

CCC-GAD01-02



Red War:



Black Phoenix

Reborn Flame

Part 3 of 3



Red War: Black Phoenix

Part III of the Reborn Flame Trilogy



The Cult of Reborn Flame initiates its most devastating plot against Mulmaster even as Thayans are invading the city. You must navigate the planar tunnels beneath Mulmaster and stop the Black Phoenix before a sea of fire engulfs the entire city, killing Thayans and Mulmasterites alike.

A Two-to-Four-Hour Adventure for Tier 2 Characters

Optimized for APL 8

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Adventure Primer

“There is a new order in Mulmaster – my order. For too long, we have allowed ourselves to be second to powers like Zhentil Keep and Hillsfar. Under my guidance, Mulmaster will soon rise to become the dominant force in the Moonsea!”

– High Blade Rassendyll “Selfaril” Uoumdolphin,
Mysteries of the Moonsea

Red War: Black Phoenix is the conclusion to the **Reborn Flame Trilogy**. It can be played either standalone or as part of the trilogy:

- 1) *CCC-ODFC02-02 Palace of the Efreeti*
- 2) *CCC-GAD01-01 Broken Blade*
- 3) *CCC-GAD01-02 Red War: Black Phoenix*

Background

The **RED WAR** has begun! **RED WIZARDS OF THAY** are launching a full-scale invasion of the city of **MULMASTER**. But despite the enormity of the stakes involved, the Red War is not the only concern on the mind of **SELFARIL UOUMDOLPHIN**, High Blade of Mulmaster.

For the past few months, the **CULT OF REBORN FLAME**, led by the mysterious **BLACK PHOENIX**, has worked to undermine Mulmaster. They first tried to form an alliance with an efreeti pasha (in *CCC-ODFC02-02 Palace of the Efreeti*), and then they trapped Selfaril in a dream prison on the eve of the Red War (in *CCC-GAD01-01 Broken Blade*).

In truth, the Black Phoenix is the undead revenant of **RASSENDYLL UOUMDOLPHIN**, Selfaril’s twin brother. Rassendyll bears a grudge against his brother from over a century in the past. Now, twisted by hatred, he seeks to complete a ritual that would tear open the boundary between Mulmaster and the Elemental Plane of Fire and drown the city in lava.

Selfaril must lead the defenses of Mulmaster against the Thayan invasion, so he has no choice but to turn to adventurers once more to deal with the machinations of his undead brother.

Episodes

The adventure’s story is spread over **three episodes** that take approximately **two hours** to play.

- **Episode 1: A Flame Reborn.** As the Red War begins, Selfaril orders the adventurers to seek out and stop the Black Phoenix. This episode features the **Call to Action**.

- **Episode 2: War Above, Fire Below.** The adventurers trudge through the sewers of Mulmaster trying to reach the Zhentarim Ghettos. This episode features **Story Objective A**.
- **Episode 3: Ashes of the Phoenix.** The adventurers finally confront the Black Phoenix beneath the Sea of Fire. This episode features **Story Objective B**.

Bonus Objectives

This adventure also includes two, 1-hour bonus objectives that the adventurers can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A: An Explosive Entrance.** Before the adventurers can set off, the Cult of Reborn Flame pays a visit to the Tower of the Wyvern and makes an explosive entrance. This bonus objective is found in **Appendix 6**.
- **Bonus Objective B: A Cry for Help.** A psychic voice calls out through the sewers, asking the adventurers to save three Mulmasterites trapped in an ancient dwarven saferoom. This bonus objective is found in **Appendix 7**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

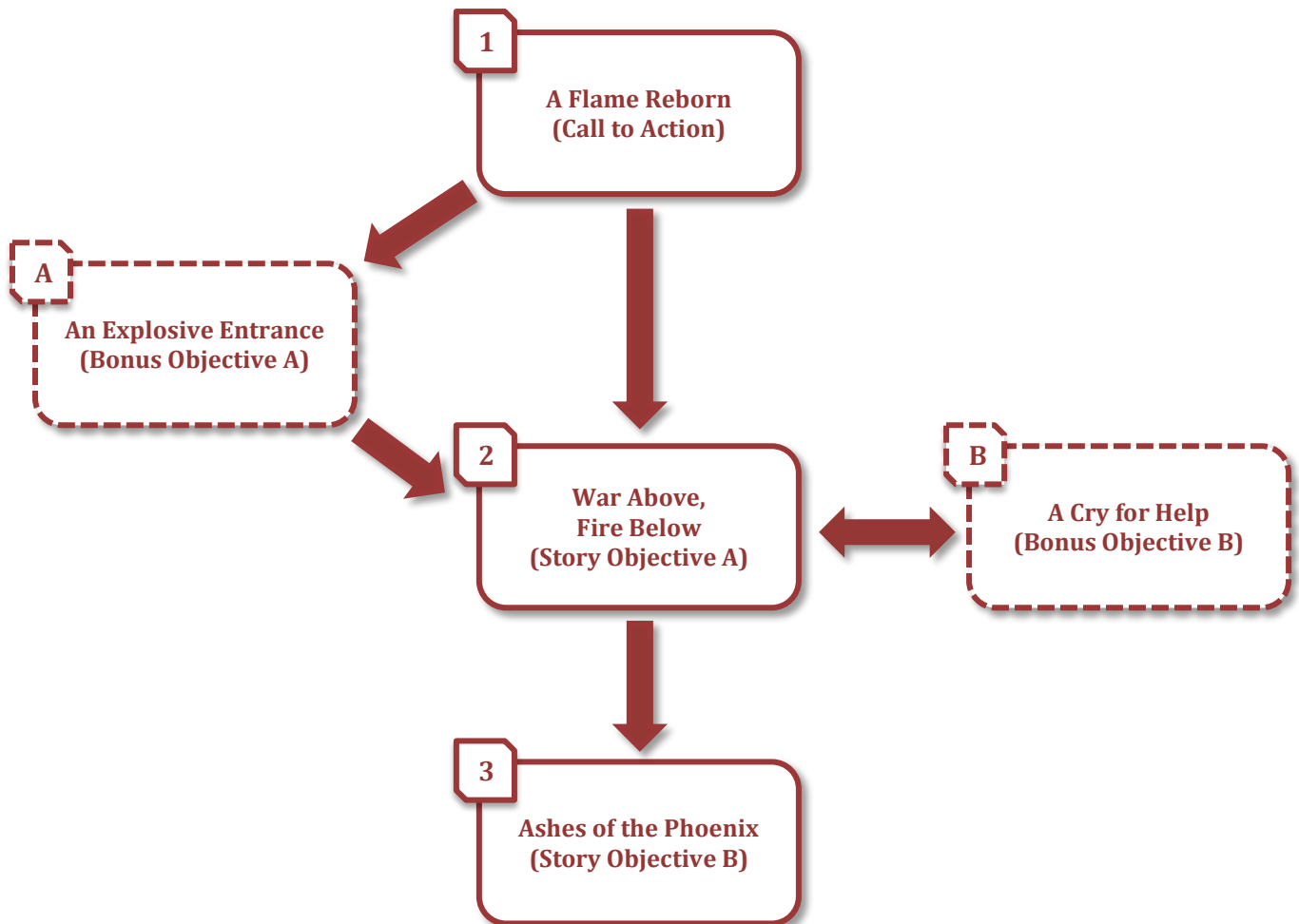
The duration of your session depends on how much of this adventure you use. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by using the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure’s story objectives, the adventurers play Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one or two hours** by using the bonus objectives provided in the appendices. Bonus Objective A occurs in between Episodes 1 and 2, and Bonus Objective B occurs during Episode 2.

Episode Flowchart

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



Episode 1: A Flame Reborn

Estimated Duration: 10 minutes

Scene A. Tower of the Wyvern

The adventure begins in the throne room of the High Blade of Mulmaster at the Tower of the Wyvern.

