded by a bevy of 4 **mud mephits** and 4 **font simulacrums**. If the **earth priest** is still alive he rallies the defenses in this area. The mud simulacrums appear as vaguely humanoid beings made of mud and bits of stone.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove 2 mud mephits
- **Weak party:** Remove 2 font simulacrums
- **Strong party:** Add 2 font simulacrums
- **Very strong party:** Add 2 mud mephits

TACTICS

The mud mephits attempt to immobilize attackers so the

simulacrums can swarm them. If the earth priest is still alive he will support with spells as necessary. If the fight turns against him he will retreat through the font and face the characters in the final encounter.

AFTERMATH

The way is now open for the characters to reach the inner sanctum of the Cult of Black Earth. If the characters have not rested by this point, they can take a short rest before departing through the portal. If the characters already rested previously and choose to rest again, track it. If the characters saw the priest leap through the gate, they should understand its function. Otherwise a DC 5 Intelligence (Arcana) check reveals the purpose of the font.

XP AWARD

Award the characters an additional 100 XP for disrupting the pools.

ENTERING THE FANE

Once the party is ready to proceed go to Part 3, The Crushing Dark. There they will find the cause of the tremors and the Cult of Black Earth lieutenant orchestrating cult activities.

INTERACTIVE ELEMENT

If the characters were successful in accessing the cult's inner sanctum, they earn a victory for this adventure's Interactive Element. Inform HQ of this victory.

Otherwise, they were unsuccessful and the Cult of the Black Earth has gained a foothold in the city--likely making other's jobs more difficult as they face off with the other cults that threaten the city. Inform HQ of their failure.

PART 3. THE CRUSHING DARK

Expected Duration: 30 minutes

As the characters arrive at the Fane of the Orb they find not only the devastation orb menacing the city, but Stonemelder Edo, the Cracked Opal.

THE CRACKED OPAL

Stonemelder Edo is an earth genasi who found pride and purpose in Ogrémoch's service. He is patient and calculating, as evidenced by his ability to create this island of evil under Mulmaster. He guards the devastation orb with his life as he is convinced his blessed connection to the earth is his salvation when the orb detonates.

Stonemelder Edo has a broad, grey face, a smooth pate, and is quite well muscled. His skin is slate grey and shot through with tiny, golden, shimmering cracks. He carries a stone hafted mace with a large, uncut piece of obsidian for a head. His armor appears to be crafted from smooth basalt cut in to intricate overlapping scales. Small purplish crystals set in the stone make angular, intricate designs on the armor.

ROLEPLAYING STONEMELDER EDO

Edo, the Cracked Opal, is patient and not easily roused to anger. He reacts with calm, deadly force to any threats he encounters. His belief in his cause is absolute and he cannot be reasoned with. He does not fear death nor does he fear any who have come to stop him. Edo wishes only to plunge the city in to the earth's eternal embrace, giving the stone of the city back to his master.

Edo uses his spells to maximum effect, targeting enemy spellcasters first as they represent the greatest threat. If he appears to be losing control of the situation, he approaches the orb and strike it with his mace causing it to detonate prematurely. Should this occur, he raises his head to the ceiling, smiling beatifically, and welcome the earth's embrace.

Quote. "Resist me and feel the earth's crushing embrace"

THE FANE OF THE ORB

The Fane of the Orb is the resting place of the earth orb of devastation. It is a place of crushing despair and the deep resentment of the cult's faithful. The room is roughly spherical with a dome shaped ceiling which peaks at 25 feet.

GENERAL FEATURES

The Fane of the Orb has the following general features:

Terrain. The Fane of the Orb is seemingly cut from solid rock. The floor pulses and roils in places, shards of crystal jut from the walls, mud geysers from fonts in the floor, and chunks of stone and crystal float about in the air.

Light. The various crystal formations glow with all the colors of the visible spectrum, the area is well lit.

Smells. Sulphur and freshly turned earth

Sounds. A pulsing thrum emanates from a smooth, perfectly spherical obsidian orb resting on a basalt altar.

The only way out of this room is through the Mud Gate from whence the characters came.

INTERACTIVE ELEMENT

If the Water track players were not successful (check with HQ), it will become quickly apparent during this encounter. Gaping holes have been rent into the ceiling of the cavern and stinking waste water streams in in columns; runoff from the sewers above.

In addition to causing a horrific stink, chunks of the ceiling break loose in random locations. Any creature beneath a falling portion of the ceiling must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) bludgeoning damage from falling stone. In addition, any creature within 10 foot of the collapsed ceiling is doused in raw sewage, and must make a DC 10 Constitution saving throw or be poisoned for one hour. An affected creature may repeat the saving throw at the end of each of its turns, ending the condition early on a successful save.

As the characters enter the Fane, read:

Stepping through the mud gate is a gut wrenching experience, as though you are being squeezed through the very bowels of the earth. Coated in mud, you arrive in an ominous room. It is triangular in shape, bordered on two sides by nothing but crushing darkness, an emptiness so absolute it hurts to view it.

Before you are several knee high crystalline altars pulsing with purplish light. Past them lies a small tunnel from which emanates an ominous thrumming vibration, backlit by a luminous green crystals. Resting on a basalt altar is an obsidian orb shot through with opalescent veins.

Stonemelder Edo is here admiring the orb patiently awaiting its detonation along with a **black earth guard**.

Edo is cunning, but brash. He is purposeful and direct in confronting opponents. Both he and his guard wade into melee with gusto. Edo knows the terrain in this room well and uses it to his benefit.

ADJUSTING THE ENCOUNTER

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

Very weak party: Remove black earth guard, replace Stonemelder Edo with a black earth priest

Weak party: Remove black earth guard

Strong party: Replace black earth guard with a black earth priest

Very strong party: Add 1 black earth guard

SPECIAL TERRAIN

The presence of the orb causes strange disruptions to the cave in which it's contained. At initiative count 20 of each round (losing ties), roll 1d6 and consult the following table. Use the terrain as you see fit to enhance the fight:

D6	Terrain Feature
1	Crystal Eruption
2	Ceiling Collapse
3	Earth Mote
4	Fissure
5	Bleeding Earth
6	Pick two

Crystal Eruption. Crystal shards violently erupt from the ground beneath a random character. That character must succeed at a DC 11 Strength saving throw or be knocked prone.

Ceiling Collapse. A chunk of ceiling falls on a random character. That character must succeed at a DC 11 Dexterity saving throw or take 5 (1d10) bludgeoning damage.

Stone Shards. A razor-sharp, stone shard erupts from a wall and flies across the room towards a random character. The shards attack with a +5 bonus and deal 5 (1d10) slashing damage on a hit.

Fissures. Tremors cause a fissure 10 feet deep to open in the floor beneath one random party member. The target must make a DC 10 Dexterity save or take 3 (1d6) bludgeoning damage from the fall. Climbing out of the fissure requires a successful DC 10 Strength (Athletics) check.

Bleeding Earth. A section of stone bursts open spraying steaming hot mud in a 5 foot radius. All creatures in the area of effect must make a DC 12 Dexterity saving throw or take 5 (1d10) fire damage from the scalding mud.

THE BLESSING OF THE BLACK LORD

Earlier in the adventure the characters had an opportunity to rescue and negotiate with members of the Bane's temple in Mulmaster. If the characters were successful in motivating Bane's temple to action, the Black Lord has seen fit to bestow his blessing on them for this fight. Once during the fight each character may cast either *divine favor* or *shield of faith* once per the spell. Each character hears a commanding, baritone voice echo in their minds exhorting them to great ferocity in battle. The characters are made aware that it is Bane who is blessing them. Any character may choose to abstain from the gift. There is no negative consequence aside from the loss of the spell. Leave ethical/alignment issues to the characters.

TREASURE

Stonemelder Edo carries a large onyx worth 350 gp sewn into his tunic. He also carries a *scroll of catapult*, a *scroll of Aganazzar's scorcher*, and a *scroll of Maximilian's earthen grasp*.

The sphere of onyx on the stone altar is a *devastation orb*—created by cultists at a nearby elemental node and drawing ever closer to detonation.

CONCLUSION

Once Stonemelder Edo is slain, the characters are free to explore the room. The most insidious thing inside, however, is the orb on the altar. It can be picked up and handled, but any character holding the feels an intense vibration radiate up their arms and a rumbling, gravelly voice in their head uttering promises of a painful, agonizing death.

Any character succeeding at a DC 12 Intelligence (Arcana) check know only enough to identify the object as a *devastation orb of earth*. Characters with the Sage background or those who participated in the events of DDEX 2-2 *Embers of Elmwood* make this check with advantage.

DEVASTATION ORB

A devastation orb is an elemental bomb that can be created at the site of an elemental node by performing a ritual with an elemental weapon.

A devastation orb has AC 10, 15 hit points, and immunity poison and psychic damage. Reducing it to 0 hit points causes it to explode instantly.

The orb was created earlier in the day and, unbeknownst to the characters (even Edo), detonates in four hours. If none of the characters successfully identify

the orb, play upon the *devastation orb's* instability, which grows worse as time progresses, as motivation for the characters to do something with it. This instability can be described in a number of ways, such as:

- The orb pulses waves of thrumming sound;
- The earth splits randomly underneath it;
- The orb vibrates violently;
- Small cracks appear in the orb's surface issuing thick, viscous mud.

If all else fails, consider Zern Xerksil showing up on the scene and educating the characters as to the *devastation orb's* true nature with a look of abject terror on his face.

AFTERMATH

The fate of Mulmaster depends largely on what the characters decide to do with the *devastation orb*.

- **The Orb Explodes in Town.** If the characters destroy the *devastation orb* or don't leave the city with the orb, it explodes immediately if destroyed or 4 hours after their encounter with Stonemelder Edo. The resulting earthquake devastates the city leaving all but the sturdiest buildings knocked flat. The characters will be buried under tons of rock if it detonates in the Fane of the Orb with them. Characters in the presence of the orb are targeted with an *earthquake* as per the spell (DC 18).
- **The Orb Explodes Outside of Town.** Assuming that the characters do not tarry, and move the *devastation orb* out of town, they are able to find a place suitably far away from town but not too far to prevent getting caught up in its destructive aftermath. The area surrounding it is ravaged by the earthquake, but the town is otherwise unaffected.
- **The Orb Explodes in the Harbor/Moonsea.** If the characters seem intent on simply tossing the orb into the harbor or into the Moonsea, the resulting elemental tidal wave is epic in scale. The entirety of the city near the docks is leveled by the monstrous wave, killing thousands, and destroying every boat within. Without the ability to fish, thousands more perish of starvation in the following months.

TREASURE

If the characters are able to get the *devastation orb* out of town before it detonates, Rending Talon Groshin Lor—the leader of the Hawks—greet the characters on their way back. He, along with Zern Xerkstil debrief the characters and learn about what transpired. On behalf of the High Blade and the city of Mulmaster, Rending

Talon Lor gives the characters a purse containing 50 pp in exchange for their service.

If the *devastation orb* detonates within city's walls or in the Moonsea, they receive no such reward.

XP AWARD

If the characters successfully recover the *devastation orb* and remove it from Mulmaster to detonate safely, award each player 100 XP. If the orb detonates within the city's walls or in the Moonsea, they receive no additional XP.

REWARDS

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
Sacred Stone Monk	100
Black Earth Guard	450
Giant Badgers	100
Black Earth Priest	700
Stonemelder Edo	1100
Mud Mephit	50
Dust Mephit	100
Cultist	25
Font Simulacrum	25
Young Bulette	450
Cockatrice	100

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Save the urchins	100
Stop the sabotage	100
Disrupting the mud pools	100
Aid of Bane	100
Remove the orb from Mulmaster	100

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 **1,500 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
Pendant	50
Baneite Book	100
Satchel of gems	250
Black Earth figurines	50
Edo's Onyx	350
Payment from Groshin Lor	500

POTION OF HEALING

Potion, common

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

POTION OF GREATER HEALING

Potion, uncommon

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

SCROLL OF CATAPULT

Spell scroll, common

A description of this spell can be found in the *Elemental Evil Adventurers League Player's Companion*.

SCROLL OF AGANAZZAR'S SCORCHER

Spell scroll, common

A description of this spell can be found in the *Elemental Evil Adventurers League Player's Companion*.

SCROLL OF MAXIMILIAN'S EARTHEN GRASP

Spell scroll, common

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

BRACERS OF ARCHERY

Wondrous item, uncommon (requires attunement)

A large, smoking chunk of obsidian smolders in the center of each of these thick, brass bracers. The bracers emit dim light in a 5-foot-radius around the wearer, but do not radiate heat. Any object used to conceal the bracers's light, however, smolders and burns away. A description of this item can be found in the *Dungeon Master's Guide*.

CLOAK OF PROTECTION

Wondrous item, uncommon (requires attunement)

This cloak is more a mantle; covering only the shoulders and head with the hood drawn. However, it is made of what appears to be scales of thin stone, sewn together

with fine, golden wire. A description of this item can be found in the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

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

Zhentarim characters earn **one additional renown point** for rescuing the urchins from the carrion crawlers. Harper characters earn one additional renown point for recovering the Baneite ritual book.

Emerald Enclave characters earn one additional renown point for rescuing the Enclave druid from the cult.

Order of the Gauntlet characters earn **one additional renown point** for recovering the Baneite ritual book.