- **Played the previous adventure:** Adventurers who played *CCC-GAD01-01 Broken Blade* are in the throne room after rescuing Selfaril's soul from a hag coven in the employ of Rassendyll Uoumdolphin, Selfaril's long dead brother. The adventurers have gotten a long rest thanks to Rastol Shan conjuring a fast time demiplane, but all of his recent feats of magic have drained Shan enough to force him to retreat before the battle.
- **Didn't play the previous adventure:** Adventurers who didn't play *CCC-GAD01-01 Broken Blade* have been called up by an emergency declaration ordering powerful adventurers to gather at the Tower of the Wyvern for an important assignment.

Selfaril Uoumdolphin

Selfaril Uoumdolphin is the High Blade of Mulmaster. He introduces himself and the situation to the group as a pair of servants fit him for battle. He exaggerates his devotion to Mulmaster and its people to convince the adventurers to support him.

Objectives/Goals. Selfaril wants to defend Mulmaster and maintain his iron grip upon the city at all cost. The red wizards are threatening to conquer the city, but if the Black Phoenix has his way, there wouldn't even be a city to fight over. He needs the adventurers to stop the Cult of Reborn Flame while he sees to Mulmaster's defenses.

What Does He Know? Selfaril knows from intelligence gathered by Rastol Shan that the Red Wizards of Thay will attack within the hour, initiating the Red War. He will need to rally Mulmaster's meager defenses against the Thayan threat, but he fears that there is an even greater danger brewing beneath the city.

- **About the Cult of Reborn Flame:** This elemental cult has caused a lot of trouble in the last few months, most recently by trapping Selfaril inside a mental prison to stop him from responding to the Red War (see *CCC-GAD01-01 Broken Blade* for details). Their leader is the Black Phoenix.
- **About the Black Phoenix:** Selfaril met an image of the Black Phoenix while he was trapped in the mental prison. Their minds connected, and Selfaril

saw a vision of Mulmaster engulfed in flames. He also sensed the Black Phoenix's real location somewhere in the sewers beneath the Zhentarim Ghettos. He believes that the Black Phoenix intends to use the Red War as a distraction to unleash some magical calamity upon Mulmaster.

- **About the Black Phoenix's Identity:** Selfaril saw during his dream that the Black Phoenix is an undead revenant of his twin brother Rassendyll, who died a century ago. Rassendyll hates Selfaril for an old betrayal, and his hatred caused him to return from the dead and attempt vengeance upon his brother's city. Any adventurer who played *CCC-GAD01-01 Broken Blade* knows this history. If the adventurers are not aware of his identity, Selfaril refuses to speak of it unless someone makes a DC 16 Charisma (Persuasion) check.

The Uoumdolphin Brothers

Selfaril and Rassendyll are identical twins. The two were close siblings with each other until Selfaril slew the old High Blade and ascended to become Mulmaster's new ruler. Selfaril feared that his brother might become a danger to his throne, so he sent Rassendyll into effective exile as Mulmaster's ambassador to Waterdeep. Ironically, that act caused his brother to become the very danger that Selfaril feared.

Rassendyll's resentment festered in exile, leading him to eventually return to Mulmaster, trap Selfaril's soul in a gem, and impersonate Selfaril as High Blade of Mulmaster. Rassendyll died a century ago, but when Selfaril returned to rule Mulmaster, Rassendyll's hatred returned him as well.

Should You Choose to Accept It

Selfaril directs the adventurers to go into the cellar and use a secret passage to enter the city sewers. They must navigate the sewers, avoiding conflict on the surface, and reach the Zhentarim Ghettos with all due haste. Once they reach the Ghettos, they need to find the Black Phoenix somewhere underneath the city, stop his nefarious plans, and ensure that he is no longer a threat to the High Blade.

If they can put an end to the Black Phoenix and the Cult of Reborn Flame, Selfaril will repay their efforts tenfold as soon as Mulmaster is secure.

If you are using **Bonus Objective A**, Selfaril tells the adventurers that he has something that might help them on their mission. When they enter the cellar, they should look underneath the fourth barrel on the left side of the chamber.



Scene B. Red War Dawns

As soon as the adventurers have their orders, Selfaril urges them to hurry down to the cellar. Outside the Tower of the Wyvern, the adventurers hear the crack of thunder and Szass Tam's terrifying voice announcing an attack upon Mulmaster. The Red War has begun.

- **If you are using Bonus Objective A**, the adventurers head for the cellar and encounter a rude surprise. Proceed to **Bonus Objective A**.
- **If you are not using Bonus Objective A**, the adventurers reach the cellar without issue and find the secret passage out into the sewers. Proceed to **Episode 2**.

Urgency and Rests

The adventurers are racing against Rassendyll's ritual even as the Red Wizards are invading Mulmaster. Time is of the essence. They can rest in place for 10 minutes without issue, but they don't ever have time to rest any longer than that, preventing them from taking a short or long rest during this adventure (unless they have features that would shorten a rest to 10 minutes or less).

Episode 2: War Above, Fire Below

Estimated Duration: 45 minutes

The adventurers must traverse the sewers of Mulmaster to hunt down the Black Phoenix while the Red War wages above.

Prerequisites

The adventurers must complete the Call to Action in **Episode 1**. If you are using **Bonus Objective A**, the adventurers must also defeat or circumvent the Reborn Flame cultists in the cellar.

Story Objective A

To complete **Story Objective A**, the adventurers must reach the Zhentarim Ghettos and strike a deal with Kessara the Enchanted.

Scene A. Blazing a Trail

The adventurers have entered the Mulmaster sewers through the tower cellars.

Area Information

The Mulmaster sewers have the following features:

Dimensions & Terrain. Each sewer tunnel is 15 feet wide and 10 feet high. There is a 5-foot-wide sewage channel in the middle of the tunnel, with occasional bridges over it at intersections.

Lighting. The tunnels are completely dark.

Finding the Path

The Mulmaster sewers are a confusing maze of winding and intersecting tunnels. Navigating to the Zhentarim Ghettos through these sewers is no easy feat. Have the party make a **DC 15 group Wisdom (Survival) check**, with the following modifications:

- If the adventurers completed **Bonus Objective A** and successfully interrogated a cultist about the Black Phoenix's whereabouts, they each have advantage on the check.
- Adventurers with the **City Secrets** background feature (from the urchin background) have advantage on the check.
- Adventurers who are **intimately familiar with Mulmaster's sewers** (such as those who have played *DDEX02-08 Foulness Beneath Mulmaster*) have advantage on the check.

Mark down whether at least half of the party succeeded on the check. Failure leads to delays on the journey which will worsen the War Events in **Scene B** (since the battle gets worse over time).

Getting Hot in Here

As the adventurers travel toward the Zhentarim Ghettos, they feel the temperature rising and see tunnels that are completely engulfed in raw elemental fire. The northwestern section of Mulmaster suffered greatly from the Cult of Eternal Flame during the Devastation. The Cloaks have yet to clean up many of the remnants of that conflict.

In addition, the adventurers also hear sounds of warfare coming from above, including screams, explosions, and monstrous cries. Occasionally, entire tunnels collapse from surface eruptions, forcing the adventurers to reroute around the obstruction.

After an hour of travel (or longer if the adventurers had difficulty navigating the sewers), the adventurers realize that elemental fire and collapsed tunnels have completely blocked the way forward. Even with powerful magic, such obstruction would take hours or days to remove. The only way they can continue toward the Zhentarim Ghettos is to risk climbing to the surface to circumvent the obstruction.

Scene B. City at War

There is a ladder near the obstruction which leads to an open city square. Use **Appendix 4 – City at War Map** to represent this area. The adventurers climb out of the manhole on the northwestern side of the map. To continue, they need to climb down the manhole on the southeastern side of the map. The Red War is going strong, so it is dangerous to go even such a short distance through the city.