Harper characters earn **one additional renown point** for recovering the planar gate research.

DOWNTIME

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

DM REWARDS

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

DM APPENDIX: NPC

SUMMARY

NPCs

The following NPCs are used in this adventure:

- ***Stonemelder Edo, the Cracked Opal (Ee-DO)***. High ranking member of the Cult of Black Earth. Edo is a patient, cruel, and angry earth genasi. His ultimate ambition is to see Mulmaster subsumed by his master, the Lord of Black Earth.
- ***Zern Xerkstil (Zer-nuh ZERK-stil)***. Representative of the Order of the Gauntlet in the Moonsea region. Zern is sworn to Helm and acts accordingly. He is serious, determined, and tough yet fair-minded.

APPENDIX. NPC/MONSTER STATISTICS (PART 1)

CULTIST

Medium humanoid (any race), neutral evil

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 Common, Ignan

Challenge 1/8 (25 XP)

ACTIONS

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

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

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+2)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

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 target. *Hit:* 4 (1d4 + 2) 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 make 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.

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

REACTIONS

Parry. The monk adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so the monk must see the attacker.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8+4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages ---

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+2)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

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 target. *Hit:* 4 (1d4 + 2) 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 make 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.

COCKATRICE

Medium monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6+6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages ---

Challenge 1/2 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success the effect ends. On a failure the creature is petrified for 24 hours.

CARRION CRAWLER

Large monstrosity, unaligned

Armor Class 13

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages ---

Challenge 2 (450 XP)

Keen Smell: The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell

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

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends the target is paralyzed. The target can repeat the saving throw at the end of each of its turns. On a success the effect ends.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

APPENDIX. NPC/MONSTER STATISTICS (PART 2)

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

REACTIONS

Parry. The monk adds 2 to its AC against one melee or ranged weapon attack that would hit it. To do so the monk must see the attacker.

MUD MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+2)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive perception 10

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 target. *Hit:* 4 (1d4 + 2) 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 make 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.

FONT SIMULACRUM (CULTIST)

Medium humanoid (any race), neutral evil

Armor Class 12 (natural)

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 Common, Ignan

Challenge 1/8 (25 XP)

ACTIONS

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

YOUNG BULETTE (RHINOCEROS)

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-2)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses tremorsense 30 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge: If the young bulette moves at least 20 feet straight towards a target and then hits with a claw attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

BLACK EARTH GUARD

Medium humanoid (human), Neutral evil

Armor Class 18 (*plate*)

Hit Points 39 (6d8 +18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+1)	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, or 8 (1d10 + 3) piercing damage if used with two hands.

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)

Special Equipment (+1 cloak of protection). You gain a +1 bonus to AC and saving throws while you wear this cloak.

Spellcasting. The priest is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following sorcerer spells (an asterisked spell is from appendix B of the Elemental Evil Player's Companion):

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.

APPENDIX. MONSTER/NPC STATISTICS (PART 3)

GUARD

Medium humanoid (human), lawful neutral

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)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

STONEMELDER EDO

Medium humanoid (earth genasi), 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 Edo dies, he turns in to stone and explodes in a burst of rock shards becoming a smoking pile of rubble. Each creature within 10 feet of Edo when he explodes must succeed on a DC 14 Dexterity saving throw or 11 (2d10) bludgeoning damage, half on a successful save.

Earth Walk. Edo can move across difficult terrain made of earth or stone without expending extra movement.

Merge with Stone. Edo can cast the *pass without trace*, requiring no material components, once per day. He regains this ability after a short rest. Constitution is the spellcasting ability for this spell.

Spellcasting. Edo is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). He knows the following sorcerer spells (an asterisked spell is from appendix B of the Elemental Evil Player's Companion):

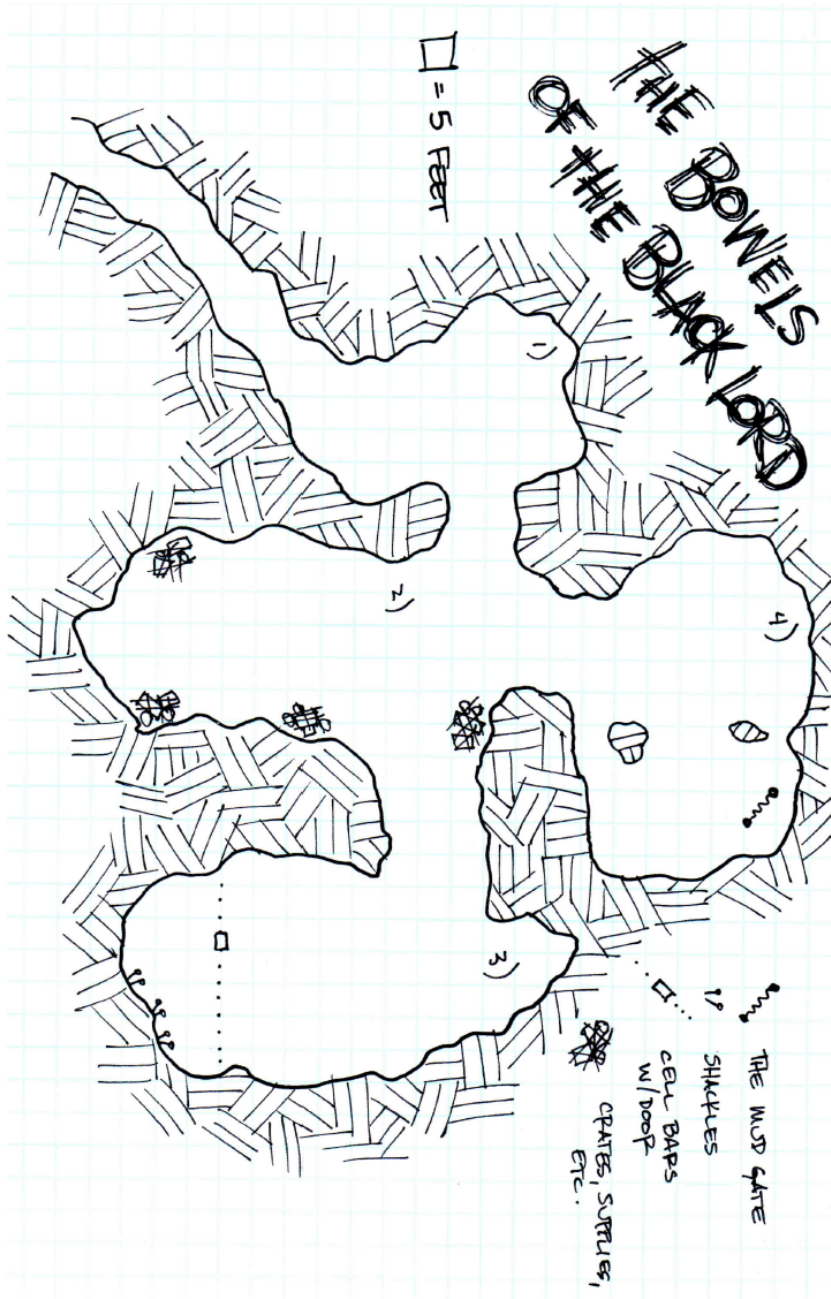
Cantrips (at will): *acid splash, blade ward, light, mending, mold earth**

1st level (4 slots): *earth tremor**, false life, shield
2nd level (3 slots): *Maximillian's earthen grasp**, shatter
3rd level (2 slots): *erupting earth**, *meld in to stone*
4th level (1 slot): *stoneskin*

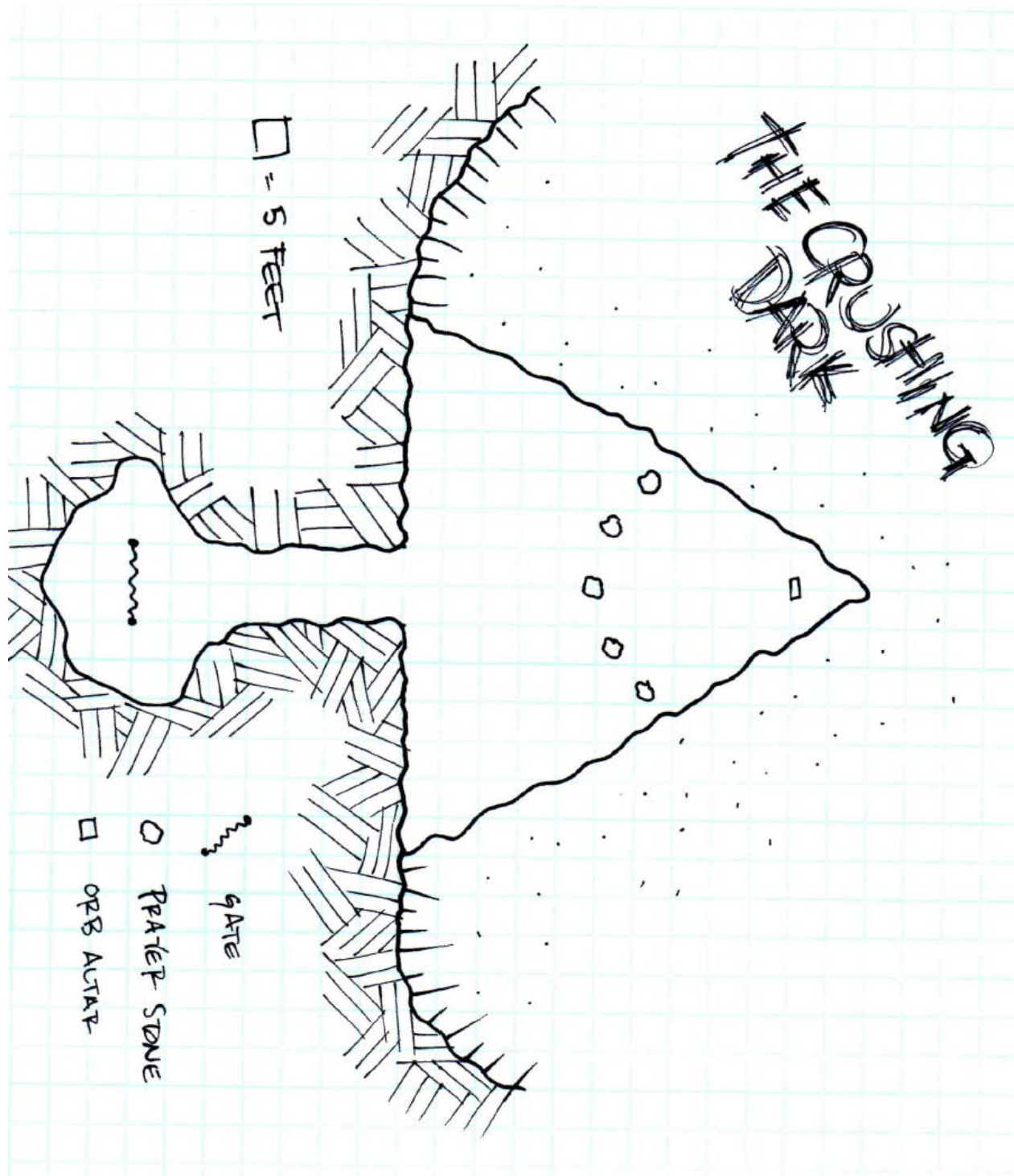
ACTIONS

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 extra additional 1d8 for every level of the slot above first.

APPENDIX: MAP 2



APPENDIX: MAP 3



TRACK 3. THE CULT OF THE HOWLING HATRED

I LOVE THE FEELING OF THE FRESH AIR ON MY FACE AND THE WIND BLOWING THROUGH MY HAIR.

—Evel Knievel

Expected Duration: 30 minutes

As *Mulmaster Undone* begins, the characters find themselves in the city of Mulmaster (for reasons of their own choosing).

PART 1. BOOKING A FLIGHT

Southroad Keep is on the eastern wall of Mulmaster, and is the primary point of entry into the city for all inbound caravans and travelers. As a major location in the city, it is very easy to see and travel to.

Making your way to Southroad Keep is simple enough - just dodge the milling crowds and stay out of the mud, and you're there. The primary reception room is crowded with visitors to Mulmaster, but still is cold and drafty with only a few untaken spaces on the nearby benches. As you take in the crowd, a well-dressed but weather-worn, middle-aged human male joins you. He flares his coattails as if shaking off the chill of the morning and addresses those present:

"The Hawks have come across something of dire importance, but stands outside of our immediate ability to resolve. If you believe that you have the time, finesse, and sincere desire to make a few hundred coins, I am optimistic that we would have a deal."

He motions for you all to join him in a private office and begins walking in that direction.

ROLEPLAYING GROSHIN

Thayan torturers maimed Groshin Lor in his youth, making him a living tapestry of scars. Two fingers of his right hand are missing, and he walks with the aid of a cane. The charming spymaster typically masks his injuries behind veils of illusion, but he sometimes leaves them visible to intimidate others.

While Groshin is focused on addressing the task at-hand, he is charismatic and chooses his words carefully, lest he lose control of the discussion.

The human male is named Groshin Lor, and he is the leader of the Hawks of Mulmaster. As the Hawks are essentially a secret order, he will not directly discuss their status or activities outside of information related to

the points illustrated below:

- The Hawks recently arrested a troupe of four performing artists, known as "the *Four Winds*". Their specialties were acrobatics and trapeze work.
- The *Four Winds* were arrested on suspicion of being involved with an extremist group known as the Cult of the Howling Hatred, a group dedicated to the dream of pulling a major elemental power directly into Faerûn. Groshin is unwilling to discuss how the Hawks arrived at this decision, merely saying "Our time here grows short."
- The prisoners are no longer in Southroad Keep. Groshin will not expand upon this point.
- The Hawks - and by extension, the Cloaks - are pre-occupied with other matters, but the whispers of the troupe's involvement with the Cult of the Howling Hatred is quite alarming.
- The *Four Winds* had stabled some exotic mounts outside of the city - giant vultures, and well-trained. They are being held under guard by a pair of Hawks.
- The Hawks at the stable need to be relieved so that they can return to Mulmaster. Groshin would like the characters to relieve them and, once the Hawks are safely away, take the mounts to the flotilla far to the south.
- "The flotilla? Oh, I wouldn't worry too much about that. The *Four Winds* were very open to discussion once they were properly persuaded - it seems that the Cult of the Howling Hatred has launched a small number of airborne ships by some fell magic. I'd simply like you to deal with that little problem. Our 'friends' claim that the flotilla is due to arrive in Mulmaster later this afternoon, so... I suppose that some haste is in order."
- "I would be more concerned about the safeties that my Hawks have put in place at the aerie. They don't take kindly to sneakthiefs or stealthy ne'er-do-wells. You would be wise to proclaim your presence and allegiance quickly upon arrival."

Groshin agrees to provide the characters with a purse of 400 gp upon completion of his request. Additionally, he tells them that he expects them to keep anything they find on their journey - and that, for a short time, the Hawks and Cloaks are willing to turn a blind eye to the characters and their actions. Once the deal is struck, he thanks the characters for their time and tells them that he "knew the cut of their jib right from the beginning"; he then provides verbal directions to the hidden aerie outside the city. Handing over a large silver coin to the

party, he moves further into his Southroad Keep offices to attend to other business. Upon inspection of the coin, an embossed image of a three-fingered hand (two fingers appear to have been amputated) grasping a cane can be found on both sides.

THE AERIE

The trip to the stable outside the city is quick and uneventful. The stable itself is well-hidden, and Groshin's directions were true. His lieutenants are nowhere to be seen.

Beneath the low-hanging limbs of a once-mighty oak tree you can make out the evidence of a well-concealed building. Although the exterior walls are covered in mud, leaves, and moss there is no other sign of life.

Any character with a passive Perception (Wisdom) of 15 or higher notices that the area has grown silent; all normal wildlife noises have gone away. Additionally, they are not surprised by the pair of **shambling mounds** that the Hawks have enchanted to serve as guards. The characters are otherwise unable to spot the creatures until the mounds begin to move.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** the multiattack ability recharges every 1d4 rounds
- **Strong party:** Add 1 shambling mound
- **Very strong party:** Add 2 shambling mounds, and the Hawks emerge at the end of round 1

DEVELOPMENTS

The Hawks (two **assassins**) assigned by Groshin Lor to guard the captured vultures emerge at the end of round 3 and are ready to attack the characters in order to protect the secrets of their assignment. If possible, they attempt to sneak out of the stable and remain out of sight so they can attempt to assassinate a character after observing them for a round (this is a deviation from the normal assassinate ability).

If the characters show them the coin or succeed on a Diplomacy (Charisma) check of 15, the Hawks stand down and call off the shambling mounds if any remain. Attempts to intimidate them only confirms to them that the characters mean ill, and all further attempts to socially interact with these Hawks automatically fails. If they attack, they bellow "For Mulmaster, and for Groshin!" as they strike - this should serve as a very

obvious cue to the characters that these are indeed the Hawks that they are looking for.

It does not take much prodding for the Hawks to accept the characters as their relief. They share that the giant vultures are disgusting (if affectionate) creatures, and quickly grab their stowed gear before setting off back to Mulmaster. They dismiss their shambling mounds, if any remain.

There are four **giant vultures** in the stable. Each bird can hold up to two fully-armed and -armored characters. Each bird has two saddles, and every saddle has an attached pack containing stained yellow robes, trail rations, and basic exploration gear like flint, tinder, candles, and chalk.

The challenge of getting the giant vultures to obey the characters hinges upon a successful DC 13 Wisdom (Handle Animal) check. They are well-trained, and ravenously hungry. Feeding them forty or more pounds of raw meat grants advantage on any Handle Animal check; intrepid characters may choose to hunt down some wild game outside the stable. Assume that a DC 10 Wisdom (Survival) check or higher gathers enough raw meat, thanks to the decaying meals of the shambling mounds. Additionally, any character that can speak with animals can learn that the vultures are actually quite intelligent and enjoy a good theosophical debate - and that they are frustrated that the "yellow-robed pink-skins" never reply when prompted. Speaking with the vultures in this manner grants advantage to all characters on any Handle Animal checks for the remainder of the adventure.

TREASURE

In addition to the packs on the giant vultures, the Hawks had two *potions of greater healing*. Inside one of the packs, the first broken piece of a stone tablet can be found.

THE GIANT'S CONTRACT

Throughout the following encounters, the characters may discover additional tablet fragments. The tablet documents a contractual agreement between Whitevane (the albino kenku in charge of this portion of the Cult of the Howling Hatred) and a clan of fire giants. Whitevane later broke the tablet into many pieces, symbolizing his intention to turn the giants over to the Cult of the Eternal Flame as slaves in the coming assault instead of equal allies as per the original agreement.

Rebuilding the tablet: whenever the characters discover a new piece of the tablet, they may attempt to discern the tablet's meaning (once per fragment attained, when the fragment is found). In order to read the tablet, a character must succeed on a DC 20 Insight (Wisdom) check (see below) and be fluent in Giant. Clever characters may attempt to use the mending spell on the tablet; doing so grants a +2 bonus per fragment joined to the tablet in this way.

Each recovered fragment recounts one portion of the tale:

- [in the vulture pack] "It is hereby decreed that Whitevane and the Cult of the Howling Hatred"
- [HMS Purple Dragon] "have reached an accord with the illustrious and most wise fire giant Thane"
- [the Black Rat] "Bruggan Cindersmith. The Cult of the Howling Hatred will ferry a company"
- [the Devil's Schooner] "of warriors into the fray against the wretched sprawl of Mulmaster."
- [<redacted>] "These warriors will forge their terrible destiny alongside Whitevane"
- [The Sceptre] " until such time as the Cult of the Eternal Flame can be reached, at which"
- [The Specter] " time the fire giant warriors will take up arms alongside their true"
- [The Floatin' Stone] "brethren. In exchange, the Cult of the Howling Hatred will take possession"
- [The Wry Smile] "of the imprisoned djinni of the north wind."

Note that the Tenacity does not have a fragment, as this is Whitevane's ship. The characters should be encouraged to investigate the tablet fragments at every opportunity.

PART 2. FLYING THE VERY UNFRIENDLY SKIES

Expected Duration: 120 minutes

The vultures, once properly motivated by the party, automatically return to the flotilla. The trip takes two hours, but the birds never have to be reminded of their course. The travel is choppy and rough, and does not allow for the characters to rest.

THE HOWLING YACHT CLUB

The Cult of the Howling Hatred has worked long and hard on their flying armada. It is a terrifying sight to behold, in more ways than one:

Your vultures burst through a cloud, and before you is a large collection of naval vessels - but they are sea-faring boats that are resting on a roiling mass of terrible thunderheads and lightning storms. The ships toss and lurch as if being pounded with surf, and peals of thunder roll through the area. The flying flotilla is comprised of easily a dozen or more ships of various sizes, all haphazardly held in formation by ropes that appear to be straining against the challenge. Some vessels are the size of rowboats, but most are much larger. Several humanoids can be briefly seen on the bucking decks, but they dash into cabins and onto other vessels very quickly - nobody seems to have noticed (or cared) that the vultures are returning.

MOVING ON THE FLOTILLA

The ships that make up the flotilla are barely lashed together and are constantly rain-soaked and bucking due to the permanent storm clouds. Travel along the open decks requires a DC 10 Acrobatics (Dexterity) check or the character falls prone. Moving at half speed grants the character advantage on this check. If a character that is wearing metal weapons or armor is exposed on an open deck for more than three consecutive rounds, there is a risk of attracting a stray bolt of lightning - there is a 10% cumulative chance each round (starting on the third round) that a lightning bolt will strike the character for 8d6 lightning damage.

- Additionally, a traveling group of 1 **skyweaver**, 3 **hurricanes**, and 1 **air elemental myrmidon**, travel from a random ship to another ship once every minute. They do not dally and will make haste to reach their destination. If the characters are wearing the yellow cultist robes (such as those found on the vultures) or *wingwear*, the cultists do not bother them; if the characters are not wearing the robes or *wingwear*, or if they attack the cultists, one or more cultists runs for the nearest ship in order to raise the alarm.

The vultures try to land on the large open deck marked "A" on the map. If the characters attempt to land on any other surface, they need to succeed on a DC 18 Handle Animal (Wisdom) check; failing this check by 5 or more results in the character being bucked from the back of the vulture and onto a random ship deck other than "Z".

Travel along the various ship decks is intentionally freeform. The characters should have a chance to fully explore at least 3-5 locations before proceeding to Part 3. When time draws close, the forecandle of the carrack at the center of the flotilla is struck by a massive blast of lightning and a tremendous roaring and cracking echoes across the clouds. Note that if for some reason the group completes its main mission and there is time left they can continue to explore ships until time is called.

WINGWEAR AS TREASURE

In several places throughout the flotilla, the characters may find *wingwear*. While the characters can complete the adventure with some of these items, they will not receive certificates for them so they cannot be traded.

They can be lent to other players in future adventures normal, but must be returned at the end of the adventure. Note that once the charges are expended the character needs an elemental air node to recharge them.

1. THE LUCKY COIN

The interior of this riverboat is disheveled and has been thoroughly tossed about. This boat was formerly a gambling hall, replete with casino games and well-appointed bars that had once been stocked with numerous types of liquors and ales. There is a terrible stench throughout, and the keening wail of harpies can be easily heard coming from the below-decks area.

Once the characters enter the interior of the vessel, they are accosted by the stench of the 12 captive **harpies**. There are 8 cages inside the main hall on the first sub-deck, and the harpies waste no time in singing their doom-filled songs if the characters linger in The Lucky Coin; characters only need to hear the song to be potentially affected, and do not need to be able to see the harpy for the song to take effect. Once the harpies have seen the characters, they break free of their cages within 2 rounds in order to give chase.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. They **are** cumulative:

- **Strong party:** Add 1 air elemental myrmidon at the beginning of the third round of combat
- **Very strong party:** As above, plus allow the harpies to sing as a surprise attack against all characters (even those not normally subject to surprise attacks)

TREASURE

The second tablet fragment hidden amongst the filth and offal in one of the cages. Additionally, a number of gold coins worth 50 gp can be found scattered around the main cabin. The characters also find two, fully-charged suits of *wingwear*.

2. HMS PURPLE DRAGON

This ship is decorated in the style of a Cormyr merchant. Rich, plush drapes still hang over the windows and the lavish furniture is in excellent shape. Two **hurricanes** and four **skyweavers** are here, debating the timing of when they should toss the fire giants overboard. They dismiss the characters verbally upon their entrance to the interior of the ship, as the yellow robes are those of lowly initiates. If the characters linger, the brutish and aggressive skyweavers assault them with the hurricanes close behind.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** The cultists ignore the characters
- **Strong party:** Add 1 skyweaver
- **Very strong party:** Add 1 invisible stalker

TREASURE

One of the hurricanes has a scroll of *warding wind*, and the second tablet fragment is found on one of the skyweavers. The drapes are in very good shape and would likely fetch a decent price on the open market in Mulmaster; industrious characters could expect 40 gp for them. The players also find two, fully-charged suits of *wingwear*.

3. THE BLACK RAT

This small ship stinks of rotting wood, mildew, and worse. The hold is packed full of crates that appear to be empty. With a successful DC 16 Investigation (Intelligence) check, a character will find that the crates actually have false bottoms and sides - and that these tiny spaces are filled with minute glass vials. Physically handling one of these delicate vials requires a DC 12

Dexterity check, or the crystal breaks and releases burnt othur fumes (DMG p. 258) throughout the hold of the ship.

BURNT OTHUR FUMES (INHALED)

A creature subjected to this poison must succeed on a DC13 Constitution saving throw or take 10(3d6) poison damage and must repeat the saving throw on each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

If a character chooses to keep one or more vials of the poison, they will need to make a DC 12 Dexterity check every time they take damage or fall prone or the vial will break, releasing the contents.

TREASURE

The third tablet fragment has been used to keep a door open. The players also find two, fully-charged suits of *wingwear*.

WINGWEAR

Wondrous item, uncommon (requires attunement)

This snug uniform has symbols of air stitched into it and leathery flaps that stretch along the arms, waist, and legs to create wings for gliding. A suit of wingwear has a maximum of 3 charges. While you wear the suit, you can use a bonus action and expend 1 charge to gain a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 30 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall), and you must expend another charge to use the suit again.

The suit regains all of its expended charges after spending at least 1 hour in an elemental air node.