Area Information

The city square has the following features:

Lighting. It is daytime, and the sun shines bright.

Elemental Fire. This area of the city has permanent areas of elemental fire leftover from the Devastation. Whenever a creature enters an area of fire or ends its turn in it, it takes 7 (2d6) fire damage.

Sewer Access. The manhole on the southeastern side is stuck, requiring a DC 14 Strength (Athletics) check as an action to lift open. **Adventurers who climb down that manhole no longer need to roll for War Events.** The Thayans don't bother to chase anyone into the sewers.

War Events

This square is the site of some contentious fighting. **At the start of each adventurer's turn**, if they are on the surface, roll d20 on the **War Events Table**. Subtract 2 from the d20 if the party failed the group Wisdom (Survival) check in **Scene A**.

Creatures/NPCs

Scattered around the square are three **Thayan apprentices**, three **skeletal abominations**, and two **Thayan captains**. They have orders to attack anyone not dressed in Thayan uniforms or robes.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **Thayan apprentice**, a **skeletal abomination**, and a **Thayan captain**.
 - **Weak:** Remove a **Thayan apprentice** and a **skeletal abomination**.
 - **Strong:** Add a **Thayan captain**. One of the **Thayan apprentices** has 40 HP, three 3rd level slots, and prepared *counterspell*, *lightning bolt*, and *shield*.
 - **Very Strong:** Add a **Thayan captain**. Two of the **Thayan apprentices** have 50 HP, three 3rd level slots, and prepared *counterspell*, *lightning bolt*, and *shield*.
- ⚔ **Extra Challenge:** The **skeletal abominations** are blazing skeletons which are immune to fire and deal an additional 7 (2d6) fire damage on each hit.

Treasure & Rewards

One of the **Thayan captains** carries a potion:

- The captain carries a *potion of growth* at her belt.

Return to the Depths

Once the adventurers climb back down into the sewers, they can use the relative safety of the sewer tunnels to continue toward the Zhentarim Ghettos.

Proceed to **Bonus Objective B** if you are using it. Otherwise, continue to the next scene.

War Events Table

d20	War Event
1 or less	You feel Szass Tam's necrotic curse afflict you. You must make a DC 14 Constitution saving throw or gain 1 level of exhaustion.
2	A new monster (DM's choice) arrives at the edge of the map to help the Thayan forces. After rolling this result twice, no new monsters can arrive.
3	A hand made of rock rises from the ground and attempts to grab you. You must make a DC 14 Strength saving throw. On a failed save, you are grappled by the hand (escape DC 14) and you are restrained as long as you remain grappled. The hand disperses at the end of your next turn.
4	A magical wave of water sweeps across the battlefield and slams into you. You must make a DC 14 Dexterity saving throw. On a failed save, you take 18 (4d8) bludgeoning damage and fall prone. On a successful save, you take half that much damage and you don't fall prone.
5	A distant red wizard fires three beams of fire at you. Each beam has a +6 attack bonus and deals 7 (2d6) fire damage on a hit.
6	A torrent of wind blows across the battlefield. You must make a DC 14 Strength saving throw or be pushed 20 feet in a direction of the DM's choice. The wind continues blowing during your turn, causing movement against the direction of the wind to count as difficult terrain.
7	A stray arrow flies at you. It has a +7 attack bonus and deals 10 (1d8 + 6) piercing damage on a hit.
8 – 10	All the magic flying around causes a strange reaction. You must roll on the Wild Magic Surge table (<i>Player's Handbook</i> p.104).
11 – 13	The war rages on, but nothing special happens to you.
14	A helpless civilian screams for help from a nearby location of the DM's choice. That civilian is trapped under rubble and facing imminent danger from a collapsing building or spreading fire. They will die in 1 round unless someone saves them with magic or uses an action to make a DC 11 ability check of some sort. Whoever saves them gains inspiration.
15	A helpful sniper fires an arrow at a villain of the DM's choice, dealing 20 (1d8 + 16) piercing damage to that creature.
16 – 17	A friendly cleric turns their attention in your direction. A creature of your choice regains 12 (3d4 + 5) hit points.
18 – 19	Allied forces distract a villain of the DM's choice. That creature spends its next action attacking off-map combatants (sparing your party as a result). In addition, the next attack against that creature has advantage.
20	Thayans forces in a nearby street are being pushed back. A villain of the DM's choice leaves this battlefield to help its comrades there.

Scene C. Out of the Frying Pan

After a few minutes of travel, the adventurers start to see a stream of lava filling the sewage trench at the center of the tunnel. As they continue toward the Zhentarim Ghettos, this stream of lava grows until it fills the trenches completely.

Area Information

The Mulmaster sewers have the following features:

Dimensions & Terrain. Each sewer tunnel is 15 feet wide and 10 feet high. There is a 5-foot-wide channel filled with lava in the middle of the tunnel, with occasional bridges over it at intersections.

Lighting. The lava sheds bright light.

Lava. Any creature that touches lava or ends its turn touching it takes 22 (5d8) fire damage.

Flood Zone

A few more minutes of travel later, the tunnel comes to an area flooded with lava. A stretch of walkway here fell apart, leaving a 40-foot-long corridor that is covered in lava with no walkway across.

There are a few intact stone blocks poking out of the lava, allowing characters to jump from stone to stone cross the area with a DC 14 Dexterity (Acrobatics) check.

- **Those who succeed** on their check reach the other side without touching lava.
- **Those who fail but roll 9 or more** on their check manage to burn themselves for 9 (2d8) fire damage before reaching the other side.
- **Those who fail and roll less than 9** on their check fall into the lava, taking 22 (4d8) fire damage before they climb out the other side.

As the adventurers cross the flooded area, they have strange visions of the tunnel walls vanishing to reveal an endless sea of lava surrounding them and a burning red sky above. The visions quickly fade, but characters who have been to the Elemental Plane of Fire recognize the Sea of Fire. The last character to cross the area also sees an indistinct floating efreeti waving a rod right as the vision vanishes.

What's All This Then?

This tunnel houses a portal to the Elemental Plane of Fire, one of the many that Rassendyll is trying to open across Mulmaster's sewers. The portal is not fully open yet, which is why the adventurers only get a brief glimpse of the other side as they cross. On the other side, Kessara is flying from portal to portal trying to close them all.

Scene D. Friendly Fire

The adventurers continue down sewer tunnels, and the lava channel is starting to overflow onto the walkways, leaving only a very narrow ledge of walkable path on either side of the tunnel.

By this point, the heat is getting extremely uncomfortable. Have each character in the party make a DC 8 Constitution saving throw. Creatures with resistance or immunity to fire automatically succeed on the save. Those who fail the saving throw gain 1 level of exhaustion.

At the next intersection, the other tunnels are simply gone. The end of the tunnel opens to the sea of lava that the adventurers glimpsed before, with a massive vortex of lava spinning in the distance. Above the sea is an endless red sky and a blazing hot sun. They are not in Mulmaster anymore.

Creatures/NPCs

Floating toward the opening is an efreeti woman with fiery red hair, coal-black skin, and wearing jewelry of ruby and gold all over her body. She carries a long golden rod in one hand. This is **Kessara the Enchanted**, a noble efreeti who the adventurers recognize if they played *CCC-ODFC02-02 Palace of the Efreeti*.

Objectives/Goals. Kessara's father is Razim the Incandescent, one of the six pashas in charge of efreet on the Prime Material Plane. Razim detected abnormal magic near his palace in this part of the Sea of Fire, so he sent Kessara to investigate it.