4. THE DEVIL'S SCHOONER

This vessel has been constructed of thick red wood. Images of various demons and devils have been deeply carved across every available surface, and the entire ship bears the unmistakable scent of exotic incense. Although there aren't any demons or devils on this ship right now, **an air elemental myrmidon** has hidden itself away and is waiting for its master to return.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. They are not cumulative:

- **Strong party:** Add 1 hurricane
- **Very strong party:** Add 1 air elemental myrmidon

TREASURE

The players find two, fully-charged suits of *wingwear* along with a scroll of *comprehend languages* and the fourth tablet fragment. A pouch with a 500 gp emerald can be found beneath a false drawer bottom as well.

5. SHIP WITH NAME

Formerly used as a Sembian barge, this large flat-bed vessel has had its name scrubbed off. A large cabin has been built onto the flat deck of the boat, and measures 20 feet tall by 60 feet long and 60 feet wide. If any of the characters have a passive Perception (Wisdom) of 18 or higher, a faint whiff of burning wood and stone can be detected. An Investigation (Intelligence) check at DC 16 reveals the fifth tablet fragment, having been thrown in with a pile of refuse on the deck.

If the characters decide to listen before entering the cabin, they can clearly hear the deep voices of several giants inside speaking their native tongue. The conversation is fast-paced and angry, with all of the speakers in agreement that the trip "is unnatural and taking too long", and that "they should strike out against the yellow-robed idiots now!" The conversation is not clear outside of these comments.

Entering the cabin immediately brings the attention and ire of all 3 **fire giants**. If the characters turn over the Giantish ceremonial tablets, halfling and dwarf characters gain advantage on any DC 20 Charisma (Intimidation) checks and Goliaths gain advantage on any DC 20 Charisma (Diplomacy) checks made against the giants. The giants are only willing to communicate in their native language. If the party succeeds in convincing the giants to realize that the contract has been broken, the giants leave their belongings - including a necklace of prayer beads - before they enact a ritual that returns them to their subterranean home via a teleportation circle.

If any of the party members are wearing the yellow air cultist robes they are unable to negotiate or effectively communicate with the giants, as the giants fall into a terrible rage upon sight of those robes.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** Two of the giants are sea sick; effectively poisoned.
- **Very strong party:** All 3 giants are filled with psychotic rage and have advantage on saving throws versus spells and spell effects

TREASURE

The giants maintained a small collection of precious gems worth 450 gp. Additionally, one of the giants has a *necklace of prayer beads* stuffed away in a pouch as he never discerned how to use it. On the deck outside, the fifth tablet fragment can be found. The characters also find two, fully-charged suits of *wingwear*.

INTERACTIVE ELEMENT

If the characters were successful in defeating the giants or otherwise convincing them to leave the flotilla, they earn a victory for this adventure's Interactive Element. Inform HQ of this victory.

Otherwise, they were unsuccessful and the Cult of the Eternal Flame has gained a foothold in the city--likely making others's jobs more difficult as they face off with the other cults that threaten the city. Inform HQ of this failure.

6. THE SCEPTRE

This medium-sized boat has been cleared out of all interior furniture and fixtures save for a pair of long benches, and it appears to serve as a martial training area for the cultists. There are currently eight **howling hatred initiates** present, along with two **skyweavers**.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. They are not cumulative:

- **Strong party:** Add 1 skyweaver
- **Very strong party:** Add 1 invisible stalker

TREASURE

The characters find two, fully-charged suits of *wingwear* held down by the sixth tablet fragment.

7. THE SPECTRE

Although this small, sleek, luxurious-looking black vessel does not have any visible cabin, there is a wheel on the deck and a hatch near the rear of the ship. The hatch is neither locked nor trapped, and the characters can freely take a small ladder down to the below-decks area.

Once below deck, it becomes obvious that this ship was designed for a crew of halflings, gnomes, or other

people of small stature. The ceilings are just under 5 feet tall (this imposes disadvantage on all weapon attack rolls for medium or larger creatures). There is a short hallway with two rooms visible.

One room is a sleeping chamber and contains a pair of dressers with some origami cranes on top of them, a pair of footlockers, and four beds. Inside one of the dressers is a journal written in Common that contains several entries from an art dealer that was headed to Neverwinter in order to investigate and purchase some ancient elven artifacts. In the last entry the dealer mentions that she had purchased several scrolls of mending. In case any of the art objects were damaged by age or mishandling. On a DC 15 Investigation (Intelligence) check, the characters identify the origami cranes as the scrolls of mending. If the characters have read the journal, they have advantage on their Investigation check. There are four small-sized *wingwear* in the footlockers.

The other room is a storeroom, and is filled with broken crates and boxes. There are some badly-damaged pieces of elven history here, though: goblets, jewelry, and delicate wood carvings that have been exposed to the ravages of time. If the characters spend more than two rounds in this room, an **invisible stalker** emerges from one of the smashed, empty crates and strikes out at the nearest foe. If any of the characters had stayed on the upper deck or if they leave this room, the stalker does not pursue and takes cover by breaking line of sight elsewhere in the room.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** the invisible stalker only has half of its hit points due to the shifting boxes and unstable voyage
- **Very strong party:** Add 1 invisible stalker

TREASURE

The characters find two, fully-charged suits of *wingwear*, one *scroll of comprehend languages* and two *scrolls of mending*. The storeroom contains 4,300 gp worth of coins, gems, and art objects that can easily be stored away in one character's pack. The seventh tablet fragment has been tossed on top of one of the beds and is plainly visible.

8. THE FLOATIN' STONE

This dwarven ale barge - essentially a square-edged

brick that might somehow float on water - is built of beautifully-worked stone. The name "The Floatin' Stone" is hammered in mithral into the sides of the ship, using dwarven runes. Low and squat in the middle of the deck is a 20' x 20' cabin, with blacked-out windows and a single set of double doors.

If the characters try to examine the doors, they can hear the din of conversation coming from inside. The howling winds, spattering rain, and occasional harpy or vulture call, though, impose disadvantage on the DC 16 Perception (Wisdom) check. If they succeed, they can hear several human voices talking an erratic fashion - some slurring, some yelling, but everything sounds cheerful.

Once inside, the characters can plainly see a wide variety of dwarven ales and craft liquors as well as several tables. Seated at one of the tables are 4 **howling hatred initiates**; they are all incredibly drunk and boisterously sharing their stories and insight on the mission:

- "So what if we broke the contract? They're just gonna set fire to everything anyhow!"
- "Mulmaster would never expect skyships. SKY-SHIPS!"
- "That albino kenku bastard - he is *such* a bastard! - he's crazy. Djinni, man... djinni."
- One cultist shares a convoluted and lurid tale about his springtime trip to one of Waterdeep's "districts of ill repute", which causes his tablemates to list in rapt attention.

Two of the cultists wear suits of *wingwear* and show them off to the characters. They say that the *wingwear* are badges of honor, and given only to those worthy of enacting the final attack - the 'Most Glorious Skyfall'. They also explain that this attack means donning the suit and throwing yourself overboard, then using the *wingwear* to soar down to the unsuspecting city below. Due to their alcohol-laden minds, they happily allow the characters to examine the suits and even try them on - they don't notice if the characters leave The Floatin' Stone with their *wingwear*.

If the characters choose to fight through this encounter, the cultists are wholly inebriated and are not capable of actual combat. A DM should encourage the them to avoid combat here.

TREASURE

The characters can take the two, fully-charged suits of *wingwear* from the inebriated cultists with little trouble. The eighth tablet fragment can be found on the table as

well.

9. THE WRY SMILE

Formerly a pleasure barge, The Wry Smile has seen better days. All the decorations have been torn down, and the furniture is smashed - it looks like the cult is in the process of clearing out all the previous owner's goods. No creatures are present in the ship, but a heavy-duty locked armoire is firmly attached to the floor in the main cabin. A brief inspection reveals that the armoire is of incredible quality, and a DC 20 check is required to pick the lock. Inside can be found two potions of greater healing, a silvered dagger, and the ninth tablet fragment. However, the fragment is laying on top of a scrap of leather - which is concealing a **pressure plate trap**. A DC 18 Investigation (Intelligence) check reveals the trap, and set of thieves' tools and a successful DC 20 Dexterity check is required to disarm it. Failing to do so triggers a needle trap; the needles are laced with wyvern poison (DMG p. 258). If a character fails this check by 5 or more, or does not attempt to disarm the trap, everyone in the room is subject to the shower of needles.

10. TENACITY

This is Whitevane's personal ship and is currently serving as his base of operations during the journey. This massive vessel has iron plates bonded to its sides, and huge arcane cannons have been chained to the decks. The main cabin is surrounded by a howling wall of wind and debris. No entrance to the cabin can be seen through the wall of wind, and the wood and iron of the deck shrugs off anything short of a high-level spell or adamantite weapon strike. Some of the debris has been scattered across the deck, and a casual investigation of the area reveals that the tenth tablet fragment is here.

DEVELOPMENTS

When time is called for this portion of the Epic, the swirling winds around the Tenacity's steel-sided central cabin cease as Whitevane's djinni ally breaks free and erupts from within.

PART 3. WHITE KNUCKLES, WHITEVANE

Expected Duration: 30 minutes

A horrific explosion has rocked the many decks of the

flying "yacht club" of the Cult of the Howling Hatred. As the flotilla begins to lose altitude, events quickly build to a head.

THE HOWLING YACHT CLUB

Even the best-laid plans can go awry, and as luck would have it... the Cult of the Howling Hatred rarely creates good plans. The forecabin of the Tenacity has exploded, and the devastation orb has lurched out of **Whitevane's** possession.

The forecabin of the central vessel, the Tenacity, ripples and suddenly bursts open, showing debris all over the decks of the flotilla. With a terrible lurch, the ramshackle collection of flying ships begins to pitch forward and descend. A small object flies through the air and embeds itself in the deck of one of the ships, and an all-white, winged humanoid can be seen flying out of the new gaping hole chasing after it.

With a successful DC 10 Wisdom (Insight) check, the characters realize that the small orb that the winged humanoid is chasing is the devastation orb, the object of their journey.

INTERACTIVE ELEMENT

If the Fire track players were not successful (check with HQ), it becomes quickly apparent during this encounter. The deck of every ship has been fitted with a large number of explosive packages. Whitevane intends the crash the flotilla into the city, and these charges ensure that there is nothing left but a crater.

Moving at more than half of a creature's maximum speed (ignoring fly speeds) causes an incendiary device to explode under their feet. The character must succeed on DC 15 Dexterity saving throw or they will take 10 (2d10) fire and thunder damage and be knocked prone; all adjacent creatures must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) fire and thunder damage.

Once five charges have been detonated on a ship, the magic holding the ship aloft fades. At the start of the next round, the ship will break free from the ropes holding it to the flotilla and begin to drop from the sky like a stone. Any creatures on the falling ship has until the end of the following turn to get to the next deck or they fall helplessly to the ground, some feet below (taking falling damage as normal). This is almost certainly character death, and they should be made aware of the imminent danger as soon as possible.

With a successful DC 10 Wisdom (Nature) check, the characters can identify the winged humanoid as a kenku. Succeeding on this check by 5 or more allows the characters to realize that the kenku is an albino. The characters have advantage on this check if they listened to the drunken air cultists and their rumors on

ship #8, The Floatin' Stone.

ROLEPLAYING WHITEVANE

Whitevane is an albino kenku, marking him as an incredibly rare being amongst an already-rare race. His people cast him out very early in life, fearing that he was a harbinger of terrible misfortune. In his early years outside the roost, he found that magic, especially elemental magic, came easily to him. It infuriates him that his people cannot natively fly, and several years he back found a Netherese artifact - *boots of flying*. Whitevane knows little of morals or obligations, and only seeks to undo Faerun entirely - to bring suffering to the world in the same fashion that his nest brought suffering to him. He wastes no time entering combat, and does not hesitate to engage his enemies intellectually while casting devastating spells at them. He fears physical combat, however.

Whitevane seeks out the *orb* as fast as possible, and does not register that the characters are there - or that they are potentially a threat. Unless the characters interact with him in some way, he spends one round to fly to the orb, and another to wrestle it out from the shattered deck. At the beginning of round three, if he has the *orb* in his possession and is not engaged in combat, he flies away from the soon-to-be wreckage so that he can deploy the orb over Mulmaster proper.

MOVING ON THE FLOTILLA

The ships that make up the flotilla are barely lashed together and are constantly rain-soaked and bucking due to the permanent storm clouds. As the ships are now pitching forward and descending, travel along the open decks has become more difficult: characters on foot require a DC 12 Acrobatics (Dexterity) check at the beginning of their turn or the character will fall prone. Moving at half speed will grant the character advantage on this check. The lightning has abated, and is no longer a threat.

- As the ships begin to drop from the sky, the air cultists loose a rallying victory cry and begin to hurl themselves from the decks, relying on - praying? - That their *wingwear* can ferry them safely to the ground. Any other creatures on the flotilla also throws themselves overboard, save for the fire giants; if the characters did not convince the fire giants to leave the flotilla in part two, they find their own way to the ground to reinforce the fire cultists. They have neither interest nor reason to interact with this combat encounter.
- If a character falls from the edge of the flotilla at this time, the vultures are long gone and unable to save them.
- the characters have 20 rounds (2 minutes) before the flotilla crashes into the farmland some four miles outside of Mulmaster

An **invisible stalker** is on the same deck that the *orb* crashes into, and remains still (and thus, invisible) until any being other than Whitevane arrives to retrieve it.