Kessara is enraged that the Cult of Reborn Flame would use her plane in their machinations after they sent annoying emissaries to pester her father a few tendays ago (see *CCC-ODFC02-02 Palace of the Efreeti* for details). She wants to punish the cult for their impudence, but she is shocked by their increased power on this plane, and she is too prideful to fly home to call for her father's aid. She would prefer the adventurers do her dirty work.

What Does She Know? Kessara found several portals to Mulmaster scattered around the area, and she has been steadily closing them as she found them. She realized soon enough that someone was using a ritual to break through the weak boundary between the Zhentarim Ghettos and the Elemental Plane of Fire in order to open numerous portals beneath Mulmaster. She doesn't yet know who is behind the plot.

She interrogates the adventurers, asking what they know about the portals and freely sharing her knowledge. Once she learns that the Cult of Reborn Flame or the Black Phoenix is behind the ritual, she put together all the pieces:

The Black Phoenix is performing a ritual that would conjure portals to the Elemental Plane of Fire in Mulmaster's sewers. Normally, such a large concentration of magic beneath the city would draw the attention and ire of the Brotherhood of Cloaks, but they are far too busy fighting the Red War to stop him now. When the ritual is complete, all those portals would fully open, flooding the city sewers with lava from the Sea of Fire. The entire city would be incinerated, inhabitants and invaders alike.

Full Speed Ahead

Kessara knows that the Black Phoenix is performing the ritual in a sheltered bubble underneath the vortex in the Sea of Fire. She wants to punish the cult for their arrogant actions, so she would make a bargain with the adventurers. If the party is willing to kill the Black Phoenix and give her his head as a trophy, she provides them with the following boons:

- She will provide safe transportation through the lava to enter and leave the ritual shelter.
- She grants the blessing of Hastsezini to each adventurer, **giving them resistance to fire** for the next hour.

- As they are battling the Black Phoenix, she will continue closing the portals outside.

If the adventurers took to be in poor shape, or if they drive a hard bargain (with a DC 17 Charisma [Persuasion] check), Kessara is also willing to heal them to full hit points and cure one level of exhaustion from one creature.

Servant of the Pasha

If any of the adventurers has the **Servant of the Pasha** story award (from *CCC-ODFC02-02 Palace of the Efreeti*), Kessara whispers to them that her father has great plans for them, so she will make sure to take good care of his property. Those adventurers get a special blessing for 1 hour which grants them a fly speed of 60 feet and heals them for 5 hit points at the start of each of that character's turns.

The Final Battle

Once the party accepts Kessara's terms, she warns them to get ready. As soon as they are, proceed to **Episode 3**.



Episode 3: Ashes of the Phoenix

Estimated Duration: 65 minutes

The adventurers enter the vortex beneath the Sea of Fire and face the Black Phoenix once and for all.

Prerequisites

The party must have reached the Zhentarim Ghettos in **Episode 2** and taken up Kessara's offer.

Story Objective B

The adventurers complete **Story Objective B** if they defeat the Black Phoenix.

Crucible of Fire

Kessara transforms the adventurers into flowing lava and sends them into the Sea of Fire. They feel themselves slithering through the warm sea before emerging and transforming back into themselves (still **resistant to fire**). Use **Appendix 5: Crucible of Fire Map** to represent this area. The adventurers emerge next to the lava anywhere they like.

Area Information

The Crucible of Fire has the following features:

Dimensions. The crucible is a dry pentagon of land surrounded by sheer walls of lava on all five sides. The walls rise 30 feet high before sloping into a domed ceiling of lava that doesn't drip down.

Lighting. The entire area is brightly lit from lava.

Lava. Any creature that touches a lava wall takes 22 (5d8) fire damage. Lava is dense, so it is not possible to swim into the walls.

Features. At the center of the shelter is an obsidian platform that protrudes 5 feet up. Around that platform are five obsidian pillars which rise all the way to the ceiling. The obsidian is magically enhanced and exceedingly difficult to break.

Creatures/NPCs

Rassendyll Uoumdolphin stands at the center of the pentagon, eyes aglow. He has been expecting adventurers to show up, but he is disappointed that his brother Selfaril didn't come. He is willing to engage in conversation and explain his motives and hatred for his brother, but it is clear that he would never give up his plans to destroy Mulmaster. As combat begins, Rassendyll immediately uses his Call to Honor ability, ignoring its restriction, to summon four **reborn warriors**. (This uses up the ability and he can't summon more warriors this day.)

This Isn't Even My Final Form

Rassendyll Uoumdolphin is an undead revenant driven purely by thoughts of revenge. He has the following features:

- Rassendyll is immune to fire.
- Rassendyll has Legendary Resistance (3/Day).
- As long as there are **reborn warriors** or **Rassendyll's dragon** nearby, Rassendyll cannot be reduced below 1 HP. All excess damage is dealt to one of his minions instead.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **reborn warriors**.
- **Weak:** Remove a **reborn warrior**.
- **Strong:** Add a **reborn warrior**.
- **Very Strong:** Add two **reborn warriors**.
- **Extra Challenge:** Rassendyll has three Legendary Actions and can spend one to make a weapon attack.

Haughty Dragon Yearns to Slay

Once all the **reborn warriors** are defeated, Rassendyll unleashes his secret weapon. The ceiling lava parts briefly to reveal **Rassendyll's dragon**, a fiendish-looking dragon with black and red scales. Rassendyll shouts an insult as he teleports onto the dragon's saddle and sheds his shield.

Note that the dragon is wearing a *saddle of the cavalier*. Attacks against it have disadvantage while it bears a rider, and the rider can't be dismounted unwillingly while conscious.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** **Rassendyll's dragon** has AC 15 and 100 HP.
- **Weak:** **Rassendyll's dragon** has AC 16 and 120 HP.
- **Average:** **Rassendyll's dragon** has AC 17 and 140 HP.
- **Strong:** **Rassendyll's dragon** has 160 HP.
- **Very Strong:** Rassendyll summons another **reborn warrior**.
- **Extra Challenge:** Rassendyll has three Legendary Actions and can spend one to make a weapon attack.

Kessara's Aid

Kessara is keeping an eye upon the battle through the Sea of Fire. Twice during the battle, she can provide healing for the party: She can heal every adventurer for 25 HP, or she can restore a single character to full HP. She is very reluctant to perform this service, so she only heals them if the party is in great need, such as if an adventurer is about to die or if multiple characters are unconscious.

Phoenix Rises from Ashes Gray

Once Rassendyll is reduced to 0 HP, his body falls, but his spirit rushes forth as a phoenix composed of hateful black flames. Rassendyll transforms into **Rassendyll, Black Phoenix** and makes one last effort to destroy the adventurers.

Note that his Legendary Resistances are shared with his previous form (so if he already used two of them, two are still expended now). Also remember **Kessara's Aid** (see sidebar above) and the fact that the adventurers are resistant to fire.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Rassendyll has AC 12 and 90 HP.
 - **Weak:** Rassendyll has AC 14 and 110 HP.
 - **Average:** Rassendyll has AC 16 and 130 HP.
 - **Strong:** Rassendyll has 150 HP.
 - **Very Strong:** Rassendyll has 180 HP.
- 🔧 **Extra Challenge:** The central platform recedes into the ground and becomes a pentagonal depression 5 feet deep. Lava pours down from the ceiling, filling up that depression and turning it into a pit of lava.

Once **Rassendyll, Black Phoenix** finally falls, the walls become unstable and the entire pocket starts collapsing. Kessara arrives through the lava, stabilizes any dying adventurer, grabs Rassendyll's head, and transports everyone back through the Sea of Fire to safety.

Treasure & Rewards

The adventurers can loot Rassendyll and his dragon before they leave:

- Rassendyll wears a *dread helm*, which Kessara lets the adventurers take off his head and keep.
- Rassendyll's dragon wears a *dragonhide saddle (saddle of the cavalier)*.