The **djinni** is furious about its ages-long imprisonment

and will strike at Whitevane for two rounds. After this time it flees the scene in a panic. If the characters attack it, it does not hesitate to attack back; this activity causes it to not flee the area and it instead fights to the death. The djinni is unstable and has disadvantage on all attack rolls and ability checks for the first four rounds of combat.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** the *devastation orb* smashes into the same deck that the characters are standing on, and remove the invisible stalker
- **Strong party:** the *devastation orb* will smash into the farthest-away deck, and all characters must succeed on a DC 12 Dexterity saving throw or be knocked prone due to the fact that the ships are dropping out of the sky
- **Very strong party:** as above, and the djinni enters combat at the beginning of the second round. The djinni has a 50% chance to attack Whitevane each turn due to its recent Imprisonment, and leaves the area in haste once Whitevane is destroyed or driven off.

TREASURE

Whitevane's belongings may be taken by the party, and the *devastation orb* needs to be dealt with.

CONCLUSION

Once the characters have dealt with Whitevane and his minions, they need to figure out how to get off of the falling ships. Creative players may wish to don one of the suits of *wingwear* from The Floatin' Stone (or another vessel), employ a *fly* spell, or even attempt to call back the giant vultures. While it should be made clear to the players that waiting onboard the ship or simply jumping overboard would most certainly result in death, you should allow them to get as creative as time allows.

Any character succeeding at a DC 12 Intelligence (Arcana) check know only enough to identify the object as a *devastation orb of air*. Characters with the Sage background or those who participated in the events of DDEX 2-2 *Embers of Elmwood* make this check with advantage.

DEVASTATION ORB

A devastation orb is an elemental bomb that can be created at the site of an elemental node by performing a ritual with an elemental weapon.

A devastation orb has AC 10, 15 hit points, and immunity poison and psychic damage. Reducing it to 0 hit points causes it to explode instantly.

The orb was created earlier in the day, and, unbeknownst to the characters (and even Whitevaine), detonates in **four hours**. If none of the characters successfully identify the orb, play upon the *devastation orb's* instability, which grows worse as time progresses, as motivation for the characters to do something with it. This instability can be described in a number of ways, such as:

- The air around the orb begins to swirl and blow violently
- The orb emits arcs of electricity
- The orb is borne aloft on eddies of air before falling
- Small cracks appear in the orb's surface issuing loud, whistling wind

If all else fails, consider Groshin Lor showing up on the scene and educating the characters as to the *devastation orb's* true nature with a look of abject terror on his face.

Embellish the scene as necessary, but it is of dire importance that the characters find a safe method by which to dispose of the *orb*. Potential solutions may include sending a summoned elemental creature flying away with it, convincing one of the giant vultures to take it, or even banishing it to another plane of existence. If the orb detonates inside Mulmaster, it will be the end of not just the city but the entire region.

AFTERMATH

The fate of Mulmaster and the overall success of this mission hinge on the location of the *orb* when it finally detonates:

- ***The Orb Detonates in Mulmaster or Within a Mile of It.*** If the orb smashes into the city, or the characters fail to deal with it, the resulting elemental windstorm is epic in scale. A full third of the city is leveled by the howling gales, and the miles-high tornado shows no sign of slowing down or ending. Mulmaster is ruined, and the region suffers because of it. Characters not under must succeed on a DC 18 Constitution saving throw each round or take 1d4 points of bludgeoning damage.
- ***The Orb Detonates Above the City or More Than a Mile Away From It.*** The windstorm is terrifying but does not otherwise physically damage Mulmaster. The tornado will forever hover in midair like an eternal, dangerous specter. Trade will be disrupted for many months, possibly even years, but the people will recover.
- ***A Summoned Creature Takes the Orb, or the Orb***

is Taken to Another Plane of Existence. The characters will technically have saved Mulmaster, but it should be made known to them that they have likely made themselves known to powerful extraplanar forces as a result.

- ***A Single Character Attempts to Ferry the Orb Away.*** The djinni rescue the character in the final moments, saying that it will deal with the orb in a fashion that is beyond mortal ken. The character is deposited safely on the ground by warm, gentle winds.

REWARDS

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
Shambling Mound	1,800
Assassin	3,900
Harpy	25
Hurricane	450
Skyweaver	700
Air Elemental Myrmidon	2,900
Fire Giant	5,000
Howling Hatred Initiates	25
Invisible Stalker	2,300
Whitevane	3,900
Djinni	3,600

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Parlay with the Hawks	200
Parlay with the Fire Giants	300
Parlay in the Floatin' Stone	200
Safely dispose of the orb	500

The minimum total award for each character participating in this adventure is **4,500 experience points**.

The maximum total award for each character participating in this adventure is **7,500 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
Groshin Lor's payment	400
Ship #1	50
Ship #2	40
Ship #4	500
Ship #5	450
Ship #7	4,300

WINGWEAR AS TREASURE

In several places throughout the flotilla, the characters may find *wingwear*. While the characters can complete the adventure with some of these items, they will not receive certificates for them so they cannot be traded.

They can be lent to other players in future adventures normal, but must be returned at the end of the adventure.

POTION OF GREATER HEALING

Potion, uncommon

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

SCROLL OF WARDING WIND

Scroll, common

A description of this spell can be found in the *Elemental Evil Player's Guide*.

SCROLL OF COMPREHEND LANGUAGES

Scroll, common

A description of this spell can be found in the *Player's Handbook*.

SCROLL OF MENDING

Scroll, common

A description of this spell can be found in the *Player's Handbook*.

WHITEVANE'S TRAVELING SPELLBOOK

A full list of Whitevane's prepared spells can be found in his stat block. His spellbook contains the following spells:

Cantrips: *blade ward, gust*, light, minor illusion, shocking grasp, thunderclap**

1st level: *absorb elements*, feather fall, fog cloud, mage armor*

2nd level: *gust of wind, hold person, invisibility*

3rd level: *fly, gaseous form, lightning bolt*

4th level: *elemental bane*, greater invisibility, storm sphere**

5th level: *control wind*, geas*

6th level: *investiture of wind**

Spells marked with an * can be found in the Elemental Evil Player's Companion.

NECKLACE OF PRAYER BEADS

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

Pearls of white, blue, black, green, and even purple are strung on what seems to be a delicate string of seaweed and bound with a seashell clasp. Curiously, the necklace is always damp. A description of this item can be found in the *Dungeon Master's Guide*.

DM NOTE: The DM should randomly determine which five beads are on this particular necklace using the table in the *Dungeon Master's Guide* and ignoring duplicates.

WINGS OF FLYING

Wondrous item, rare (requires attunement)

This cloak is fashioned from hundreds of overlapping feathers sewn to a backing of thin, lightweight leather. When activated, the cloak turns into a beautiful pair of immense, feathered wings of scintillating color. A description of this item can be found in the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

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

Zhentarim characters earn **one additional renown point** for convincing the fire giants to abandon the elemental cults.

Lord's Alliance characters earn **one additional renown point** for parlaying with the Hawks at the aviary.

Harper characters earn **one additional renown point** for listening to the verbal exchanges in The Floatin' Stone, and learning that the cults are recruiting impressionable (if stupid) youths.

Emerald Enclave characters earn **one additional**

renown point for ensuring that none of the vultures are killed.

Order of the Gauntlet characters earn **one additional renown point** for preventing the orb from detonating in or near the city of Mulmaster.

DOWNTIME

All characters earn **ten downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **400 XP**, **200 gp**, and **ten downtime days** for running this session.

DM APPENDIX: NPC SUMMARY

The following NPCs are used in this adventure:

- **Groshin Lor (GRO-shin LOHR).** Groshin Lor is the master of the Hawks in Mulmaster. This organization serves as sort of secret police, and typically takes on missions that even the Cloaks and Blades are not fully aware of. Very charming with most people, but can quickly become vicious if he needs to or is cornered. Missing two fingers on his right hand, and often uses illusions to mask the significant number of disfiguring facial scars that he bears.
- **Whitevane.** Whitevane is an albino kenku, cast out from his nest and recently taken in by the Cult of the Howling Hatred. Having fully embraced the reckless abandon demonstrated by his new brothers, he has been given control of a flying flotilla for the purpose of delivering the *devastation orb* to Mulmaster. A somewhat powerful wizard, he bound a djinni to the flagship for the journey.

APPENDIX.

NPC/MONSTER

STATISTICS

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages --

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed creature moves with it. The mound can only have one creature engulfed at a time.

ASSASSIN

Medium humanoid (human), lawful neutral

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant, Common, Elven, Dwarven

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

GIANT VULTURE

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6 + 2) slashing damage.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses *passive Perception* 10

Languages *Common*

Challenge 1 (200 XP)

ACTIONS

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HURRICANE

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 45 ft.

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

Skills *Acrobatics* +5

Senses *passive Perception* 11

Languages *Auran, Common*

Challenge 2 (450 XP)

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

Unarmored Movement. While the hurricane is wearing no armor and wielding no shield, its walking speed increases by 15 feet (included in its speed).

Spellcasting. The hurricane is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from *Princes of the Apocalypse*):

Cantrips (at will): blade ward, gust*, light, prestidigitation
1st level (4 slots): feather fall, jump, thunderwave
2nd level (2 slots): gust of wind

ACTIONS

Multiattack. The hurricane makes two melee attacks.

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

REACTIONS

Deflect Missiles. When the hurricane is hit by a ranged weapon attack, it reduces the damage from the attack by 1d10 + 9. If the damage is reduced to 0, the hurricane can catch the missile if it is small enough to hold in one hand and the hurricane has at least one hand free.

SKYWEAVER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	16 (+3)

Skills *Deception* +5, *Persuasion* +5

Senses *passive Perception* 10

Languages *Auran, Common*

Challenge 3 (700 XP)

Spellcasting. The skyweaver is a 6th-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 *Princes of the Apocalypse*):

Cantrips (at will): blade ward, light, message, ray of frost, shocking grasp
1st level (4 slots): feather fall, mage armor, witch bolt
2nd level (3 slots): gust of wind, invisibility
3rd level (3 slots): fly, lightning bolt

ACTIONS

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

HOWLING HATRED INITIATE

Medium humanoid (human), neutral evil

Armor Class 13 (*leather*)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	9 (-1)	11 (+0)

Skills Deception +2, Religion +2, Stealth +4

Senses passive Perception 9

Languages Common

Challenge 1/8 (25 XP)

Guiding Wind (Recharges after a Short or Long rest). As a bonus action, the initiate gains advantage on the next ranged attack roll it makes before the end of its next turn.

Hold Breath. The initiate can hold its breath for 30 minutes.

ACTIONS

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

AIR ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (*plate*)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Common

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three flail attacks.

Flail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. If the attack hits, it deals an extra 18 (4d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (*hover*)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances 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 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTIONS

Multiattack. The stalker makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (*plate*)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant, understands Common but will not speak it

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

DJINNI

Large elemental, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 16

Languages Auran

Challenge 11 (7,200 XP)

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *thunderwave*
3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

1/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*, *invisibility*, *major image*, *plane shift*

ACTIONS

Multiattack. The djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentrating (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

WHITEVANE

Medium humanoid (kenku), chaotic evil; 11th level Wizard (Evoker)

Armor Class 13

Hit Points 80 (11d8 + 22)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+2)	18 (+4)	12 (+1)	8 (-1)

Saves Dex +8, Int +9

Skills Deception +2, Perception +4, Stealth +6

Senses passive Perception 13

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 8 (3,900 XP)

Ambusher. Whitevane has advantage on attack rolls against any creature that it has surprised.

Mimicry. Whitevane can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Sculpt Spells. This functions as per the *Sculpt Spells* ability on page 117 of the Player's Handbook.

Potent Cantrip. This ability functions per the *Potent Cantrip* ability on page 117 of the Player's Handbook.

Elemental Adept (lightning). Spells that Whitevane casts ignore any lightning resistance that the target might have. In addition, when Whitevane casts a spell that deals lightning damage he can treat any 1 on a damage die as a 2.