The Price of Failure

If Rassendyll defeats the adventurers, he completes his ritual and buries much of Mulmaster in lava. Kessara manages to recover the bodies of the adventurers and return them to the Prime Material Plane.



Wrap-Up: Pyrrhic Victory

Kessara returns the party to the sewer tunnel in Mulmaster, keeping Rassendyll's skull for herself. She praises them for how much amusement they have brought her, says her farewells, and closes the last portal.

Mulmaster is safe from the Cult of Reborn Flame, but the Red War still rages. If any adventurer intends to play another Red War adventure, they can head for the surface and rejoin the fighting.

Otherwise, the adventurers return only to find that red wizards have successfully conquered Mulmaster. Most of the citizens did escape the city thanks to the heroic efforts of other adventurers. Because of the party's accomplishment, there is still a Mulmaster for the refugees to return to, if they can one day wrest the city away from Thay.

Treasure & Rewards

Any adventurer that successfully completed the entire Reborn Flame Trilogy of *CCC-ODFC02-02 Palace of the Efreeti*, *CCC-GAD01-01 Broken Blade*, and *CCC-GAD01-02 Red War: Black Phoenix* are recognized as true heroes of Mulmaster and have the High Blade's gratitude.

- Each adventurer gains the **High Blade in Your Debt** story award. Though everyone gains this award, it doesn't take effect for characters until they complete the entire Reborn Flame Trilogy.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** Reach the Zhentarim Ghettos
- **Story Objective B:** Defeat the Black Phoenix

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Defeat the Cultists
- **Bonus Objective B:** Save the Three Mulmasterites

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlocks

Characters completing the adventure unlock:

Dragonhide Saddle (Saddle of the Cavalier). This saddle is made primarily out of the hide and bones of a red dragon. The saddle never gets dirty even in the grimmest of environments. This item can be found in **Appendix 8**.

Dread Helm. The jagged horns on this helmet look quite intimidating. This item can be found in **Appendix 8**.

Consumable Items

Characters playing the adventure may earn and unlock:

Potion of Mind Reading. Potion, rare. This item's description can be found in the *Dungeon Master's Guide*.

Potion of Growth. Potion, uncommon. This item's description can be found in the *Dungeon Master's Guide*.

Story Awards

Characters playing the adventure may earn:

High Blade in Your Debt. You prevented an alliance between an efreeti pasha and the Cult of Reborn Flame, you rescued Selfaril Uoumdolphin from a mental prison woven by a hag coven, and you prevented the people and city of Mulmaster from being engulfed in lava by the Black Phoenix. For these deeds and more, the High Blade of Mulmaster is in your debt. With his city overrun by Thayans, Selfaril cannot repay that debt now, but perhaps that may change one day. This story award doesn't take effect until you successfully complete the Reborn Flame Trilogy. More information can be found in **Appendix 9**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: NPC Summary

The following NPCs feature prominently in this adventure.

- **Cult of Reborn Flame.** An elemental cult built up from the remnants of the Cult of Eternal Flame in Mulmaster.

Personality: *We are fanatical in our beliefs.*

Ideal: *We have absolute faith in our leader: the Black Phoenix.*

Bond: *Mulmaster will be cleansed in fire!*

Flaw: *We have a tendency toward friendly fire.*

- **Kessara the Enchanted (kess SAR uh).** A noble efreeti who is outwardly young and innocent, but inwardly a cunning schemer who enjoys using people in her plots. She previously appeared in CCC-ODFC02-02 *Palace of the Efreeti*.

Personality: *I see people as tools to be manipulated.*

Ideal: *Life is not worth living if it is boring.*

Bond: *I am loyal to my father, Pasha Razim the Incandescent.*

Flaw: *My pride will be my downfall.*

- **Laal (LAWL).** A flumph who lives in Mulmaster's sewers. As a flumph, she can sense the emotions and thoughts of others. She previously appeared in DDEX02-08 *Foulness Beneath Mulmaster*.

Personality: *I am a kind and selfless person.*

Ideal: *The guilty deserve justice. The innocent deserve happiness.*

Bond: *Elemental cultists killed my husband.*

Flaw: *I am physically weak and afraid of coming to harm.*

- **Rassendyll Uoumdolphin (RASS sen dill oom DOLL fin).** The twin brother of Selfaril Uoumdolphin. He imprisoned and replaced Selfaril as High Blade of Mulmaster more than a century ago. Now that Selfaril has returned to lead Mulmaster, Rassendyll's hatred of his brother caused him to return as an undead revenant fueled by vengeance. He created the Cult of Reborn Flame and took up the persona of the Black Phoenix in his plot to bathe Mulmaster in cleansing fire. He previously appeared in CCC-GAD01-01 *Broken Blade*.

Personality: *I defend my power with ruthless efficiency.*

Ideal: *Vengeance is all I have left.*

Bond: *My spirit will not rest until my brother has lost everything.*

Flaw: *I have a flair for the dramatic which can lead me to expose my devious plans.*

- **Red Wizards of Thay.** A nation of evil wizards, primarily necromancers, led by the lich Szass Tam. They started the Red War in hopes of conquering Mulmaster and making it an outpost of Thay.

Personality: *People are just resources to be harvested.*

Ideal: *We will be acknowledged as the true power in Mulmaster.*

Bond: *The five factions will pay for daring to challenge our power.*

Flaw: *Nothing can ever come close to our magical might!*

- **Selfaril Uoumdolphin (SELL far rill oom DOLL fin).** A man who is the once and current High Blade of Mulmaster. His soul was trapped in ruby for a long time, until Rastol Shan's machinations restored him to the throne. He first appeared in DDEX02-14 *The Sword of Selfaril*.

Personality: *I am cunning and pragmatic.*

Ideal: *Only I deserve to rule Mulmaster.*

Bond: *I will obey the letter of every agreement I make.*

Flaw: *I trusted the red wizards until it was too late.*

Appendix 2: Creature Statistics

Burning Fire Worm (Young Remorhaz)

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities cold, fire

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

Languages –

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the burning fire worm or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

Cult Guardian (Eternal Flame Guardian)

Medium humanoid (human), chaotic evil

Armor Class 17 (breastplate, shield)

Hit Points 45 (7d8 + 14)

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 guardian can wreath one melee weapon it is wielding in flame. The guardian is unharmed by this fire, which lasts until the end of the guardian's next turn. While wreathed in flame, the weapon deals an extra 3 (1d6) fire damage on a hit.

Cult Fire Mage (Eternal Flame Priest)

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 52 (8d8 + 16)

Speed 30 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 +2

Damage Resistances fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 3 (700 XP)

Spellcasting. The mage 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 (^{XGE} means from *Xanathar's Guide to Everything*):

Cantrips (at will): *control flames*^{XGE}, *create bonfire*^{XGE}, *fire bolt*, *light*, *minor illusion*

1st Level (4 slots): *burning hands*, *expeditious retreat*, *mage armor*

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) piercing damage.

Actions

Multiattack. The guardian makes two melee attacks.

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

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.

Rassendyll, Black Phoenix (Phoenix)

Gargantuan elemental, neutral

Armor Class 18

Hit Points 175 (10d20 + 70)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	25 (+7)	2 (-4)	21 (+5)	18 (+4)

Saving Throws Wis +10, Cha +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages –

Challenge 16 (15,000 XP)

Fiery Death and Rebirth. When the phoenix dies, it explodes. Each creature within 60-feet of it must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't worn or carried.

Fire Form. The phoenix can move through a space as narrow as 1 inch wide without squeezing. Any creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the phoenix can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage. With a touch, the phoenix can also ignite flammable objects that aren't worn or carried (no action required).

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

Illumination. The phoenix sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

Legendary Resistance (3/Day). If the phoenix fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The phoenix makes two attacks: one with its beak and one with its fiery talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target

takes 5 (1d10) fire damage at the start of each of its turns.

Fiery Talons. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) fire damage.

Legendary Actions

The phoenix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The phoenix regains spent legendary actions at the start of its turn.

Peck. The phoenix makes one beak attack.

Move. The phoenix moves up to its speed.

Swoop (Costs 2 Actions). The phoenix moves up to its speed and attacks with its fiery talons.

Rassendyll's Dragon (Young Red Dragon)

Large dragon, chaotic evil

Armor Class 18

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Rassendyll Uoumdolphin (Sword Wraith Commander)

Medium undead, lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, Rassendyll can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If he does so, attack rolls against him have advantage until the start of his next turn.

Turning Defiance. Rassendyll and any reborn warriors within 30 feet of him have advantage on saving throws against effects that turn undead.

Actions

Multiattack. Rassendyll makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

Call to Honor (1/Day). To use this action, Rassendyll must have taken damage during the current combat. If he can use this action, he gives himself advantage on attack rolls until the end of his next turn, and 1d4 + 1 reborn warriors appear in unoccupied spaces within 30 feet of him. The warriors last until they drop to 0 hit points, and they take their turns immediately after Rassendyll's turn on the same initiative.

Reborn Warrior (Sword Wraith Warrior)

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the reborn warrior can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

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

Skeletal Abomination (Minotaur Skeleton)

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Thayan Captain (Hobgoblin Captain)

Medium humanoid (human), lawful evil

Armor Class 17 (half-plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the captain can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the captain that isn't incapacitated.

Thayan Apprentice (Evil Mage)

Medium humanoid (human), lawful 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 apprentice is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, ray of frost, shocking grasp*

1st Level (4 slots): *mage armor, magic missile*

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

Actions

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

Actions

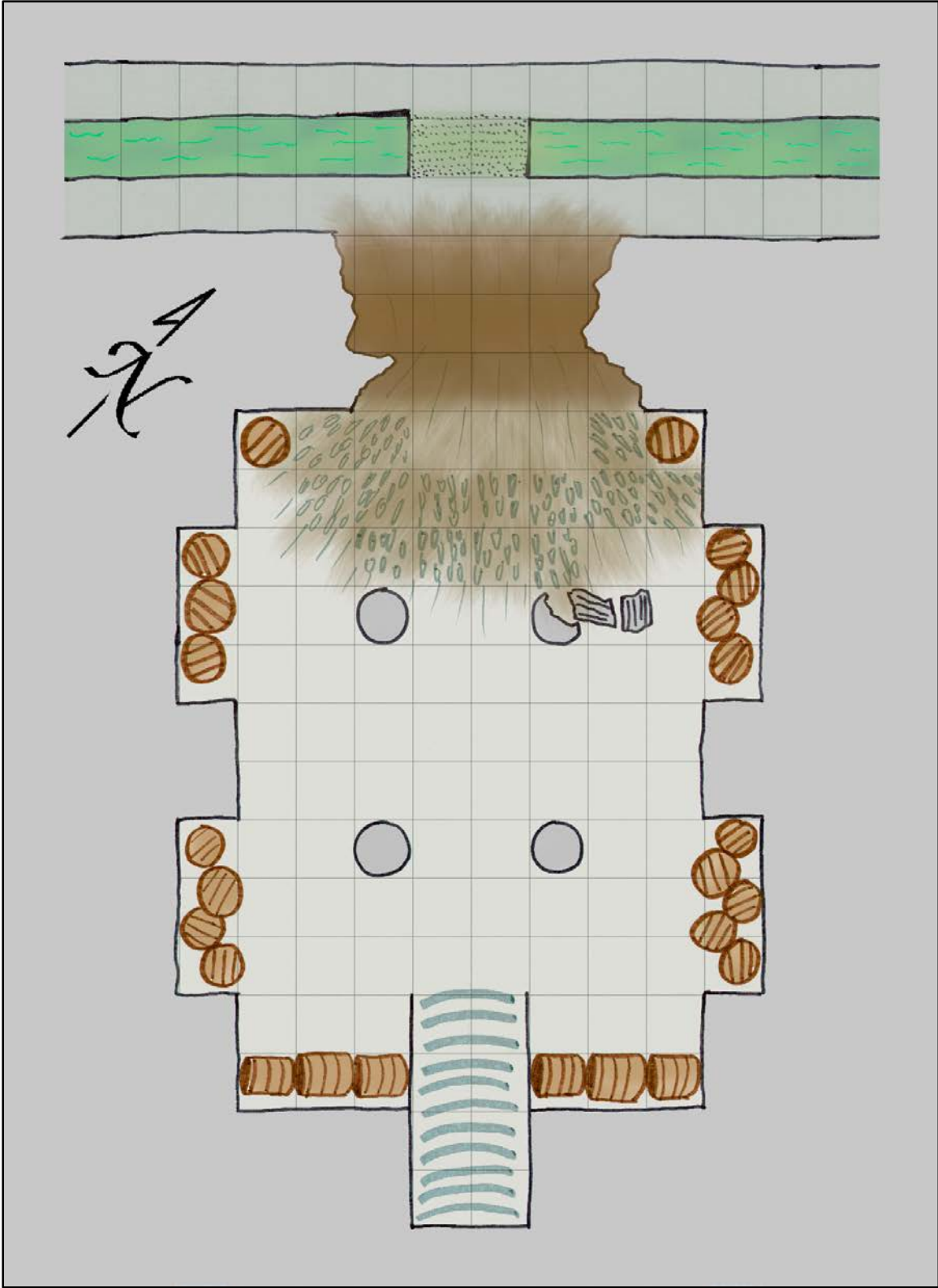
Multiattack. The captain makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

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.