Spellcasting. Whitevane is an 11th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He knows the following wizard spells (an asterisked spell is from *Princes of the Apocalypse*):

Cantrips (at will): *blade ward*, *gust**, *light*, *minor illusion*, *shocking grasp*, *thunderclap**

1st level (4 slots): *absorb elements**, *feather fall*, *fog cloud*, *mage armor*

2nd level (3 slots): *gust of wind*, *hold person*, *invisibility*

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

4th level (3 slots): *elemental bane**, *greater invisibility*, *storm sphere**

5th level (2 slots): *control wind**, *geas*

6th level (1 slot): *investiture of wind** (cast at beginning of Part 3)

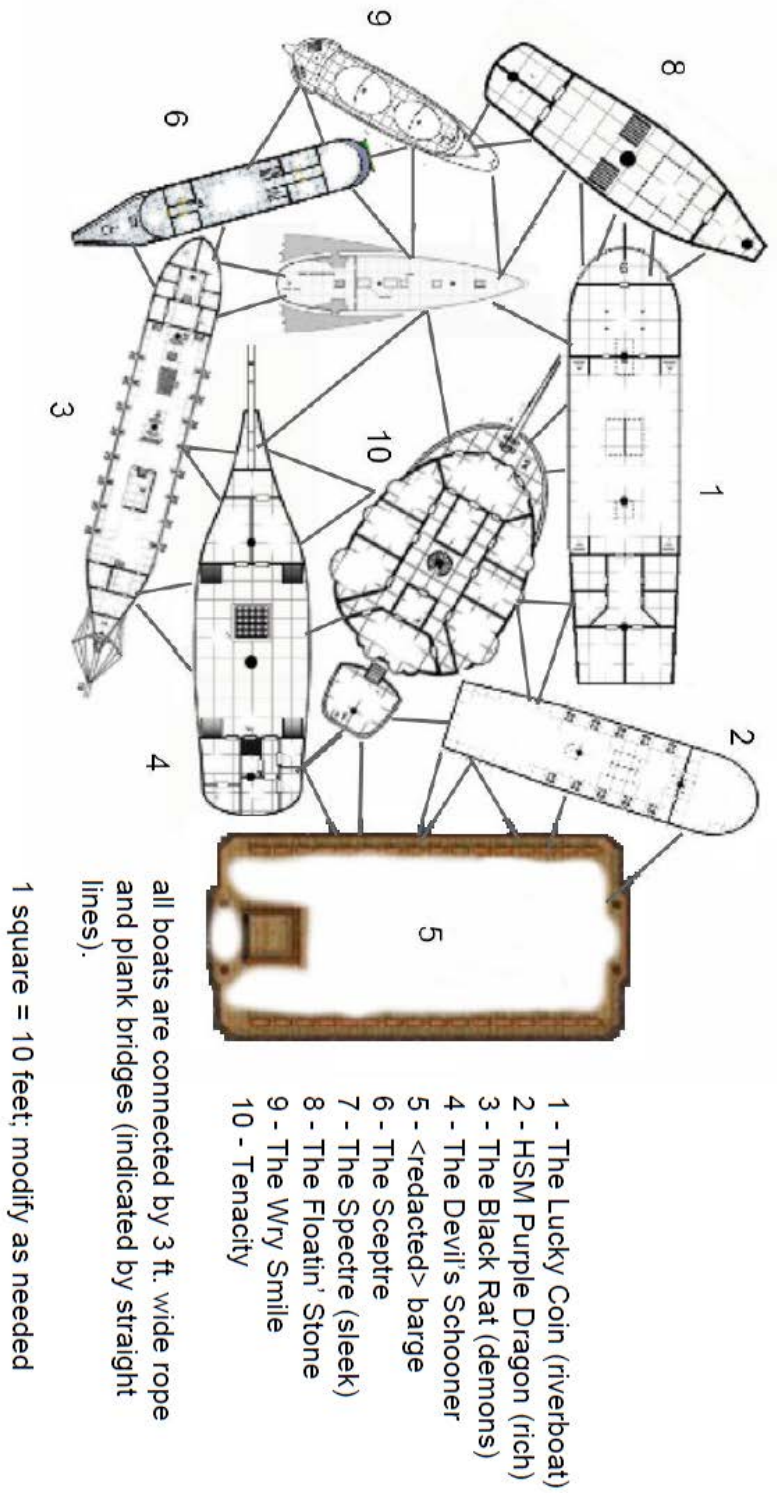
ACTIONS

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

EQUIPMENT

traveling spellbook, *Wings of Flying*

APPENDIX: MAP 1



TRACK 4. THE CULT OF THE CRUSHING WAVE

CONSIDER THE SUBTLENESS OF THE SEA; HOW IT'S MOST DREADED CREATURES GLIDE UNDER WATER, UNAPPARENT FOR THE MOST PART, AND TREACHEROUSLY HIDDEN BENEATH THE LOVELIEST TINTS OF AZURE. Consider also the devilish brilliance and beauty of many of its most remorseless tribes, as the dainty embellished shape of many species of sharks. Consider, once more, the universal cannibalism of the sea; all whose creatures prey upon each other, carrying on eternal war since the world began.

—Herman Melville

Expected Duration: 15 minutes

This portion of the adventure introduces the characters to Lord Admiral Phendril VanHoute.

PROLOGUE. BREAKFAST INTERRUPTED

The characters begin the day as they would any other in the City of Danger. Whether they are breaking their fast over a bowl of stew, a mug of ale, or even over the contents of a book while idly gnawing on a hunk of dried meat, the day's events catch all of them by surprise.

The quiet of the morning is shattered by the ringing of bells up and down the streets of Mulmaster. The sounds of doors banging in are accompanied by shouts of "alarm". Wherever it is you have chosen to take up residence in the city is no different, and you find yourself roused from your bed... or barroom floor as the case may be, to be summoned to the yard between the Tower of the Blades and the Tower of the Wyvern. The soldier that burst in gruffly indicated the city is under threat of imminent obliteration, and all able-bodied folk are needed to protect it. The soldier even went so far as to say that special dispensation would be granted to spellcasters for the duration of their duty to the city.

The adventure proceeds as though everyone is present as summoned. Any character that chooses to ignore the summons, may not participate in the epic, and a warrant for their arrest is issued at the end of this grand adventure. Once the adventurers have arrived in the aforementioned yard, proceed with the following. Those

participating in this track are approached and briefed by Lord Admiral Phendril VanHoute.

Lord Admiral Phendril VanHoute stands before you, a half-elf of military bearing, though clearly he has made an effort to de-emphasize his elvish heritage. A close cropped black beard bristles along his angular cheek bones, and his salt and pepper hair is tied back to cover the tops of his ears. There is no mistaking the nature of his almond shaped eyes, the color of the sea at storm. Nevertheless, he cuts a commanding figure as he stands before you now, in his naval uniform that is equally adorned with military trophies and arcane runes.

Ever terse, the Lord Admiral gets right to the point. He provides the characters with a succinct summarization of the events that have transpired thus far followed by his expectations. Paraphrase the following:

- In the early morning hours water cultists took command of the Dragon Turtle—a galleon of considerable size and strength. Those witnessing the attack report that the cultists were led by a "corpulent fish-man dressed as a Calimshite noble, riding a column of foamy water."
- The "fish-man" was seen with a cold, glassy orb—roughly six inches in diameter, and filled with swirling water. There have been reports of such objects causing unmatched destruction all along the Sword Coast.
- One of Mulmaster's stoutest ships has been taken by these undisciplined louts and likely holds the crew hostage.
- Your task is to, first and foremost, capture the "fish-man" and retrieve the orb he was seen with.
- Secondly, you will recover the Dragon Turtle and her crew alive. If this proves impossible, scuttle the ship. The Lord Admiral would see it beneath the waves before it is ever used against Mulmaster.
- A member of the Cloaks is also present and informs the characters that any of them who may be unlicensed spellcasters are hereby granted permission to utilize their talents to their fullest extent in carrying out these duties.
- To aid you in your mission, The Lord Admiral has enlisted the assistance of the Emerald Enclave, specifically a pair of specialists in the sea to aid the characters.

With that, the Lord Admiral gestures to a collective of individuals who appear to be listening intently to his briefing. "I believe I have made myself relatively clear. Good Hunting!"

ROLEPLAYING THE LORD ADMIRAL

As a half-elf in the employ of Mulmaster, Phendril Van Houte has spent the majority of his life proving himself worthy of his status amongst a court largely populated by humans. His status is hard won, and as such he is a joyless, unforgiving taskmaster that does not tolerate idle questioning or unnecessary negotiations. He is also a powerful sorcerer (licensed) and a devout Banite. To his thinking, the lord admiral has conscripted the adventurers to serve the city, and does not bandy with them regarding compensation. A refusal to assist is considered an act of treason (whether the adventurer is a citizen of the city or not, makes no difference to him), and is punishable by death after the current situation is dealt with of course.

In addition to the assistance of the Emerald Enclave, the lord admiral grants the party access to a small unarmed sailing vessel if they choose that method of assault. In any case, he provides the last known heading for the Dragon Turtle as a starting point for pursuit.

Two 'Emerald Enclave' druids join each of the adventuring parties in pursuit of the water cultists. They assist the adventurers in traversing the treacherous waves of the Moonsea, though until the final encounter of this track, they do not participate in combat.

In truth, the druids are water cultists (**crushing wave deceivers**) in disguise, and turn on the adventurers in the final encounter, should they reach it. Notes are given for these druids, on how they participate for each of the following encounters. If their secret is discovered, they defend themselves if attacked, but flee if possible. Two new deceivers ambush the characters in the final encounter.

PART 1. OPERATION

DRAGON TURTLE

Expected Duration: 30 minutes

Given the heading by the Lord Admiral, it won't be terribly difficult for the adventurers to locate the Dragon Turtle. How they approach the ship however, determines a great deal about the results however. The Cult of the Crushing Wave hasn't altered their course since they left the city, nor have they travelled far out of sight. Additionally, the adventurers are accompanied by the two crushing wave druids posing as druids of the Emerald Enclave who will offer up help, regardless of how the adventurers would like to travel.

GETTING TO THE DRAGON TURTLE

UNDERWATER

If the adventurers would like to take a stealthy tack toward the Dragon Turtle and travel under water, one of the "druids" offer to summon giant seahorses (using *conjure animals*) to carry them, while the other casts *water breathing* on the entire party to accommodate this plan. If the adventurers take additional measures to ensure they are not noticed the druids also secretly cut themselves, allowing their own blood (only 1 hit point)—allowing their own blood (1 hit point damage to themselves) drop into the water in order to attract monsters within the water (see *Predators From the Deep*, below).

UNDERWATER COMBAT

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage as well as cover from attacks originating from above the surface.

SAILING

If the adventurers would like to sail the craft offered by the Lord Admiral toward the Dragon Turtle, the druids are certainly proficient sailors and can manage the boat, with some simple direction given to unskilled adventurers. They can cast *pass without trace* to mask

their travels to those above the waves. If this plan is used, the druids will also secretly cut themselves (only 1 hit point)—allowing their own blood (1 hit point damage to themselves) drop into the water in order to attract monsters within the water (see *Predators From the Deep*, below).

In both of the above instances (*Underwater* or *Sailing*, above), it is certainly possible for the adventurers to surprise the cultists aboard the Dragon Turtle and prevent the death of its captured crew members.

FLIGHT

It is certainly possible that the adventurers have the means to fly, and might attempt to pursue the Dragon Turtle by air. If they also have the means to approach invisibly, they can most certainly be able to surprise the cultists, and avoid the monsters (see *Predators From the Deep*, below). However, if the cultists see the adventurers coming they dispatch the prisoners and turn the ballistae that are arrayed on the ship against the adventurers. There are two ballistae on each side of the ship on the ballistae deck, and a single ballista on the forecastle, built on a turret. Based on their physical arrangement, it is only possible to fire up to three ballistae at a single target. Each ballista has 50 bolts arrayed nearby for easy use.

The cultists spot the adventurers at long range, allowing them to fire at them once they are within 480 feet of the ship (at disadvantage) and normally once they're within 120 feet of the ship. There is a crew of four cultists on each of the ballista, though only three are required to load (1 action), aim (1 action), and fire (1 action) each of them per round. The fourth is there as a backup, in case one of them drops.

It may be possible for the adventurers to fly low to the water and attempt to remain hidden from the cultists. If they choose this course of action, they will of course be subject to attack (see *Predators From the Deep*, below).

BALLISTA

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft.; one target. *Hit:* 16 (3d10) piercing damage plus 3 (1d4) fire damage, as each of the bolts are equipped with alchemist's fire, meant to set other ships ablaze. A creature can end this damage by taking an action to make a DC 10 Dexterity check.

There may be any number of other tactics the adventurers employ to get to the Dragon Turtle, so there may be some amount of improvisation required on your part as the Dungeon Master. If they manage something truly clever that allows them to avoid fight with the monsters (see *Predators From the Deep*, below) and still surprise the cultists, allow it.

PREDATORS FROM BELOW

Qabara has brought with him a number of water creatures whose task it is to prevent unwanted attention from the city to spoil his plans. Four **merrow** and one **giant shark** patrol the waters near the Dragon Turtle and attack the adventurers when they are near. If the adventurers take precautions to mask their presence, actions described above that are taken by the crushing wave druids, attract the attention of these creatures nonetheless. The druids do not participate in combat, neither helping nor hindering the adventurers either way.

If the adventurers are sailing, the creatures capsize the vessel on round one of combat. There is a good chance that this is a surprise round. Coming directly from below, the creatures are *heavily obscured*.

DEVELOPMENTS

If the encounter with predators from below occurs, the fight happens out of sight from the Dragon Turtle. In these instances, the adventurers have the opportunity to approach the vessel without being noticed.

- Climbing the anchor chain (which is down), requires a successful DC 20 Strength (Athletics) check.
- Climbing the hull of the ship unassisted requires a successful DC 30 Strength (Athletics) check.
- Levitation, flight, misty step, spider climb, and many other magic means are likely available to the adventurers

as well.

If the adventurers are spotted from a distance, the crew of the ship is dispatched prior to their arrival.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** Remove 2 merrow
- **Strong party:** Add 2 merrow
- **Very Strong party:** Add 1 merrow and 1 giant shark

PART 2. TO SAVE OR SCUTTLE

Expected Duration: 90 minutes

The Dragon Turtle is split into three decks: the Upper Deck, the Ballistae Deck, and the Hold. The upper deck is split into four sections: the Main Deck, the Forecastle (ten feet above the main deck and accessible by stairs), the Quarter deck (ten feet above the main deck and accessible by stairs), and the Poop (six feet above the quarter deck and accessible by stairs).