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

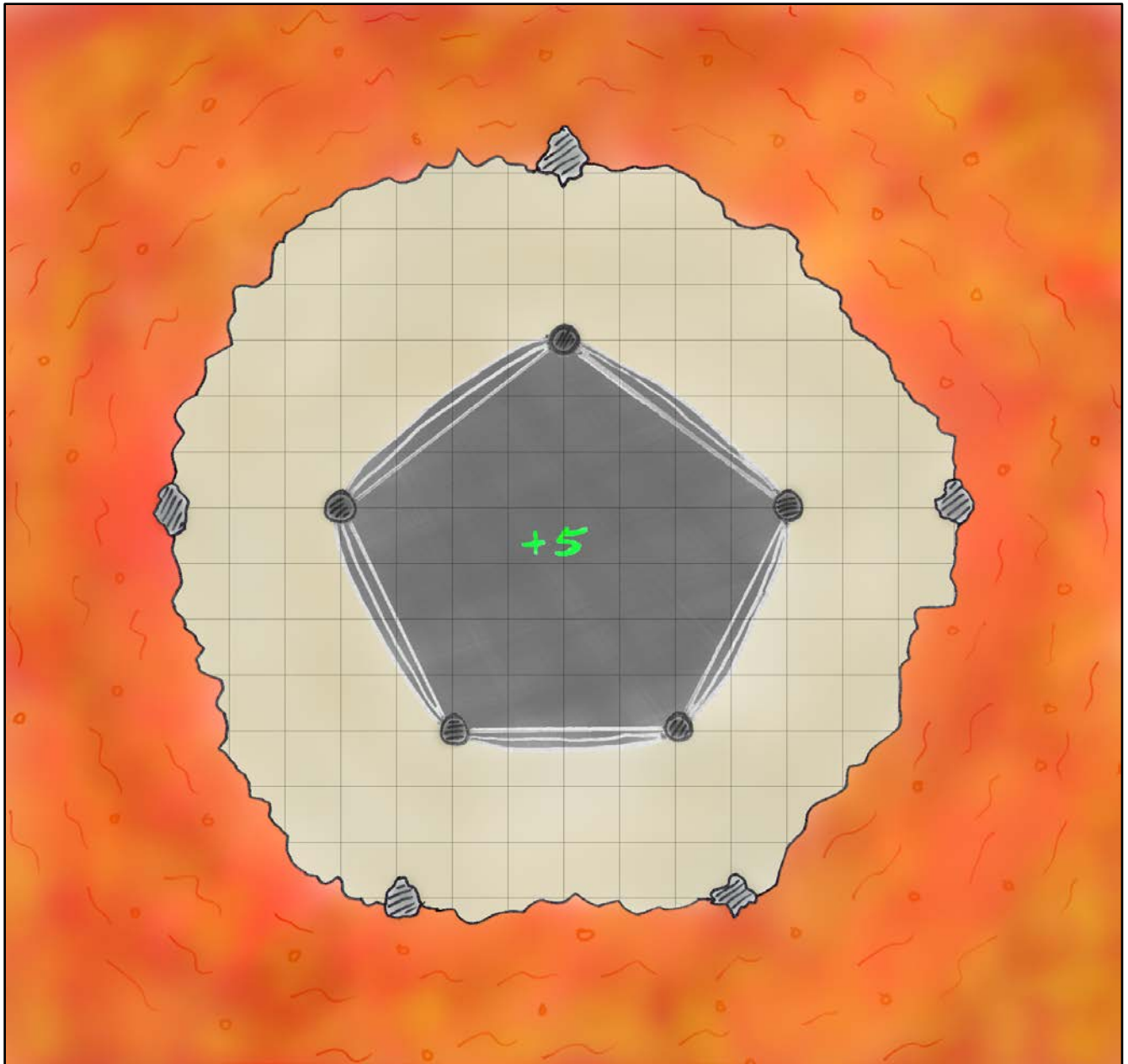
Appendix 3: Cellar Map



Appendix 4: City at War Map



Appendix 5: Crucible of Fire Map



Appendix 6: An Explosive Entrance (Bonus Objective A)

Estimated Duration: 60 minutes

This bonus objective occurs after the adventurers receive their mission briefing and head for the cellars.

Prerequisites

The party must have received the Call to Action in **Episode 1**.

Bonus Objective A

The adventurers complete **Bonus Objective A** if they defeat or circumvent the cultists invading the Tower of the Wyvern.

Tower of the Wyvern Cellar

Just as the adventurers reach the cellar, the Cult of Reborn Flame launches an attack upon the tower. The back wall of the cellar explodes outward, revealing an opening to the city sewers. Use **Appendix 3: Cellar Map** to represent the area.

Area Information

The cellar has the following features:

Lighting. A *light* spell illuminates each of the cultists. The **burning fire worms** each shed 20 ft. of bright light and 20 ft. of dim light beyond that. The cellar is otherwise dark.

Rubble. The explosion haphazardly scattered debris across the floor near the far wall, creating areas of difficult terrain. The **burning fire worms** can ignore the rubble.

Creatures/NPCs

The dust settles to reveal a **cult fire mage** and two **cult guardians**. During the first round of combat, two **burning fire worms** erupt out of the ground without warning.

Objectives/Goals. The cultists have orders to cause mayhem at the Tower of the Wyvern in the hope of diverting Selfaril's attention.

What Do They Know? The cultists are aware that their leader, the Black Phoenix, hides in the sewers underneath the Zhentarim Ghettos. They know that he is preparing to finally cleanse Mulmaster in flame, but they don't know his exact plans.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **cult fire mage**. Each of the **burning fire worms** has 45 hit points.
 - **Weak:** Remove the **cult fire mage**.
 - **Strong:** Add a **burning fire worm**.
 - **Very Strong:** Add a **cult fire mage** and a **burning fire worm**.
- ☠ **Extra Challenge:** The explosion causes smoke and dust to fill the room, leaving the entire room heavily obscured during the first round of combat (the **burning fire worms** have tremorsense).

A Refreshing Discovery

If the adventurers look underneath the fourth barrel on the left side as Selfaril directed, they find an arcane inscription carved on the floor.

If the inscription is read aloud inside this room, every creature in the cellar becomes enchanted with magic that speeds up their body's recovery. The next time those creatures take a short rest within 24 hours, they gain the benefits of that short rest after only 1 minute of resting. After the inscription unleashes its magic, it loses its power and can no longer be activated.

Into the Sewers

Once the adventurers defeat or circumvent the cultists, they can go through the new opening and press on into the sewers. They successfully complete **Bonus Objective A** and enter **Episode 2**.

Playing the Pillars

COMBAT

The **burning fire worms** burrow out amid the party, allowing them to harass the back line. **Cult fire mages** attack from afar while **cult guardians** stay behind to guard them.

EXPLORATION

If the adventurers follow Selfaril's direction and look underneath the fourth barrel on the left side, they find an extremely helpful reward. See **A Refreshing Discovery** above for details.

SOCIAL

Captured cultists will answer questions after a successful DC 14 Charisma (Intimidation) check. They know the layout of the sewers, granting advantage on Wisdom (Survival) checks in **Episode 2, Scene A** if they talk.

Appendix 7: A Cry for Help (Bonus Objective B)

Estimated Duration: 60 minutes

This bonus objective occurs as the adventurers are traveling through the Mulmaster sewers.

Prerequisites

The party must have successfully completed **Episode 2, Scene B – City at War** and returned to the Mulmaster sewers.

Bonus Objective B

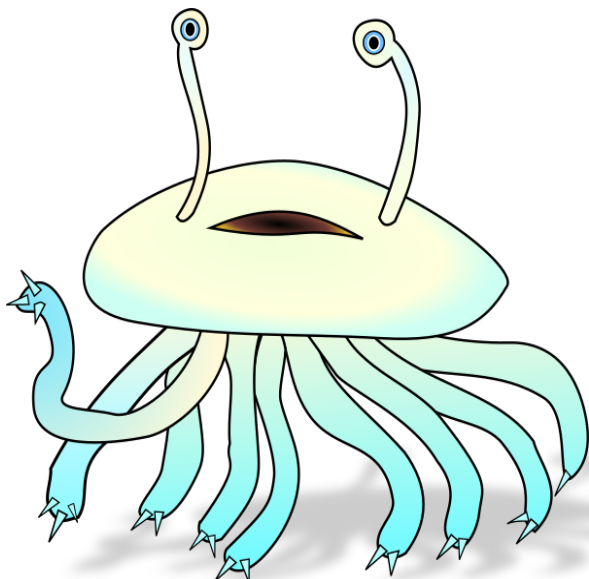
The adventurers complete **Bonus Objective B** if they help the three Mulmasterites escape the chamber.

Scene A. Voice in My Head

As the adventurers travel through the sewers, they start hearing telepathic pleas for help, which become more desperate over time. If an adventurer responds to the voice, it tells them that three people are trapped in a chamber and need rescue. The voice can telepathically guide the adventurers through the maze of tunnels to its location.

Creatures/NPCs

The voice belongs to **Laal**. She is a flumph – a jellyfish-like creature with a round body, a mass of barbed tentacles protruding from below, and a pair of eyestalks jutting from above. Adventurers who have played *DDEX02-08 Foulness Beneath Mulmaster* recognize her.



Objectives/Goals. Laal is a kindhearted individual who wants to help people in need. She sensed distress coming from three people trapped in an ancient chamber, and since she couldn't rescue them herself, she used her telepathy to seek out someone who could.

What Does She Know? There are three people trapped in an ancient dwarven chamber. She tried to contact them with telepathy, but they seemed frightened and suspicious of both her and each other. She is hoping that the adventurers can convince them to work together and find a way out. She knows that those inside are decent people just trying to survive.

Scene B. Trapped in Here with You

Next to Laal is an adamantine door that leads to an ancient dwarven saferoom. The door and walls of the saferoom are adamantine and enchanted with powerful magic, preventing them from being unlocked, broken, or even circumvented via magic such as *passwall*. They radiate abjuration magic to *detect magic*.