The Ballistae Deck is underneath and accessible from the Main Deck by a stair in the fore of the ship. The ceiling of the Ballistae Deck is only 8 feet high. There are four fixed ballistae here (2 port and 2 starboard) plus what remains of the ammunition as described in part 1.

The Hold is underneath and accessible from the Ballistae Deck by a single stair in the fore of the ship. The ceiling of the Hold is 10 feet high.

In addition to the stair, it is possible to open up large 20-foot by 20-foot trapdoors in the Main Deck and the Ballistae Deck in order to get direct access to the Hold. Getting to the Hold in this manner requires some amount of rope climbing, though in calm seas this is an easy DC 10 Strength (Athletics) check. Both of these trapdoors are padlocked shut, with a good lock that requires a successful DC 20 Dexterity check made by someone proficient in Thieves' Tools. Alternatively, the locks can be smashed open (AC 20, 10 hit points each).

MAIN DECK

Read:

The Dragon Turtle is an impressive ship. Armed and armored to fight in naval combat, she bears no less than three large ballistae, as well as an impressive battering ram in the shape of a spiny dragon turtle head. The flag of Mulmaster is obviously missing however, replaced by a sea-blue flag bearing the crude decanter symbol of the Cult of the Crushing Wave.

It isn't difficult to pick out who the combatants are. Two well-muscled men wearing studded leather armor, adorned with barnacles and bearing giant spiny crab shells for shields, tote large quivers bristling with spears and a strange glass tank filled with water on their backs.

Two women, each shrouded in a field of misty blue energy that shimmers in the air around them, approach from the front and rear of the ship. They each remove a patch from one of

their eyes in tandem, to reveal a crystalline blue orb where an eye used to be, that seems to arc with power.

Once the adventurers are onboard the ship, the majority of cultists aboard the Dragon Turtle become noncombatants. They are largely new recruits to the Cult of the Crushing Wave, and have yet to be trained, much less proven in the heat of battle. If the adventurers manage to catch them by surprise, the noncombatant cultists scatter at the first opportunity, many of them finding a safe place in the rigging to avoid the fight. They are seasoned sailors, and know how to find a place to stay out of trouble on a large ship.

If the adventurers are spotted from a distance prior to boarding the ship, some of the sailor cultists are ordered to go below decks and dispatch the original crew of the Dragon Turtle, while the rest operate the ballistae aboard the ship.

Whether the original crew of the Dragon Turtle are slain or not, the actual combatants that belong to the cult are on deck when the adventurers arrive and attack them as soon as they are able. This force includes two **gladiators** with crab-shell shields and barnacle encrusted armor. They are each equipped with a weird tank, which they open as a bonus action on their first turn in combat, unleashing the two **water weirds** contained within. Additionally, a pair of **one-eyed shivers** (one fore and the other aft); converge on the party, using their *eye of frost* to restrain the attacking adventurers.

The gladiators are accustomed to fighting alongside water weirds and one-eyed shivers, taking advantage of opponents that are restrained or grappled, attempting to finish them off as quickly as possible. It is also common for the gladiators to use their shield bash attack in order to knock their opponent prone, granting advantage to their ally's melee attacks. They each carry a dozen spears in a large quiver next to their weird tanks, in case they need to throw some in ranged combat.

Once again, the druids that accompany the adventurers do not participate in combat, remaining clear of the ship's upper decks until it has come to an end.

TREASURE

One of the gladiators has a *potion of greater healing*, while the one-eye shivers each have two scrolls (*Snilloc's snowball swarm* and *comprehend languages* on one; *tidal wave* and *mending* on the other).

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** The gladiators do not have weird tanks
- **Strong party:** Add 1 gladiator plus weird tank
- **Very Strong party:** Add 1 gladiator with a weird tank; add 1 one-eyed shiver

THE HOLD

Since the Dragon Turtle was in port for repairs prior to being commandeered by the cultists, the ship was largely bereft of supplies and had taken on a considerable amount of water. As such, the actual crew of the Dragon Turtle is sitting, manacled and blindfolded, in a couple feet of water below decks. As such, the floor below deck is considered difficult terrain.

Below deck, aboard the Dragon Turtle, tells the tale of a ship having recently seen conflict. In the dim shadows below it is easy to see that the floor is covered in a couple feet of water. The forms of the ship's crew can vaguely be seen in the dim light. They appear to be manacled together and blindfolded.

Hidden under the water below decks is a net containing two **swarms of quippers**. If the cultists dispatched the crew in part 1 of this track, the swarm has been released into the water, and the crew is dead, having been thoroughly chewed up by the ravenous fish, though this isn't apparent until surveyed up close, as their bodies above the water line are relatively intact.

Otherwise, a trip-line has been strung under the water about 10 feet from the steps down into the hold. Since it is underwater, noticing the trip-line requires a DC 20 Wisdom (Perception) check. Due to the dim light and abundance of shadows, the check made to detect the trip-wire is made with disadvantage (which imposes a -5 penalty to a character's passive Perception) by any character without darkvision or otherwise possessive of the ability to see in the dark. Disarming this trap requires a DC 15 Dexterity check made by someone proficient in thieves' tools. Failing this check by 5 or more releases the swarms of quippers.

Additionally, two **water elemental myrmidons** stand guard nearby. They are not viewable from the stairs in any case, but anyone coming down into the hold that isn't a water cultist, (or a known prisoner), will be attacked by these creatures.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak or weak party:** Remove 1 swarm of quippers and 1 water elemental myrmidon
- **Strong party:** Add 1 swarm of quippers
- **Very Strong party:** Add 1 swarm of quippers and 1 water elemental myrmidon

DEVELOPMENTS

If the adventurers are successful in defeating the combative cultists, they may then search the Dragon Turtle to learn the fate of its crew. An alive crew will tell them about the strange 'fish-man' the others called Qabara, and the devastation orb he carried beneath the waves to a location underneath the ship. It was clear that his intent was to set it off and watch as the Moonsea reached out to wipe Mulmaster clean from its coastline.

A successful DC 15 Charisma (Intimidation) check will get the same information out of any one of the noncombatant cult recruits who immediately surrender upon the successful defeat of their leadership.

If the crew was saved, they make it clear that once the adventurers begin their trek beneath the waves, they plan to take the Dragon Turtle back to help defend Mulmaster. If the crew perished, it is an easy matter for the party to essentially pull the plug on this ship in order to sink her and prevent the cultists from causing any more problems when they leave.

Alternatively, if they would like to kill off all of the noncombatant cultists, they can keep the ship intact and bring it back if they succeed. This is an evil act no matter which way you slice it, however with the right party, it may be an option. Simply tying the cultists up, isn't good enough, but the adventurers are welcome to try it. If they do, the ship is gone when they return, as these sailors know their way around a good knot.

INTERACTIVE ELEMENT

If the characters were successful in saving the Dragon Turtle, they earn a victory for this adventure's Interactive Element. Inform HQ of this victory.

Otherwise, they were unsuccessful and the Cult of the Crushing Wave has gained a foothold in the city--likely making others's jobs more difficult as they face off with the other cults that threaten the city.

PART 3. FROM HELL'S HEART

Expected Duration: 45 minutes

Qabara has no intention of dying this day; neither due to the devastation orb, nor a fight with some would-be heroes. To this end, he has taken the orb to an underwater grotto, and placed it inside the belly of one of the hydras that makes a home there. In order for the adventurers to put an end to this treachery, they must pursue Qabara beneath the Dragon Turtle, slay the hydra, cut it open and retrieve the *devastation orb*. As the adventurers approach the underwater grotto, proceed with the following.

Well beneath the Dragon Turtle you spy a massive barnacle-encrusted cavern leading directly into the bed of the Moonsea. Its gaping maw yawns wide to admit you into the murky depths below.

The cavern leads down for some distance, and then curves back up to open into a large cavern. As the adventurers emerge from the water (location a) within this cavern, proceed with the following:

Emerging into the underwater grotto, the air here is stale and fetid, smelling of rotten fish and the briny sea. A booming, burbling voice greets you, "Welcome! It appears as though you have found me, though I think you are too late."

A corpulent piscine humanoid wearing the garb of a Calimshan noble is standing upon a rocky outcrop, some sixty feet away and twenty feet above floor level. "Did you think that I would risk failure in a fight with you intrepid heroes? You are sadly mistaken. I will give you a chance to succeed in your mission nonetheless, or die trying."

With that, a nest of large serpentine heads emerge from behind a large outcropping of stone ahead, roaring in such cacophony that the cavern shakes around you. "I have placed the orb within the belly of my beautiful pets. If you can retrieve it, you can certainly put it to rest before it detonates. Though I think the hydra might have something to say about that. Don't take too long... I can feel its power swelling even now."

Qabara is not interested in having a conversation with the adventurers. He prattles off a monologue before commanding his loyal hydra to consume the characters.

Once the party engages the **hydra**, the **crushing wave deceivers** that have been accompanying the characters

wait until the end of the round before turning on the characters. Unless the characters anticipated the betrayal and killed them, the deceivers's initial attacks are made with advantage.

Qabara watches with the events unfold with glee from the safety of the ledge (location b). If the characters attempt to engage him before defeating the creatures, he defends himself until such time as he can safely cast *invisibility* and make his escape. He has no interest in fighting the characters and does everything in his power to escape with his life, including refusing to actively engage the characters during their fight with the hydras. He makes his way around the perimeter of the chamber and head for the open water if the combat does not seem to be going in his favor.

INTERACTIVE ELEMENT

If the Earth track players were not successful (check with HQ), it will become quickly apparent during this encounter. The tremors emanating from the earth orb are causing cracks in the floor of the cave.

Each round, at initiative count 15 (losing ties), the floor of the grotto splits open ejecting a geyser of water and stone underneath one or more random party members. Any creature struck by the geyser takes 11 (2d10) bludgeoning damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

Additionally, the violence of the eruption shakes the floor hard enough that all combatants who are touching the floor of the grotto must make a DC 10 Dexterity saving throw or move at half speed for their next turn.

DEVELOPMENTS

If the adventurers slay one of the hydras and appear to be in good enough condition to slay the second; or if Qabara is reduced to half hit points or fewer, Qabara casts *plane shift*. Disengaging from the party, he then cast *invisibility* if possible and dives into the water, swearing vengeance upon the characters in a guttural mix of Aquan and Common.

TREASURE

Along with the devastation orb, the adventurers discover that Qabara left behind his belongings, including a *necklace of prayer beads* and *wings of flying*.

Additionally, a plethora of indigestible gemstones spill out from the creature's gut worth a total of 1,740 gp.

ADJUSTING THE ENCOUNTER

Here are the recommendations for adjusting this combat encounter. They are not cumulative:

- **Very weak party:** The hydra has only 3 heads
- **Weak party:** The hydra has only 4 heads
- **Strong party:** Add 1 crushing wave deceiver
- **Very Strong party:** Add 2 crushing wave deceivers

CONCLUSION

Once the adventurers have slain the hydra and dealt with Qabara, they need to figure out what to do with the devastation orb.

Any character succeeding at a DC 12 Intelligence (Arcana) check know only enough to identify the object as a *devastation orb of water*. Characters with the Sage background or those who participated in the events of DDEX 2-2 *Embers of Elmwood* make this check with advantage.

DEVASTATION ORB

A devastation orb is an elemental bomb that can be created at the site of an elemental node by performing a ritual with an elemental weapon.

A devastation orb has AC 10, 15 hit points, and immunity poison and psychic damage. Reducing it to 0 hit points causes it to explode instantly.

The orb was created earlier in the day, and, unbeknownst to the characters (and even Qabara), detonates in **four hours**. If none of the characters successfully identify the orb, play upon the *devastation orb's* instability, which grows worse as time progresses, as motivation for the characters to do something with it. This instability can be described in a number of ways, such as:

- The orb begins to sweat boiling water
- The orb springs small leaks, issuing thin streams of water
- The surface of whatever the orb is resting on is covered by an increasingly large pool of brackish water
- Small cracks appear in the orb's surface issuing salty steam

If all else fails, consider the Lord Admiral showing up on the scene and educating the characters as to the *devastation orb's* true nature with a look of abject terror on his face.

Embellish the scene as necessary, but it is of dire importance that the characters find a safe method by which to dispose of the *orb*. Potential solutions may include sending a summoned elemental creature flying away with it, convincing one of the giant vultures to take

it, or even banishing it to another plane of existence. If the orb detonates inside Mulmaster, it will be the end of not just the city but the entire region.

AFTERMATH

Assuming the adventurers survive this experience, it is likely they'll have to find a way to get back to shore. If they saved the Dragon Turtle, the crew of the boat will eventually swing back out into the Moonsea in order to recover survivors. If they scuttled the ship, the adventurers are up to their own devices for returning to Mulmaster.

The fate of Mulmaster and the overall success of this mission hinge on the location of the *orb* when it finally detonates:

- ***The Orb Detonates in the City, in the Moonsea/Harbor, or Within a Mile of Mulmaster.*** If the orb is destroyed inside of the city, or the characters fail to deal with it, the resulting elemental tidal wave is epic in scale. The entirety of the city near the docks is leveled by the monstrous wave, killing thousands, and destroying every boat within. Without the ability to fish, thousands more perish of starvation in the following months.
- ***The Orb Detonates Above the City or More Than a Mile Away From It.*** The orb detonates, creating a great, terrifying hurricane (or maelstrom if sent out into the Moonsea) but does not otherwise physically damage Mulmaster. The resulting storm lingers forever like a malevolent specter.
- ***A Summoned Creature Takes the Orb or a Character Takes the Orb, to Another Plane of Existence.*** The characters will technically have saved Mulmaster, but it should be made known to them that they have likely made themselves known to powerful extraplanar forces as a result.