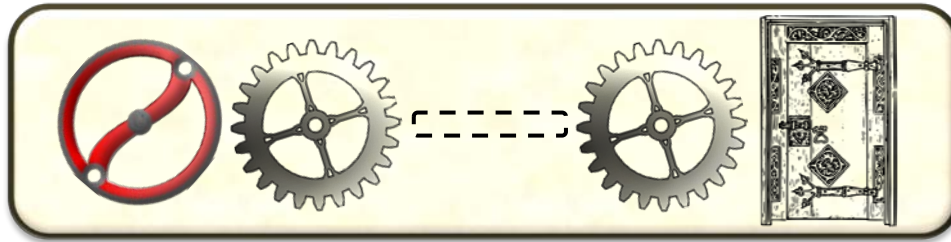
Inside the chamber are three Mulmasterites who fell through the earth due to earthquakes caused by the Red War. Rubble has since blocked the ceiling, so they are running out of air. Despite their desperate circumstances, they don't trust each other.

The only way for the Mulmasterites to escape the chamber is if the adventurers can figure out the mechanism that unlocks the door and convince them to work together to escape. Laal can allow an adventurer to contact any of the Mulmasterites from the other side of the wall through her telepathy.

A-Laal Me to Help

As a flumph, Laal can read the thoughts of the Mulmasterites on the other side of the door. Hence, she can provide the names and physical descriptions of the three NPCs there, share what those NPCs can see on the other side, and even give roleplaying suggestions to the adventurers based on an NPC's desires and emotional state.

She can use her telepathy to establish contact between any one adventurer and any one of the Mulmasterites at a time. They are all initially suspicious of the adventurers, but they can each be convinced to follow the party's instructions through specific methods of influence, which Laal may hint at if the adventurers are struggling to decide what to do.



Nebin, Cloak of Mulmaster

Nebin is a halfling wizard who has recently joined the Cloaks of Mulmaster. He is a shy bookworm with strong social anxiety. He is afraid of the other two.

- **Recruitment:** An adventurer can convince Nebin to trust them with a DC 11 Charisma (Intimidation) check or a DC 14 Charisma (Deception or Persuasion) check. They have advantage if they are a sage or a member of the Brotherhood of Cloaks. Alternatively, he can be bribed with promise of a book or scroll.
- **Skills:** Nebin can cast *detect magic*. He can also fit into small places.

Magda, City Guard

Magda is a human who is a member of the Mulmaster City Guard. She is lazy and corrupt, just like most members of the Guard. She doesn't like wizards, and she really doesn't like criminals.

- **Recruitment:** An adventurer can convince Magda to trust them with a DC 13 Charisma check of some sort. They have advantage if they are a noble or have some military or constabulary rank. Alternatively, she can be bribed with promise of 15 gp or more.
- **Skills:** Magda is muscular and strong.

Kilian, Zhent Criminal

Kilian is a human who belongs to the Hangmen, a criminal gang that operates out of the Zhent Ghettos. He's an experienced thug who despises authority, leading him to distrust both of the others. He is currently injured and bleeding from his left arm.

- **Recruitment:** An adventurer can convince Kilian to trust them with a DC 13 Charisma (Deception or Persuasion) check or a DC 16 Charisma (Intimidation) check. They have advantage if they are an urchin, a criminal, or a member of the Zhentarim. Alternatively, he can be bribed with promise of healing.
- **Skills:** Kilian found a metal bar which he is using as an improvised club. He is reluctant to give up his only weapon. The bar radiates transmutation magic to *detect magic*. He is too injured to perform most physical activities.

Door Mechanism

The door opens via a pulley system connected to a wheel through a pair of gears (basic diagram above). The only way to get it all working is if the three Mulmasterites cooperate. All the components radiate transmutation magic to *detect magic*.

- **Wheel:** The old metal wheel is rusty and hard to turn. Only Magda has the strength to turn it.
- **Gears:** There are two large metal gears, one linked to the wheel and one linked to the pulley. The two gears are close and facing each other with a hole in the middle of each. If the wheel is rotated, the first gear turns, but the second doesn't turn unless the connector (Kilian's metal bar) is placed between the two gears. Only Nebin is small enough to slip between the gears to insert the connector.

Kilian needs to give up the connector to Nebin and allow Nebin to insert it between the two gears. (If necessary, Magda and Nebin together can overpower Kilian and take the connector by force.) Once Nebin inserts the connector between the gears, Magda can turn the wheel, which turns both gears and causes the pulley to open the door.

Scene C. Unity, Precision, Perfection

Once the three Mulmasterites are free, they demand whatever the adventurers promised them, though they have no realistic way to enforce those promises.

Laal is ecstatic at seeing them saved, and she promises to lead them, as well as any other refugees she meets, to the safety of the Underdark.

Treasure & Rewards

Before she leaves, Laal thanks the adventurers for saving the Mulmasterites:

- Laal hands them a small flumph egg which functions as a *Potion of Mind Reading*.

Back into the Sewers

Once the adventurers free the Mulmasterites, they can return to the sewers and continue their main mission. They successfully complete **Bonus Objective B** and return to **Episode 2, Scene C**.

Appendix 8: Magic Items

Adventurers completing this adventure's objective unlock these magic items.

Dragonhide Saddle (Saddle of the Cavalier)

Wondrous item, uncommon

While in this saddle on a mount, you can't be dismounted against your will if you're conscious, and attack rolls against the mount have disadvantage.

This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

This saddle is made primarily out of the hide and bones of a red dragon. The saddle never gets dirty even in the grimmest of environments.

Dread Helm

Wondrous item, common

This fearsome steel helm makes your eyes glow red while you wear it.

This item can be purchased with **2 Treasure Checkpoints** of any tier.

The jagged horns on this helmet look quite intimidating.

Appendix 9: Story Award

Adventurers may earn the following story award during the adventure.

High Blade in Your Debt

You prevented an alliance between an efreeti pasha and the Cult of Reborn Flame, you rescued Selfaril Uoumdolphin from a mental prison woven by a hag coven, and you prevented the people and city of Mulmaster from being engulfed in lava by the Black Phoenix. For these deeds and more, the High Blade of Mulmaster is in your debt. With his city overrun by Thayans, Selfaril cannot repay that debt now, but perhaps that may change one day.

This story award doesn't take effect until you successfully complete the Reborn Flame Trilogy:

- *CCC-ODFC02-02 Palace of the Efreeti*
- *CCC-GAD01-01 Broken Blade*
- *CCC-GAD01-02 Red War: Black Phoenix*

If you have not yet completed the entire trilogy, you gain the full use of this story award after you successfully complete the missing adventures.

Appendix 10: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players 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 advancement and treasure checkpoints, downtime days, and renown. These values are updated 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 Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

Determining Party Strength

Party Composition	Party	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

☞ **For Extra Challenge:** Some adjustment sidebars include adjustments for extraordinary parties. Suggestions marked this way are options for experienced DMs with players who can handle very difficult encounters. They can be used alongside any other adjustment. Be careful using these options, especially in a time-limited setting.

Item Unlock:

**Dragonhide Saddle
(Saddle of the Cavalier)**

CCC-GAD01-02 Red War: Black Phoenix

Wondrous Item, Uncommon (Table B)

While in this saddle on a mount, you can't be dismounted against your will if you're conscious, and attack rolls against the mount have disadvantage.

This saddle is made primarily out of the hide and bones of a red dragon. The saddle never gets dirty even in the grimmest of environments.

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Item Unlock:
Dread Helm

CCC-GAD01-02 Red War: Black Phoenix

Wondrous Item, Common (2 TCP)

This fearsome steel helm makes your eyes glow red while you wear it.

The jagged horns on this helmet look quite intimidating.

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