TREASURE

If the characters are able to get the *devastation orb* out of town before it detonates, Rending Talon Groshin Lor—the leader of the Hawks—greet the characters on their way back. He, along with the Lord Admiral debrief the characters and learn about what transpired. On behalf of the High Blade and the city of Mulmaster, Rending Talon Lor gives the characters a purse containing 400 pp in exchange for their service.

If the *devastation orb* detonates within city's walls or in the Moonsea, they receive no such reward.

XP AWARD

If the characters are successful in getting the orb out of Mulmaster before it detonates, award each character 1,000 XP. The characters do not receive this award if the orb detonates within a mile of the city or in the Moonsea.

REWARDS

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
Merrow	450
Giant Shark	1,800
One-Eyed Shiver	700
Water Weird	700
Gladiator	1,800
Swarm of Quippers	200
Water Elemental Myrmidons	2,900
Hydra	3,900
Qabara	3,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Removing the orb from Mulmaster	1,000

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating in this adventure is **7,500 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
Hydra gemstones	1,740

The Lord Admiral's Bounty 4,000

POTION OF GREATER HEALING

Potion, uncommon

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

SCROLL OF SNILLOG'S SNOWBALL SWARM

Scroll, common

A description of this spell can be found in the *Elemental Evil Player's Guide*.

SCROLL OF COMPREHEND LANGUAGES

Scroll, common

A description of this spell can be found in the *Player's Handbook*.

SCROLL OF MENDING

Scroll, common

A description of this spell can be found in the *Player's Handbook*.

SCROLL OF TIDAL WAVE

Scroll, common

A description of this spell can be found in the *Elemental Evil Player's Guide*.

NECKLACE OF PRAYER BEADS

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

Pearls of white, blue, black, green, and even purple are strung on what seems to be a delicate string of seaweed and bound with a seashell clasp. Curiously, the necklace is always damp. A description of this item can be found in the *Dungeon Master's Guide*.

DM NOTE: The DM should randomly determine which five beads are on this particular necklace using the table in the *Dungeon Master's Guide* and ignoring duplicates.

WINGS OF FLYING

Wondrous item, rare (requires attunement)

This cloak is fashioned from hundreds of overlapping feathers sewn to a backing of thin, lightweight leather. When activated, the cloak turns into a beautiful pair of immense, feathered wings of scintillating color. A description of this item can be found in the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

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

Emerald Enclave characters earn **one additional renown point** for defeating the crushing wave druids.

Lord's Alliance characters earn **one additional renown point** for recovering the Dragon Turtle.

Order of the Gauntlet characters earn **one additional renown point** for saving the crew of the Dragon Turtle.

DOWNTIME

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

DM REWARDS

You receive **400 XP, 200gp** and **ten downtime days** for running this session.

DM APPENDIX: NPC SUMMARY

NPCs

The following NPCs are used in this adventure:

Lord Admiral Phendril VanHoute (FEN-dril van-HOOT). Head of the Mulmaster navy, the lord admiral is a no nonsense military leader with a massive chip on his shoulder and dreams of aristocracy.

Xan & Jaina (ZAN & JAY-na). Crushing wave druids masquerading as members of the Emerald Enclave. These two are accomplished actors and spies. They know all there is to know to be a mid-level member of the Emerald Enclave (because they formerly were) and so easily trip up members of that organization.

Qabara (kuh-BAR-uh). With the exception of some brief interaction at the end of this track, the wily marid doesn't stick around long enough to get caught or questioned.

Kale Featherspoon & Dramas Vayle (KALE FEH-ther-spoon & DRAH-mus VALE). Accomplished war clerics of Bane, these two show up only if those participating on the earth track do well. As the DM, you will receive notice one way or the other. They are typical Baneites... fearless, controlling, and ruthless. Capable of healing adventurers, they do so only if they perceive that it will grant a clear military advantage.

DM APPENDIX.

NPC/MONSTER STATISTICS

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10+12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d4+4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 11 (2d6+4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

ONE-EYED SHIVER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

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

Skills Arcana +3, Perception +3, Intimidation +5

Damage Immunities cold

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Chilling Mist. While it is alive, the one-eyed shiver projects an aura of cold mist within 10 feet of itself. If the one-eyed shiver deals damage to a creature in this area, the creature also takes 5 (1d10) cold damage.

Spellcasting. The one-eyed shiver 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:

Cantrips (at will): *chill touch*, *mage hand*, *ray of frost**
 1st level (4 slots): *fog cloud*, *mage armor*, *thunderwave*
 2nd level (3 slots): *mirror image*, *misty step*
 3rd level (2 slots): *fear*

ACTIONS

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

Eye of Frost*. The one-eyed shiver casts *ray of frost* from its missing eye. If it hits, the target is also restrained. A target restrained in this way can end the condition by using an action, succeeding on a DC 13 Strength check.

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.

GLADIATOR

Medium humanoid (human), chaotic evil

Armor Class 16 (*studded leather, shield*)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

SWARM OF QUIPPERS

Medium swarm of tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 – 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe one fully underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

WATER ELEMENTAL MYRMIDON

Medium elemental (water), neutral

Armor Class 18 (*plate*)

Hit Points 127 (17d8+51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aquan

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes three trident attacks.

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) piercing damage.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage, and the target's speed is reduced by 10 feet until the end of the myrmidon's next turn.

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 5 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.

CRUSHING WAVE DECEIVER

Medium humanoid (human), lawful evil

Armor Class 11 (14 with mage armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., swim 30 ft.

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

Skills Arcana +4, Deception +5, Insight +2, Persuasion +5

Damage Resistances acid

Senses passive Perception 10

Languages Aquan, Common

Challenge 4 (1,100 XP)

Actor. Has advantage on Charisma (Deception) and Charisma (Performance) checks to pass themselves off as a different person. Can mimic voices or the sounds made by other creatures.

Amphibious. The deceiver can breathe air and water.

Spellcasting. The deceiver is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The deceiver has the following sorcerer spells prepared (asterisked spells can be found in the *Elemental Evil Player's Companion*):

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

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

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

3rd level (3 slots): *conjure animals*, *tidal wave**, *water breathing*

ACTIONS

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

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages --

Challenge 8 (3,900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

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

QABARA

Large elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Aquan, Common

Challenge 11 (7,200 XP)

Amphibious. The marid can breathe air and water.

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Innate Spellcasting. Qabara's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material component:

Cantrips (at will): *create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink*

3/day each: *tongues, water breathing, water walk*

1/day each: *conjure elemental (water elemental only), control water, gaseous form, invisibility, plane shift*

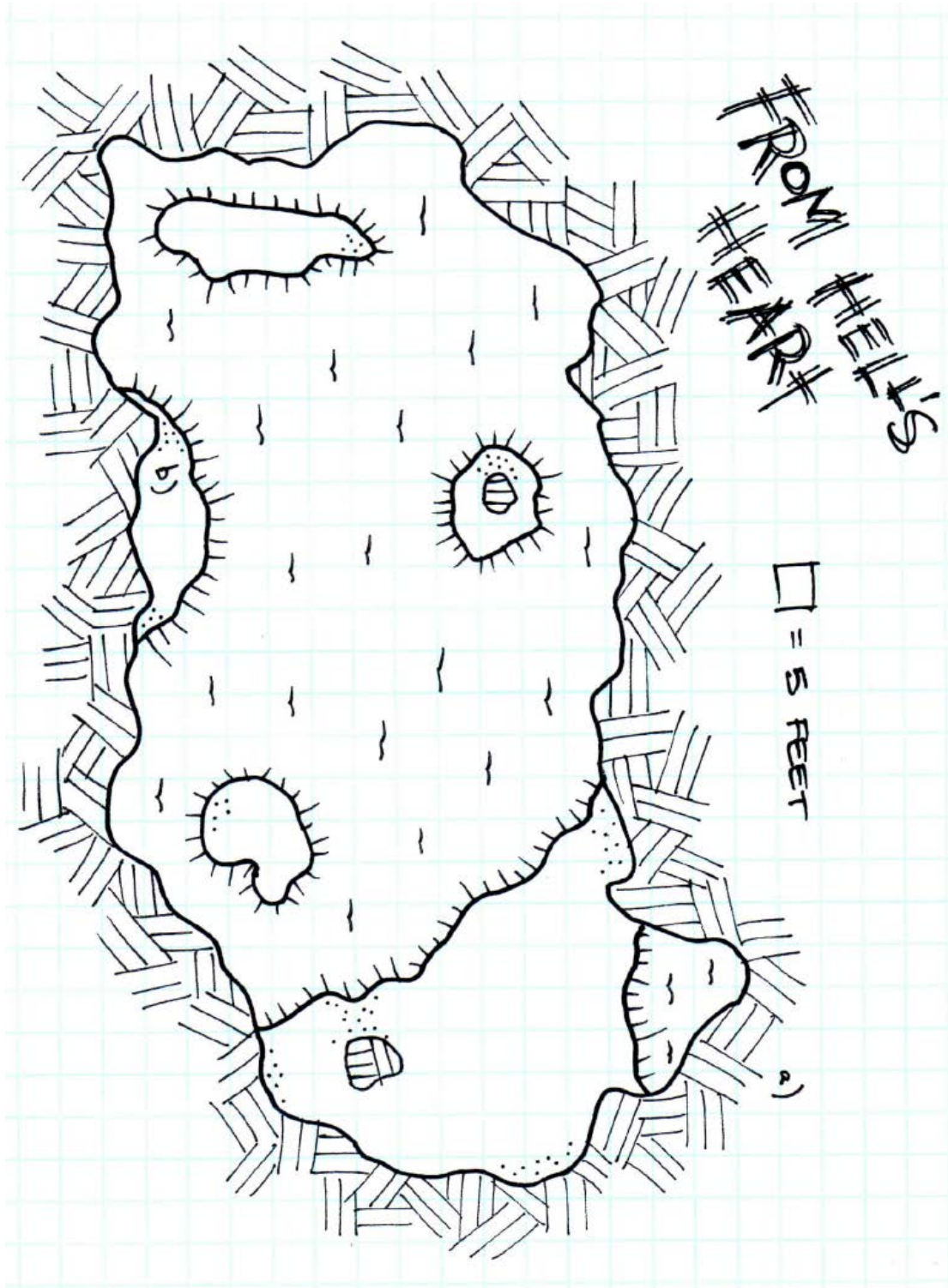
ACTIONS

Multiattack. Qabara makes two trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Water Jet. Qabara magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from Qabara and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

APPENDIX: MAP 4



DM APPENDIX: NPC SUMMARY

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

Mother Alethra (uh-LETH-ruh). Female human. Leads the Order of the Scroll.

Brother Durmas (DOOR-mah). Male human oversees the hospital.

Brother Santir (SAN-teer). Male human librarian who likes to talk, assigned to guide characters while they are in library.

Father Blath. Male human. Leads the Order of the Rose.

Father Hern aka The Doorkeeper. Male human, His primary responsibility is as a liaison between guests and the rest of the Monastery, managing the guest quarters and keeping guests entertained. Needs to retire.

The Grandmaster of Flowers, Grandfather Periwinkle Shin (PEAR-ee-wink-kull SHIN). Male human, the abbot of the Monastery.

Mother Rosinden (ROSE-in-din). Female Halfling. She leads the Order of the Chisel and is the quartermaster, treasurer and main diplomat of the Monastery.

Mother Savahn, Mistress of the East Wind (suh-VAN). Female human, subordinate only to Grandfather Periwinkle Shin.

Knight Commander Tace Blueshield (TAYSE). Female dwarf. In charge of the Monasteries defenses.

Sister Talia (TALL-ee-uh). Female human. Former Keeper of the Crypts; recent convert to the Cult of the Howling Wind.

Mother Wydda (WHY-duh). Female human, In charge of the relics and maintaining the chapel of Ilmater.

Stormgale. Male human. Leader of the Cult of the Howling Wind at the Monastery of the Yellow Rose.

RESULTS CODE: JUNE-JULY 2015

If you are DMing this adventure during the months of June or July 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.



MULMASTER UNDONE TABLE REPORTS

Table #: _____

DM: _____

Chosen Track (circle one):

Fire (low tier)

Earth (low tier)

Air (high tier)

Water (high tier)

SEND this top portion to Epic HQ as soon as possible

Table#: _____

Chosen Track (circle one):

Fire

Earth

Air

Water

Did the team fail at the critical task in Part Two?

YES

NO

TPK before reaching that part Never got that far

Number of each faction at the table:

Emerald Enclave: _____

Harpers: _____

Lord's Alliance: _____

Order of the Gauntlet: _____

Zhentarim: _____

SEND this portion to Epic HQ as soon as the team completes Part Two or when Time has been called.

Table#: _____

Chosen Track (circle one):

Fire

Earth

Air

Water

Devastation Orb (circle one): Blew up (describe where it blew up below) Was deactivated

SEND this last portion to Epic HQ as soon as the team completes Part Three or when Time has been called.
